

## Labyrinth Master Rules Summary (v1)

### Goal:

Get the most points by collecting tokens from the board.

### Setup:

1. Connect the four large tiles to form the game board.
  - o Place game board in the center of the table.
2. Randomly place dark gray wall tiles on non-movable cut-out spaces of the game board (corner walls in each corner).
3. Randomly place the other wall tiles on the rest of the spaces on the game board.
  - o There will be 1 tile left over. It is for the starting player.
4. Deal 1 Secret Formula card to each player (*keep secret!!*)
  - o Token numbers on the card are worth 20 points end game.
5. Put number tokens randomly around the labyrinth:
  - o None on the outside edge paths.
  - o One on each tile next to those edge paths.
  - o Then one on the inside tiles forming a cross.
6. Each player takes one of the player miniatures.
  - o Place it two tiles diagonally in from its color corner.
7. Give each player 3 hourglass tokens.
8. Choose a starting player (*ie, the youngest player*).

### Game Play (clockwise beginning with starting player):

Summary: On their turn players do two things: use the extra wall tile to slide one row or column then move their miniature.

- Use the extra wall tile to push tiles in any movable row or column (with an arrow on its edge) from either side.
  - o You may turn the wall tile in any of four ways.
  - o The wall tile that falls off the other side of the game board is the new extra wall tile that the next player will use.
    - You may not push back a row or column that the previous player pushed (*ie, can't push the tile back where it fell out of the labyrinth*).
  - o If a token or a player's miniature is on the tile that fell off the board, place it at the opposite side of that row or column (*on the tile just pushed into the labyrinth*).
- Move your miniature as far as you wish along an unblocked path through the maze (*optional*).
  - o You may choose to not move it at all.
  - o You may move through or end on a space already occupied by another player's miniature.
  - o You may not end on the same tile that you started.
  - o You must move in order to collect a token.
  - o You may use 1 hourglass token to take one extra move.
    - You may not use another hourglass on the same turn.
  - o If you end on the tile that contains the lowest numbered token still in the labyrinth:
    - Collect that number token (*place it near you*).
  - o You may request advice from other players!
    - You offer an hourglass token and/or one or more number tokens as payment for advice received and acted upon.
    - If you follow the advice, pay that player what you offered.
    - If you do not follow the advice, you do not pay anything

### End Game:

The game ends when the final number token is taken.

### Scoring:

- Add the points on each token collected.
- Add 20 points for each number token collected that also is shown on your Secret Formula card.
- Add 3 points for each hourglass token you have.

The player with the most points wins.

Tie? Victory is shared.