

Labyrinth Co-op Non-campaign Rules Summary (v2)

Setup:

1. Connect the four pieces to make the game board
2. Place the 4 dark corner tiles in the four corners of the board
3. Place 2 dark wall tiles (wall side out) on each edge (8 total)
4. Place 4 dark tiles in middle holes (rotating wall side out)
5. Randomly place tiles on all remaining spaces (1 left over)
6. Option: Slide yellow columns one space. Put pushed out tiles on the empty space (same orientation). Same for blue rows.
7. Randomly place 4 echo tokens* alternating down the middle column and row, then 2 diagonally between the ends.
8. Place Portal board near the main board with 4 portals on it
9. Shuffle 16 item cards** face down on the Portal deck spot
 - Draw 4 cards and place face up on each Portal space
 - Place the 4 Portals on the game board on its matching spot
 - Return those 4 tokens* to the bag
10. Put Goblin board with 4 Looters near the main board
11. Shuffle the 5 starter event cards facedown onto the spot on Goblin board.
12. Each player takes the Character card for their color and puts their miniature on their matching color corner tile.
13. Players each get an oversized Help card.
14. Set one die nearby.
15. Choose a starting player.

Game Play (clockwise beginning with first player):

- On a player's turn, **the Labyrinth goes first!**
 - Roll the Labyrinth die. Resolve its effect:
 - ? => draw & resolve the top event card. Then if:
 - Here comes the mess: put it on the bottom of the deck
 - Here comes the trouble: shuffle it into the deck
 - **Goblin icon** => activate the goblin looter of that color
 - If a goblin is already at the portal of that color, it collects the card that is there & returns home
 - Otherwise, place a goblin at the portal of that color.
 - If a color portal is not available, use the next color.
- Now (after the Labyrinth) **the player** has two options that they may take in any order: Move / Shift (Slide) 1 tile:
 - **Move**: move your miniature along an unblocked path, then:
 - If on a tile with a Portal, collect the card from that color
 - If a Goblin is also on the tile return it to its home
 - If this is the LAST card left in portals: **Game Ends**
 - **Shift**: push the extra wall tile into a movable row/column.
- Finally, if an item was collected (by a player or goblin):
 - Draw an item card. Place it on the Portal color just collected.
 - If there are no more item cards, put the portal on the portal board matching its color
 - Move the Portal to the tile with the matching token
 - Return that token to the bag.
 - If a player miniature is on that tile, they collect the card

End of Game:

Game ends when the last card is collected.

Victory: players collected ALL the cards

Optional***: Victory: allow Goblins to collect only 1 card

Suggestion:

* Since these rules are not for the campaign game you could use **16** of the **24 round item tokens** that were provided for playing the "Classic" version and their matching treasure cards. Just set aside 8 of the item tokens (ie, the ones that are harder for you to quickly identify)

→ ** Use the **matching** 16 Treasure cards if using the treasure tokens rather than the echo tokens.

Make it slightly easier:

*** Optional: An early "How To Play" video included the option to allow the Goblins to collect one (and only one) card without taking away your victory!

Plus, you can use the "tickets" that Awaken Realms provided online as a special gift for playing the Co-op version of Labyrinth Chronicles. They provide each player a one time per game ticket that they may use at anytime during the game based on their character (*different for each character*):

- Yellow** (Demetris): Ignore the effect of the drawn Event card. Then shuffle the deck.
- Blue** (Ollie): Without moving your character, knock out a Goblin looter that is on your unblocked path. Return the Goblin to its home base.
- Red** (Roger): Jump over one wall.
- Purple** (Miranda): Ignore the effect of the rolled die.

These tickets are at the end of this update:

gamefound.com/en/projects/awaken-realms/labyrinth/updates/13