

Labyrinth Original Rules Summary (v3)

Goal:

Be the first to capture all the treasures in your treasure deck and return your miniature back to your corner.

Setup:

1. Connect the four large tiles to form the game board.
 - 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.
 - There will be 1 tile left over. It is for the starting player.
4. Deal the 24 treasure cards equally among all players
 - A player's cards remain facedown in front of them
 - Each player reveals the top card in their deck
 - This is the first treasure they will seek to capture
 - Option: keep this card secret from others.
5. Put a treasure token on each dark gray tile (not main corners)
6. Put 6 treasure tokens on light gray 3 way tiles randomly
7. Put 6 treasure tokens on light gray corner tiles randomly
8. Each player takes one of the player miniatures
 - Place it on the matching color corner (this is your corner)
9. Choose a starting player (ie, last to go on a treasure hunt)

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.
 - You may turn the tile in any of four ways.
 - 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.
 - If a player's miniature is on the tile that fell off the board, place it at the opposite side of that row or column.
 - Treasure tokens remain on a tile that falls off the board.
- Move your miniature as far as you wish along an unblocked path through the maze
 - You may choose to not move it at all
 - You may end on a space already occupied by another player's miniature
 - If you end on the tile that contains the treasure you seek:
 - Capture that treasure token (place it on matching card)
 - Option: discard the treasure card (you have the treasure)
 - If you have no treasure cards left (you found and captured all your treasures):
 - Return your miniature to your corner to **WIN!**
 - Note: Some original versions you **WIN instantly** without needing to return to your corner.
 - Reveal the next treasure card on top of your deck
 - This is the next treasure that you seek

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