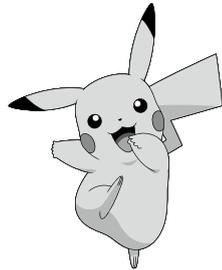


POKÉMON LABYRINTH

Ravensburger® Games No. 26 949 5

Author: Max J. Kobbert

Design: dreispur GmbH



The aMAZEing shifting board game for two to four players ages seven and up.

Contents:

- 1 game board
- 34 square maze tiles
- 24 Poké Ball tokens
- 4 Pokémon standees
- 4 bases

Eevee, Gengar, Snorlax, and other favorite Pokémon are hiding in the labyrinth, waiting to be caught! Search for them as Pikachu, Charmander, Bulbasaur, and Squirtle.

To win the game, be the first to find all the Pokémon on your Poké Ball tokens and return to your starting space!

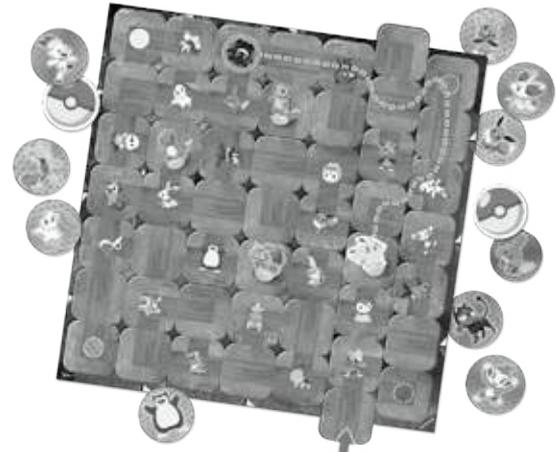
Preparation

When playing for the first time, carefully punch out the maze tiles and Poké Ball tokens.

Shuffle the maze tiles facedown and place them face up on the empty spaces of the game board to form a random maze. There should be one maze tile remaining. Lay it face up next to the game board and use it later in the game to shift the maze.

Shuffle the 24 Poké Ball tokens and divide them evenly among the players. Each player lays their Poké Ball tokens down in front of them on the table in a pile without looking at them.

Each player chooses one of the Pokémon standees, inserts it into a base, and places it on the corresponding color in one of the four corners of the game board.



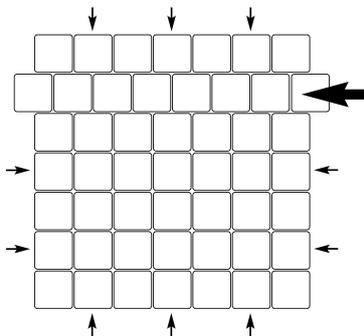
How to Play

Each player looks at the first card of their Poké Ball tokens without showing it to the other players.

The youngest player goes first, and play continues clockwise. Each player will start by trying to reach the Pokémon shown on their first Poké Ball token. First, insert the maze tile lying next to the game board and then move your Pokémon playing piece on the board.

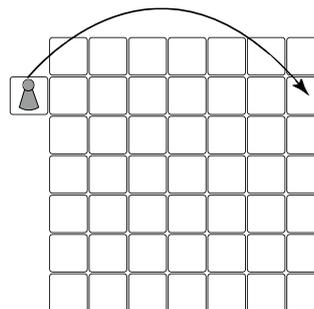
Shifting Maze Tiles

There are 12 arrows along the edge of the board. On your turn, insert the extra maze tile into the game board at one of the arrows until a maze tile slides off the edge on the opposite end of the board. The maze tile that was pushed out stays next to the board and will be used by the next player to shift the maze on their turn.



The maze tile that has just been replaced cannot be inserted back into the board at the same place where it was pushed out. The maze must be shifted on each turn, even if you can catch your Pokémon without inserting the extra maze tile.

If a Pokémon standee slides off the board along with the replaced maze tile, the piece is placed on the opposite end of the board on the new tile that has just been added. This does not count as a move.



Moving Your Pokémon Standee

After shifting the tiles of the maze, move your Pokémon along the path. You can move your piece to any tile on the board that is connected to your square by an uninterrupted path. You may not move through the green maze walls and you can stop your move at any time. You may move your Pokémon to a tile that is already occupied by another player's Pokémon.

If you cannot catch the Pokémon on your first token this turn, you may move as close as you can to it and try to catch it on your next turn. You can also choose to leave your standee where it is.

Once you have reached the tile with the matching Pokémon, turn over your Poké Ball token and lay it faceup next to the rest of your tokens. Now look at your next Pokémon card. On your next turn you have to find your way to this Pokémon on the game board.

End of the game

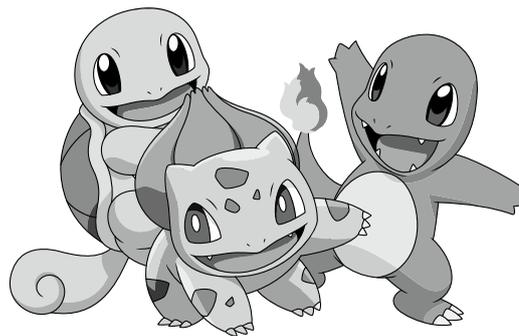
The game is over as soon as someone has turned over all their Poké Ball tokens and returned their Pokémon playing piece to its starting position.

This player has **won** the game!

Variation for younger children:

The same preparation and rules of the basic game apply. To make the game a little easier, players are allowed to look at all their Poké Ball tokens at the beginning of the game. Players can choose for themselves which Pokémon they want to catch on their next turn.

If everyone is in agreement, you can decide not to have to return your piece to its starting position once all the Pokémon have been reached.



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Ravensburger Ltd.
Units 3-5, Avonbury Business Park · Howes Lane
Bicester, OX26 2UA, GB

www.ravensburger.com