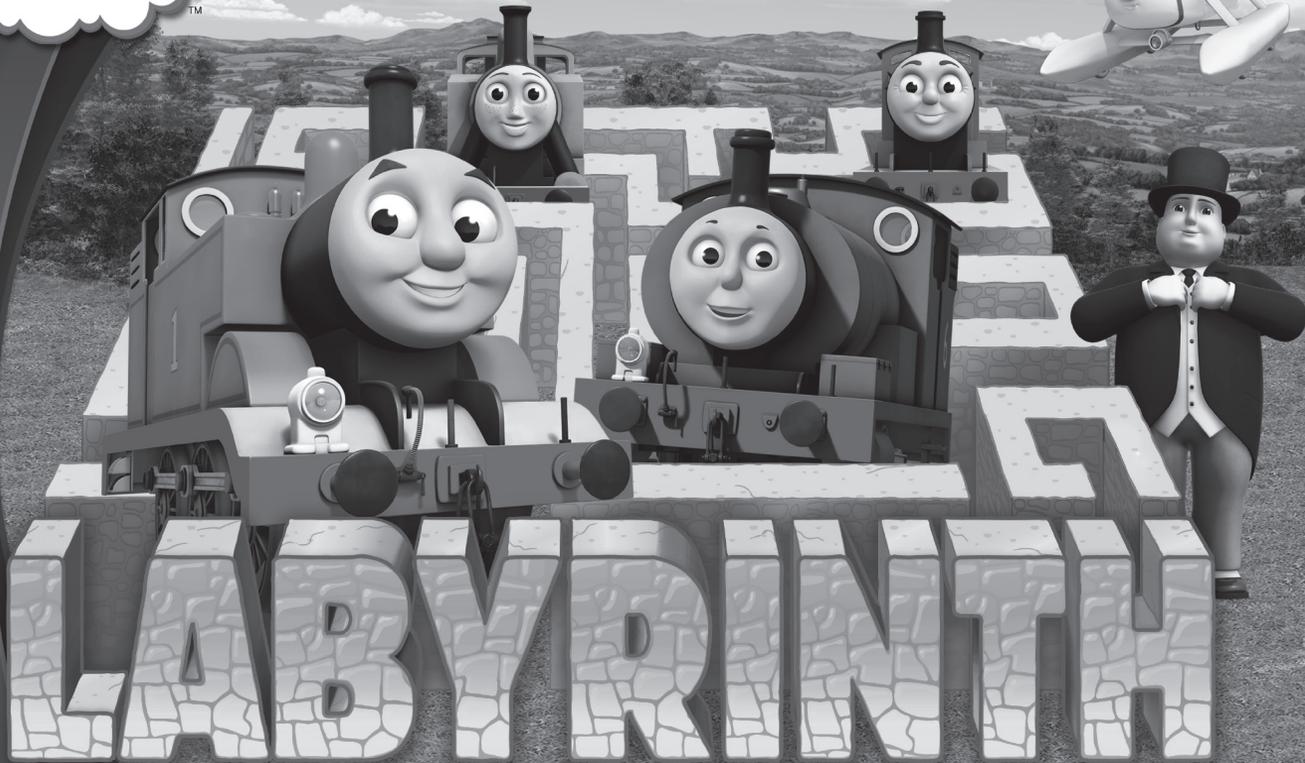


**THOMAS
& FRIENDS**
TM

JUNIOR



Max J. Kobbert

4+

Ravensburger



JUNIOR LABYRINTH

Ravensburger® game no 21 364 1

The amazing shifting fun for 2–4 players
aged 4 years and above.

Author: Max J. Kobbert

Design: Re:fresh Designs, UK

Content:

- 1 Game board
- 17 Square maze tiles
- 12 Round tokens
- 4 Playing pieces



Thomas & Friends are hiding in the Labyrinth of Sodor – who will be the first to find their way through and find the popular trains? By moving the maze tiles in the Labyrinth, new paths are created where there was once a dead end. Only if you shift the maze tiles skillfully will you be able to reach the Thomas & Friends characters and win the game of amazing shifting fun!

The objective of the game is to collect the most round tokens.

Preparation

When playing for the first time, carefully punch out the maze tiles and round tokens. Put the game board in the middle of the table so that it is easy for you all to reach.

Shuffle the maze tiles, face down, and place them face up on the empty spaces of the game board to form a random maze. Four of the maze tiles are printed on both sides. On one side, there are four-way intersections which simplify the game. On the other side, curved paths are shown. Decide before and after shuffling, if and how many crossings you want to use in the maze. The more intersections you use, the easier it becomes!

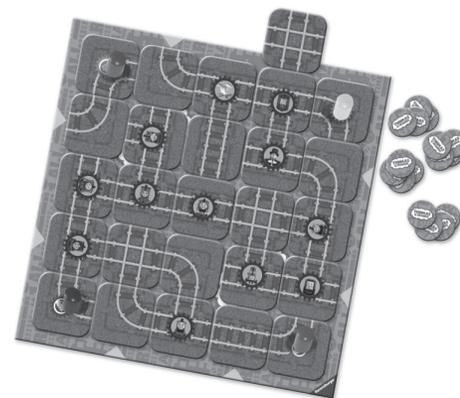
Tip for parents:

In the first round, it is recommended to use several path intersections. After some practice, the intersections can gradually be removed/ turned over in later rounds of the game.



One maze tile is always left over. Place it next to the game board. You will need this later to move the Labyrinth. Shuffle the round tokens, face down, and place them next to the game board.

Choose a playing figure and put it on the start square in the same colour on the corners of the board.

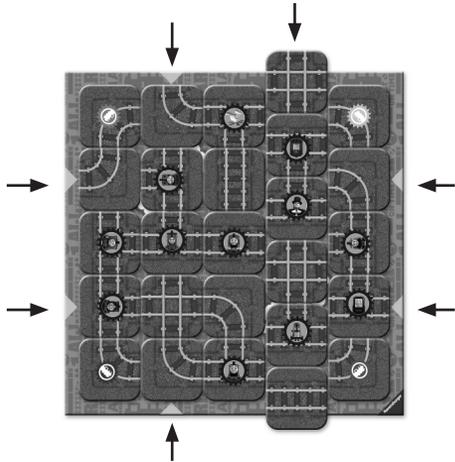


Let's play!

The youngest player begins; continue playing in a clockwise direction. If it's your turn, turn over a round token. You'll see one of the following characters from the Thomas & Friends series: **Thomas, James, Rosie, Percy, Harold, Toby, Kevin, Sir Topham Hatt, Rheneas, Charlie, Millie** or **Diesel**. You must reach the character on your token in the Labyrinth using your playing piece. To do this, always move the Labyrinth first and then move your playing piece.

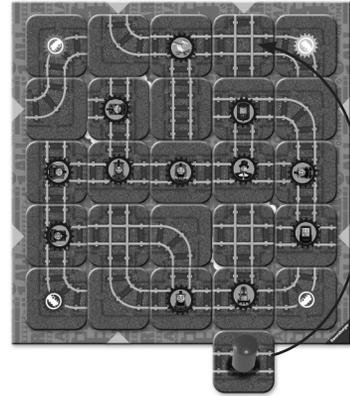
Shifting maze tiles

Arrows along the edge of the board indicate where you can insert maze tiles. On your turn, insert the extra maze tile into the game board where one of the arrows is, until a maze tile slides off the edge at the opposite end of the board. This maze tile that has been pushed out stays next to the board. It is inserted back into the board on the next player's turn.



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

If you or another player's playing piece 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 inserted. This does not count as a move for the pushed out player.



You must always move the Labyrinth first, before moving your own playing piece.

Moving your playing piece

After shifting the tiles of the maze, move your playing piece on the board. You can move your piece to any tile on the board that is continuously connected to the square that your piece is on, and you can stop your move at any time. You may



move your playing piece to a tile that is already occupied by another player's piece. Once you have reached the tile with the matching Thomas & Friends character, you will win that token and place it in front of you. This ends your turn and the next player turns over a new round token.

If you can't reach the character you are looking for, you can move your playing piece as far as you can to make it easier to reach the character on your next turn. Or you can leave the piece where it is. The next player takes turn to get to the character with his piece. Gameplay continues like this until someone reaches the Thomas & Friends character that you all have been looking for in the Labyrinth. This player wins the round token. Only now does the next player turn over a new round token.

The game ends as soon as a player reaches the last Thomas & Friends character with their playing piece and places the token in front of him.

The player with the most round tokens has **won** the game!

Variation for experienced Labyrinth players

The same preparation and rules of the basic game apply. Remove all four-way intersections from the game board as you don't need these for this variation.

Shuffle the round tokens, face down, and deal them evenly to all players. Everyone places their tokens face down, in a stack, in front of them.

On your turn, take the top token and look at the character without showing anyone. Only you will know which character you need to reach.

As previously described, always move the Labyrinth first and then move your playing piece. The maze tile that has just been replaced cannot be inserted back into the board at the same place where it has been pushed out.

Once you have reached your Thomas & Friends character, place the round token face up in front of you. Your turn is over. If you do not get the character you're looking for, move your playing piece as far as you can to make it easier to reach the character on your next turn. Or you can leave your piece where it is. Your turn is now finished. Gameplay continues with the next player. This player also looks at their top round token and tries to reach the Thomas & Friends character shown there.

The game ends as soon as a player has reached the character of their last token and has returned to their starting field with his playing piece. The first player to do this has **won** the game!



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