



How to Play

The game consists of 2 phases:

1. Day phase (lights on)
2. Night phase (lights off)

In both phases, players will follow the Basic Game play instructions (see page 2). Begin the game in the day phase with the lights on. Then play the night phase with the lights off.

1. Day Phase

The player who is the least afraid of the dark goes first. Play as usual. As soon as a player has found all their treasures during the day phase, this phase is immediately over. Treasure cards that were not found no longer count. Put them back into the game box. Now pick up your night treasure cards into your hand, check the symbol on your playing piece (sun, moon, star or lightning bolt), and then turn off the light.

The player to the left of the player who finished the day phase starts first in the night phase.

Example:

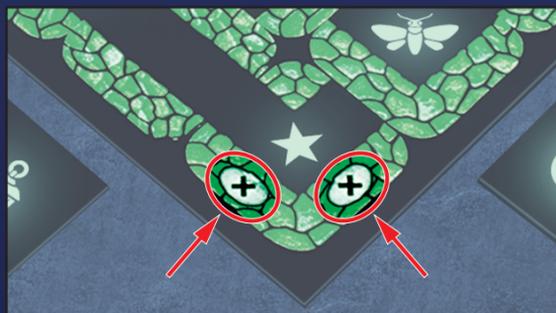
Anne manages to find her fourth treasure in the day phase. The day phase is immediately over. Ben and Claudia both still have one treasure card left, whose treasure they were not able to find. They both put their remaining treasure card back into the game box. Now all three players pick up their respective night treasure cards into their hand and turn off the light. The playing pieces stay where they are.

Now it's Ben's turn. He begins to search for one of the 4 night treasures, inserts a path tile and moves his playing piece, etc.

2. Night Phase

If you didn't find all your treasures during the Day phase, this is your chance to turn your luck around and win the game!

On your turn, you will try to reach any one of your night treasures on the board by sliding the path tiles and moving your playing piece. The „X“ on the edge of the board marks the paths that cannot be moved.



If you are able to reach one of your treasures, lay the corresponding treasure card face up in front of you so that everyone can see it.

Once you find all your night treasures, get back to the starting position as fast as you can.

Ending the Game

The game ends as soon as a player has found all the night treasures and moved their playing piece back to the starting position.

As a reward, that player gets to turn over and keep one of the 3 coins.

Scoring

Each day treasure found is worth 1 treasure point. Each night treasure found is worth 2 treasure points. The player who ended the game earns the treasure points on the coin (1, 3 or 5 treasure points).

The player with the most treasure points is the winner.

In the event of a tie, the one with the most treasure cards wins. If it's still a tie, all players who tied win.

Tips and tricks:

Making the Labyrinth Glow in the Dark!

If your labyrinth doesn't glow in the dark bright enough after the day phase, try the following:

1. Place the light source as close to the board as possible: During the day phase, for example, put a desk lamp on the game table to energize the luminescent paint.

2. Use bright, cool lights: Light sources with high UV rays (white LEDs, daylight, halogen lamps, energy-saving lamps) are best for charging the luminescent paint. Standard light bulbs or LEDs with a warm, yellow light take longer.

3. Make sure the room is dark: If possible try to get the room as dark as you can. If you're playing with small children, light a candle or use a night light so it's a little less scary.

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2 to 4 Players

Ages 7 and Up

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Photos: Becker Studios

Welcome to the aMAZEing Labyrinth!

This game offers two exciting game variations: You can play the popular and well-known Basic game, or you can try out "Labyrinth by Day and by Night". In this version you begin the game with the light on, then in the middle of the game you turn off the light and the labyrinth begins to glow in the dark.

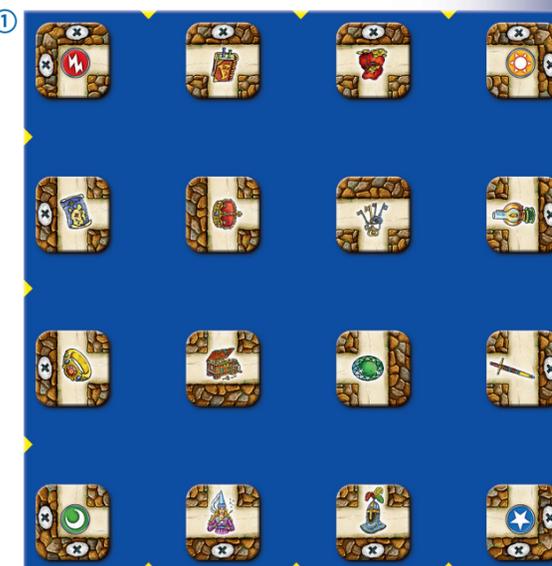
The rules for the Basic game are described below, followed by the instructions to "Labyrinth by Day and by Night".

Contents

- 1 game board with 16 fixed path tiles
- 34 square path tiles
- 24 treasure cards
- 4 playing pieces



- For "Labyrinth by Day and by Night":
- 12 square night treasure cards
 - 3 coins with the values 1, 3 and 5



Basic game

Object of the Game

In this enchanted labyrinth players set out to search for mysterious objects and creatures. By cleverly sliding the paths players try to find their way to the coveted treasure.

The first player to find all their treasures and return to the starting square is the winner.

Set Up

When playing for the first time, carefully punch out the path tiles and treasure cards.

Shuffle the path tiles, face down, and place them face up on the empty spaces of the game board to form a random maze of paths. There should be one path tile remaining. Lay it face up next to the game board and use it later in the game to replace tiles that have been moved off the board. Shuffle the 24 treasure cards and divide them evenly among the players. Each player lays his treasure cards down in front of him on the table in a pile without looking at them. Each player chooses one of the playing pieces and places it on its own color in one of the four corners of the game board. Ready to go!



How to Play

Each player looks at the first card of his stack of treasure cards without showing it to the other players. Now you try to get to the square showing the same treasure as on your card.

The last player to go on a treasure hunt goes first with play continuing in a clockwise direction.

A turn is always made up of two steps:

1. Move the maze
2. Move your playing piece

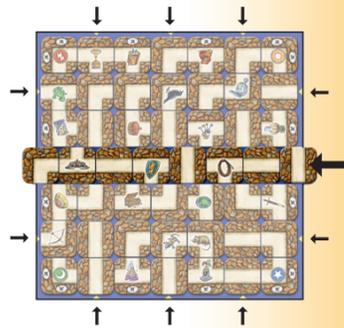
On your turn, try to move your playing piece to the treasure in the labyrinth showing on your card. **First**, insert the path tile lying next to the game board and **then** move your piece on the board.

1. Moving the Maze

There are 12 arrows along the edge of the board. They are marking the rows where you can insert the path tile into the maze. The fixed path tiles are indicated by a black "X"; these tiles are immovable.

On your turn, insert the extra path tile into the game board where one of the arrows is, until another path tile is pushed out of the maze on the opposite side.

The only exception: The path tile cannot be inserted back into the board at the same place where it was pushed out.



Hint: To better remember where you are not allowed to slide the path tile, leave the tile where it is until it is used again.

If the path tile you push out has a playing piece on it, put this piece on the opposite side of the board on the path tile that was just placed. Moving this piece does **not** count as your turn!



Important: You must move the maze before you can move your playing piece. Even if you can get to the treasure you are looking for without moving the maze.

2. Moving Your Playing Piece

Once you have moved the maze, you can move your playing piece. You can occupy any square that you can move your piece to directly, without interruption. You can move your playing piece as far as you like. Or, you can leave your playing piece where it is.



Once you find the treasure you are looking for, turn over your treasure card and lay it face up next to your card pile. Look at your next treasure card. On your next turn, find your way to this treasure on the game board.

Hint: If you are unable to get to the treasure you are searching for, you can move your playing piece into a position that gives you a good starting point for your next turn.

Now it's the next player's turn. This player inserts the extra path tile into the game board before moving their playing piece, and so on.

Ending the Game

The game is over as soon as a player has turned over all their treasure cards and returned their playing piece to its starting position. The first player to do this is the winner.

For younger children

Divide the treasure cards as usual. Then, lay all your treasure cards face up in front of you (so that the treasure is showing).

On your turn, try to reach **any** one of your treasures on the board. If you did, turn over the corresponding treasure card. Once all your treasure cards have been turned over, return to the starting position to win the game.



Labyrinth by Day and by Night

Only once it is dark can you find the coveted night treasures which are nearly invisible in light. There is also a precious coin to be won!

The same rules of the basic game apply with the following exceptions:

Object of the Game

The player with the most treasure points wins.

Set Up

This labyrinth glows only in the dark! The game has to be played in a room that can be made dark.

First, set up the game as usual with the lights on. For this game variation you will need the 3 coins and the night treasure cards in addition to the Basic game.



Shuffle the 3 coins and lay them face down next to the game board. Make sure that no one knows which number is on which coin.

Shuffle and divide up the treasure cards and the night treasure cards:

- 2 to 3 players: Each player receives 4 treasure cards and 4 night treasure cards
- 4 players: Each player receives 3 treasure cards and 3 night treasure cards

Put the remaining cards back into the game box.

Lay all your treasure cards into a pile face down in front of you and the night treasure cards face up in a row next to each other.



Note: In order for the symbols on the night treasure cards to be fully charged, they must be laid down with the front side facing up when starting the game.