For a more challenging game

Distribute the 12 secret chips equally among all the players. Keep these chips in front of you face down in a pile! On your turn, look at your top secret chip, and return it, face down, to your pile. Now you know the destination you must reach. Move the maze with the extra maze card and move your ghost through the maze, as in the above directions. When you reach your goal, lay the secret chip uncovered in front of you. If not, it is the next player's turn. The winner is the first player to turn up all his or her secret chips.

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JUNIOR LABYRINTH

A game by Max J. Kobbert

Ravensburger® game no. 21 246 0
For 1 – 4 players, ages 5 and up

About the game

Strange things are happening in the basement of an enchanted castle. There are friendly ghosts and wonderful hidden treasures, but they're hard to find because they're always moving. Players must travel through the basement trying to find the secret objects. Whoever accumulates the most secrets wins!

Contents

1 game board, 17 maze cards, 12 secret chips, 4 ghosts, game rules.
Before you play, carefully punch out the maze cards, the secret chips and the ghosts and put the ghosts in their game stands.
game.

Who wins?

Reach this new goal.

chips are won, the next chip is placed on the player's turn a secret chip if you win, you do not move, if you win the chip.

If you reach the treasure pictured on the secret chip.

Note: More than one ghost can occupy a single square.

next, you may only shift the maze once per turn.

If not, try to get in the best possible position for your all other players will be able to read your goal in one move, and those players who can also choose not to move at all those players who can move are limited by the open corridor. You can choose any ghost as far as you choose.

After shifting the maze, move your ghost to the next space.

Moving your ghost

Transferring this piece does not count as a move.

the piece belongs to the person making the move, or the next player, if the player who is moving the piece.

If by shifting the maze a player's piece gets pasted out, the piece is removed.

You cannot immediately reverse the last player's move by returning the extra.