



For 1- 4 players, age 8-adult.

Author: Max J. Kobbert

Design: Herbert Lentz/McLeod Warner Ltd

Contents: 34 maze cards
24 treasure cards
4 wooden playing pieces
1 playing board

Preparation

The **maze cards** are shuffled and laid out at random on the board, thereby creating a chance patterning of maze corridors. One maze card will be left over.

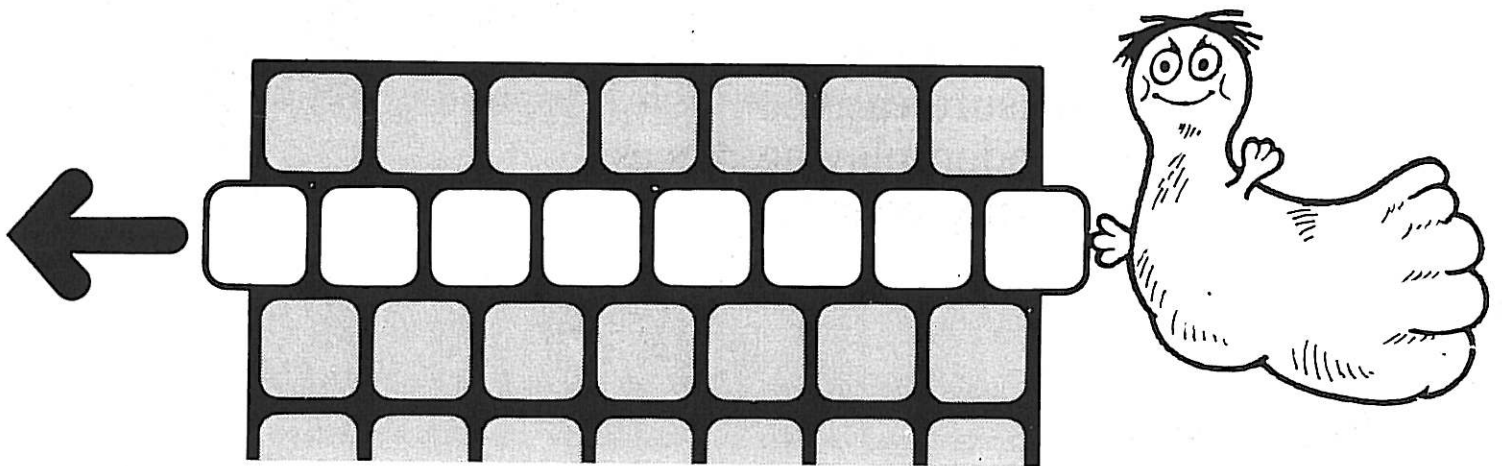
Each player chooses a **playing piece** and sets it on the corner position on the board that shows the same colour as his piece.

Distribute the treasure cards face down and evenly between all players. If you are the first player, look at your first treasure card and return it, face down, to your pile of cards. This is your first treasure in the maze. You may not look at your other cards until you have found that treasure.

To reach your treasure you will have to shift the walls of the maze. This is done by pushing the extra card into the maze at one of the arrowed points. The aim is to open corridors that will let you move as far as you wish.

Moving the maze

From the edge of the board, push the extra card into the maze. The places where the card can be added are indicated on the edge of the board by an arrow. The maze card that is pushed out will become the next player's means of shifting the maze. Until the next player's turn, the new extra maze card is left where it is so that all players will know how the maze has been shifted on this turn.

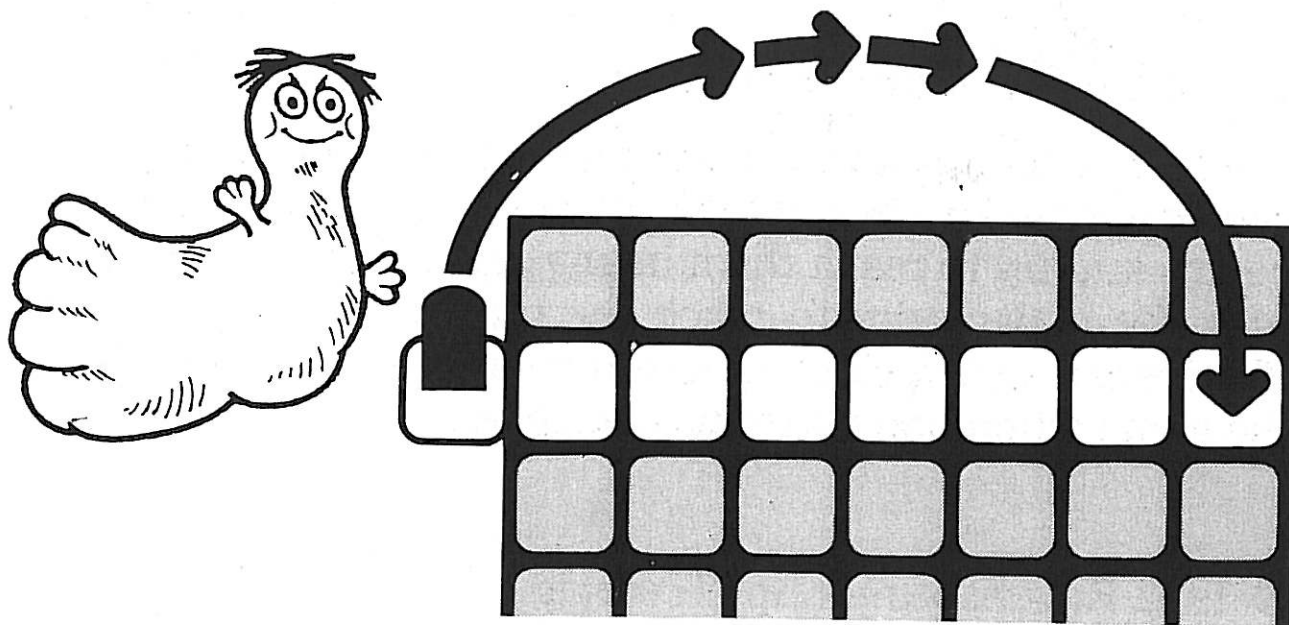


Note

You must move the maze before each turn, even if you don't need to in order to reach your goal. This way you can wall in another player!

You cannot immediately reverse the last player's move by returning the extra card to the position out of which it has just been pushed.

If by shifting the maze a player's piece gets pushed out, the piece is transferred to the newly inserted maze card at the other side. This applies whether the piece belongs to the person making the move or to another player. Transferring this piece does not count as a move.



Moving the playing piece

After shifting the maze, move your playing piece **as far as you choose** along the open corridor. You can also choose not to move at all. Often you will be able to reach your goal in one move. If not, try to get in the best possible position for your next turn.

Note

More than one playing piece can occupy a single square.

Once you reach your first goal, turn over the top treasure card and leave it face up beside your pile of cards. The next card in the pile will be your next treasure. The turn then passes to the next player.

End of the game

Once you have reached all your treasures you must return to the corner position from which you entered the labyrinth. The winner is the first player to turn up all the treasure cards and return to his or her starting position.

Variation for younger children

Younger children, even when playing with an older group, can be allowed to look at their treasure cards before the game begins and try to reach them in any order they can. On every turn the player tries to reach the most accessible treasure. Players can also decide not to return to the corner, but to end the game when one player has reached all the assigned goals.

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