## THE MAGIC LABYRINTH



Number of player and age	From 2 to 4 players since 7 years
Duration of the game	20/30 minutes
Contents	<ul> <li>game board that is a labyrinth with fixed cards</li> <li>34 maze cards</li> <li>24 objects cards</li> <li>4 playing pieces</li> </ul>
Goal of the game	Search the labyrinth for your objects and characters by carefully moving through the constantly changing maze.  The first player to find all of their objects and characters and then return to the starting square is the winner.
Preparation	Shuffle the maze cards well, and then place them face up the board to create a random maze.  One maze card will be left over; this will be used during the game for moving the maze pathways.  Now shuffle and deal the object cards amongst the player and stack them face down in front of you.  Each player chooses a playing piece and places it on the same colour "starting" square.
How to play	On your turn, look at the top card in your stack without showing it to the other players.

You now have to try and get to the square showing the same picture as on your card. To do this, first insert a maze card and move your playing piece.

The youngest goes first and play continues in a clockwise direction.

## Shifting the pathways

Along the edge of the board are 12 arrows. When it is your turn you must choose one of the arrows and then insert a maze card, which will pushout a maze card at the opposite end. The card that is pushed out remains on the edge of the board until it is inserted elsewhere during the next player's turn.

A maze card cannot be pushed back in at the same place as the previous player pushed it out.

Players must make a move within the maze when it is their turn, even if they can reach the character card they are searching for. If the player's playing piece or one of the other player's playing pieces is pushed off the game board when a new maze card has been

inserted, then the playing piece must be placed onto the maze card that has just been inserted at the opposite end.

Moving the playing pieces is the way does not count as a turn.

## Moving your playing piece

After shifting the maze, move your playing piece as far as you like along the open pathway. Playing pieces can be moved onto a square that already contain another playing piece.

If you are unable to reach your goal directly, get into the best possible starting position for your next turn.

However, moving is not compulsory, so the playing piece may also be left where it is. You do not have to move if you don't want to. Once you reach your first goal, place it face up beside your stack of cards.

The next card in the pile will be your next goal.

## End of the game

The first player to turn over all of his cards and get his playing piece back onto its starting position is the winner.