## THE MAGIC LABYRINTH



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

$\left.\begin{array}{|l|l|}\hline & \begin{array}{l}\text { You now have to try and get to the square } \\ \text { showing the same picture as on your card. } \\ \text { To do this, first insert a maze card and move } \\ \text { your playing piece. } \\ \text { The youngest goes first and play continues in a } \\ \text { clockwise direction. } \\ \text { - Shifting the pathways } \\ \text { Along the edge of the board are } 12 \text { arrows. } \\ \text { When it is your turn you must choose one of } \\ \text { the arrows and then insert a maze card, which } \\ \text { will pushout a maze card at the opposite end. } \\ \text { The card that is pushed out remains on the } \\ \text { edge of the board until it is inserted elsewhere } \\ \text { during the next player's turn. } \\ \text { A maze card cannot be pushed back in at the } \\ \text { same place as the previous player pushed it } \\ \text { out. } \\ \text { Players must make a move within the maze } \\ \text { when it is their turn, even if they can reach the } \\ \text { character card they are searching for. } \\ \text { If the player's playing piece or one of the other } \\ \text { player's playing pieces is pushed off the game } \\ \text { board when a new maze card has been } \\ \text { inserted, then the playing piece must be placed } \\ \text { onto the maze card that has just been inserted }\end{array} \\ \text { at the opposite end. } \\ \text { Moving the playing pieces is the way does not } \\ \text { count as a turn. } \\ \text { - Moving your playing piece } \\ \text { After shifting the maze, move your playing } \\ \text { piece as far as you like along the open pathway. } \\ \text { Playing pieces can be moved onto a square that } \\ \text { already contain another playing piece. } \\ \text { If you are unable to reach your goal directly, } \\ \text { get into the best possible starting position for } \\ \text { your next turn. } \\ \text { However, moving is not compulsory, so the } \\ \text { playing piece may also be left where it is. } \\ \text { You do not have to move if you don't want to. } \\ \text { Once you reach your first goal, place it face up } \\ \text { beside your stack of cards. } \\ \text { The next card in the pile will be your next goal. }\end{array}\right\}$

