

# LABYRINTH

By Ravensburger Spieleverlag

A cardgame for 2-6 players, ages 7 and up.

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48 maze cards

1 rule set

The game consists of laying out cards to form a labyrinth, which constantly changes. The goal of the game is to skillfully create the labyrinth so that two matching treasures are interconnected by the maze. Treasures are collected, and whoever has the most points at the end of the game wins.

**PREPARATION:** Shuffle the labyrinth cards well. Deal two cards to each player, then lay out four cards in any connected square to start the labyrinth. Place the remaining cards face-down on the table to make a draw pile. The youngest player begins.

**1. Play a card:** The player must add one of his cards to the labyrinth in a way that forms at least one valid connection with at the cards already on the table. (See first illustration on page 2 of the German rules: the example on the left is NOT a valid connection and may not be played; the one on the right forms a connection and is an accepted placement.)

**Connecting treasures:** Try to place your card in such a way as to create a continuous path from a treasure on your card to the matching treasure elsewhere in the labyrinth. In the first diagram on page 3 of the German rules, you see how placing the crown card in this manner creates a connected path to the matching crown already in the labyrinth. It doesn't matter how long the path is, or whether there are other treasures along the path. If you do not have a matching treasure, play passes to the left. If you succeed in matching a treasure, however, you can...

**2. Take a treasure!** Trace the clear path with your finger, so that the other players can see your intended connection. If the path is indeed valid, you then take the card with the matching treasure on it, and place it in front of you in a scoring pile. Each card is worth one point. You can only take this card, however, if the cards left in the maze will remain connected by at least one edge. Leaving only diagonal connections is not permitted (see the second diagram on page 3 of the German rules). In either case, the card you played remains as part of the maze.

**Taking several treasures:** Sometimes you can succeed in placing a card which results in the connection of more than one matching treasure (see the third diagram on page 3 of the German rules). In this case, you may collect all matched treasure cards, as long as the remaining cards stay connected as described above. The card you played remains as part of the maze.

**3. At the end of your turn,** you take a new card from the draw pile, so that you always have two cards in your hand. Play then rotates to the left.

The game ends when the draw pile is gone and players have played the cards in their hand. The player with the most cards in their scoring pile is the winner!