



3D LABYRINTH

Welcome to the labyrinth of towers!

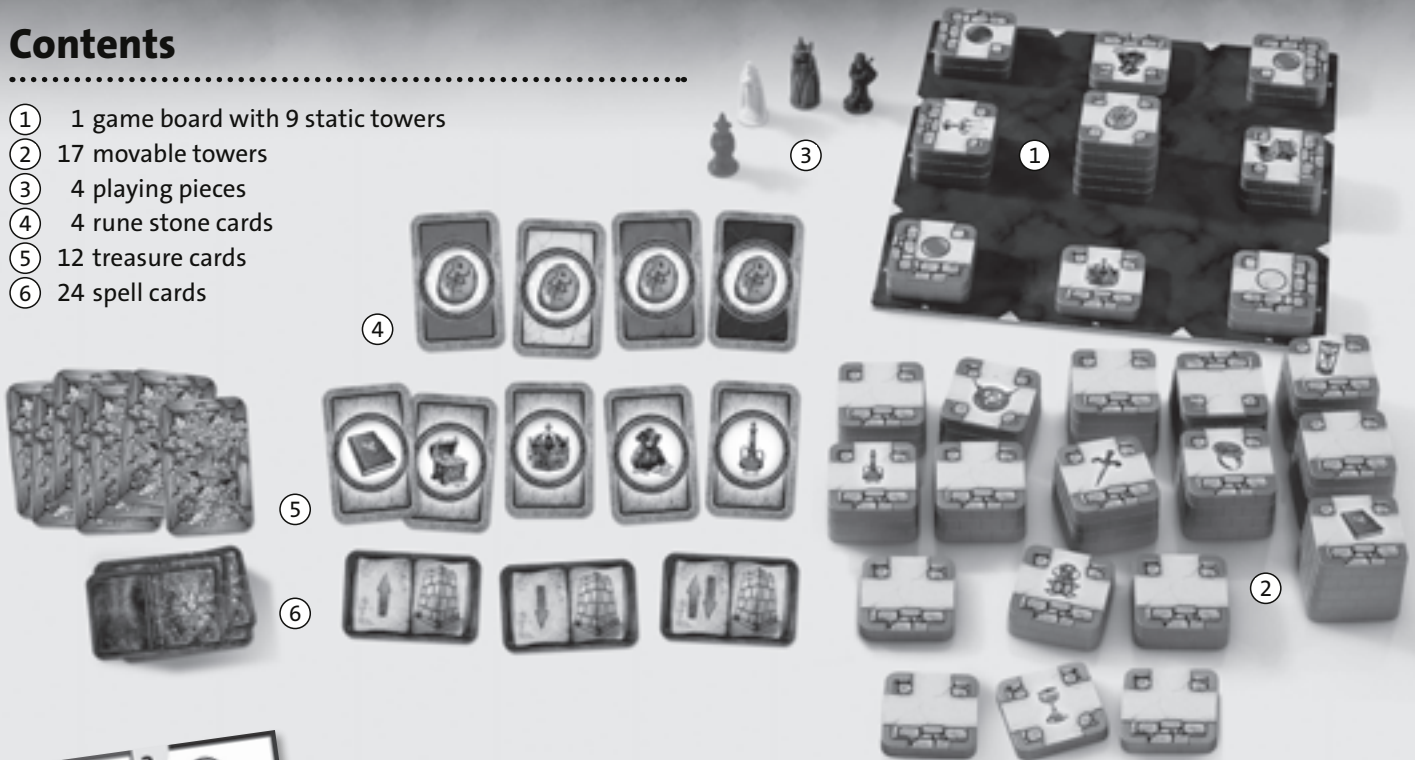
In a labyrinth of soaring towers and deep vaults, witches and wizards scramble to find coveted treasures. They cast powerful spells to teleport and shift the maze in their favor. Whoever collects their treasure first wins in this contest of minds and magic!

For 2-4 players, ages 7+

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Photos: Becker Studios
Editor: Philipp Sprick

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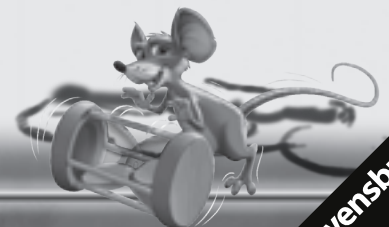
- ① 1 game board with 9 static towers
- ② 17 movable towers
- ③ 4 playing pieces
- ④ 4 rune stone cards
- ⑤ 12 treasure cards
- ⑥ 24 spell cards



Setup

Before the first game:

Set up the game as illustrated on the enclosed setup sheet.
Carefully punch out all cards from the boards.



Before each game:

1. Place the **game board** in the center of the table. Randomly place the **movable towers** on the empty spaces of the game board to create a unique labyrinth. You'll have one tower left. It will be used for the initial push in the first turn of the game.
2. Each player takes the **playing piece** in the color of their choice and places it on the corresponding starting space, located in one of the corners of the game board.
3. Next, each player receives the **rune stone card** of their color. Place the card face up in front of you. Return any surplus rune stone cards to the box.
4. Shuffle the **treasure cards** and distribute them evenly among the players. Place your treasure cards in a face-down pile in front of you without looking at them.
5. Shuffle the **spell cards** and give one to each player. Players may look at their spell card. Place the remaining spell cards in a face-down pile to the side of the board.



Goal

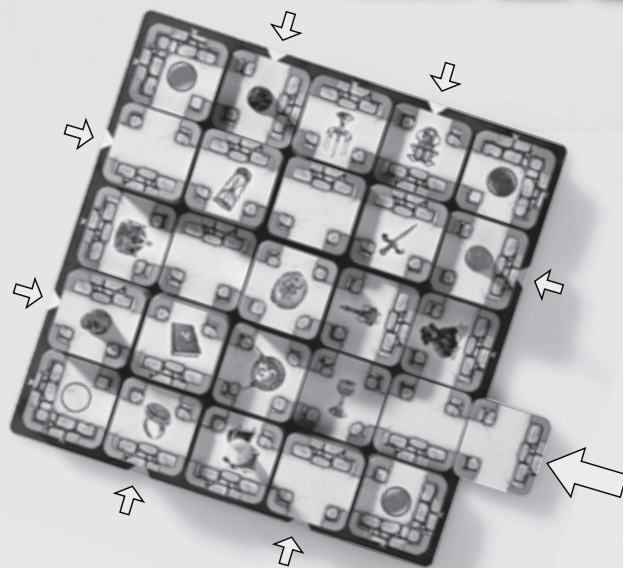
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The first player who finds all their treasure, visits the rune stone and then returns to their starting space is the winner of the game.

Playing the Game

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Each player secretly looks at the top treasure card of their pile. This shows the first treasure you must find. The youngest player goes first. Each other player follows in turn order. You **must** begin your turn by pushing one row of towers using the spare tower. **Then**, you **may** move your playing piece.



Pushing the towers

There are eight golden arrows at the edge of the game board, indicating which rows can be pushed using the spare tower. Rows of towers indicated by a white "X" cannot be pushed. When it's your turn, choose a row of towers. Push the spare tower into the row until the tower at the opposite end of the row has been pushed out completely. Towers may **not** be pushed back into the same place they were pushed out from by the previous player.

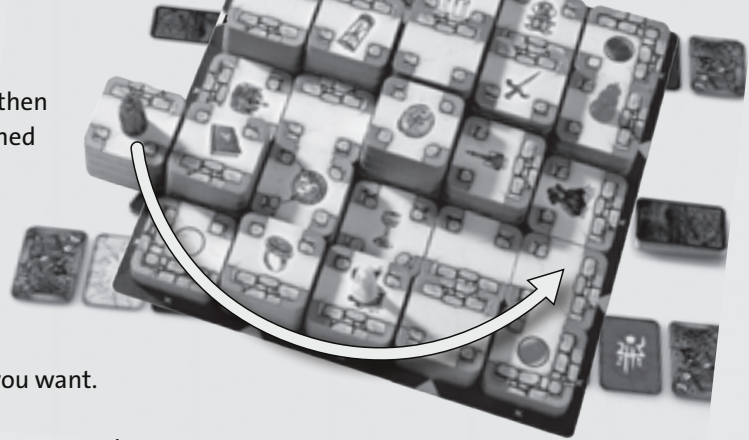
Hint:

After a tower is pushed out, leave it where it is until the next player's turn. That way, you'll always know where it came from.

If a playing piece is on a tower that is pushed out of the labyrinth, then immediately place it on the opposite tower that has just been pushed in. Replacing a playing piece does not count as moving.

Hint:

Pushing out your own playing piece can bring it closer to your next treasure. You can also push out opponents' pieces to slow them down.



Moving your playing piece

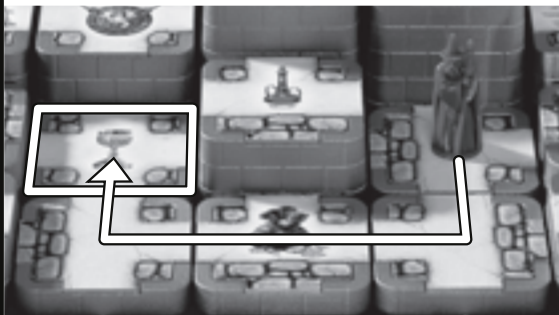
After pushing a row of towers, you may move your piece as far as you want.

You may move past other pieces or stop on an occupied space.

You may even decide to not move at all. However, whenever you move your piece, you must follow these two rules:

Rule 1:

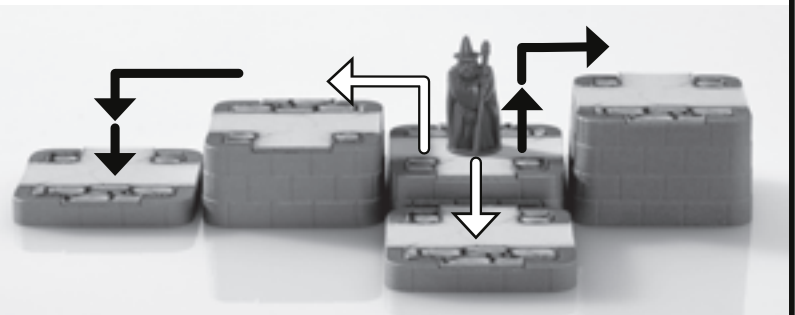
You may only move through the labyrinth along the path. You may not move through walls!



The wizard wants to move to the chalice. There is an uninterrupted path he can take.

Rule 2:

You may only move to towers that are at the **same level, one level higher** or **one level lower** than the tower you are moving from.



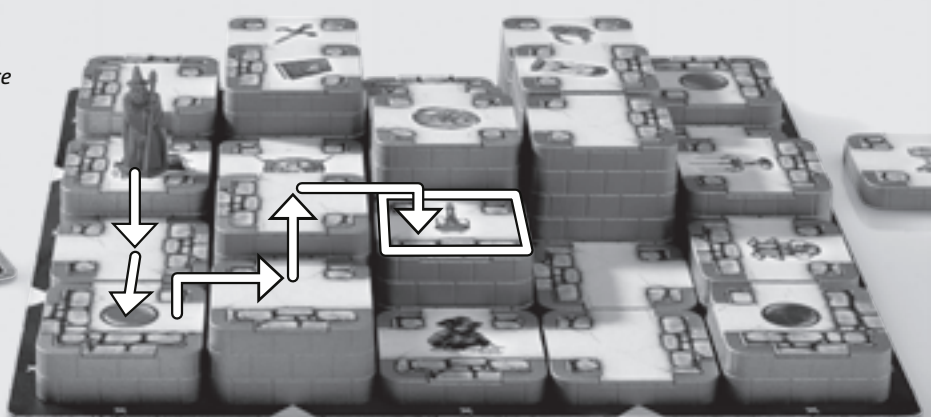
The wizard may follow the green arrows to move forward (down one level), or to the left (up one level). However, he may not follow the red arrows to the right because that tower is two levels higher than his current space, nor may he move all the way to the left.

Example:

The green wizard is trying to reach the potion. He moves five spaces. First, he moves one level down, then one space on the same level, then one level up, then another level up and finally one level down.

Hint:

Just count the number of stone layers to check the height of a tower.



Use a Magic Spell!

You can use spell cards to move up and down multiple levels! Depending on the spell card, you'll be able to make a single move up or down any number of levels.

There are three types of spell cards:



This card allows you to make a single move **up** any number of levels.



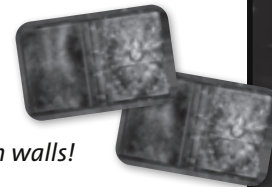
This card allows you to make a single move **down** any number of levels.



This is a wild card. It allows you to make a single move **up or down** any number of levels.

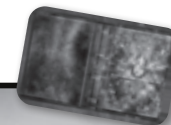
Remember:

Spell cards may teleport you up or down, but cannot move players through walls!



You may play spell cards at any time during your turn, and you may play multiple spell cards during a single turn. (For more info on how to obtain additional spell cards, see below.)

Once used, place the spell cards in a face-up discard pile next to the spell card pile. If the spell card pile is empty at any point during the game, reshuffle the discarded spell cards and then place them face down as the new spell card pile.



Depending on where you stopped moving your playing piece, one of the following things will happen:

You found the treasure you were seeking?

Congratulations! Put that treasure card face up next to your treasure card pile. You may now look at the new top card of your pile. It shows the next treasure you must find.

You didn't find the treasure you were seeking?

Draw the top spell card from the face-down spell card pile.

You reached the rune stone?

If this is the first time during this game, you have fulfilled the rune stone quest! Turn your rune stone card face down. If this is not your first time (i.e. if you have turned your **rune stone card** face down already), draw a spell card instead.

Now, your turn ends. You cannot claim multiple treasures during a single turn.

End of the Game

To win, be the first player to collect all your treasures, complete the rune stone quest, and then return to your starting space!

Tips & tricks

For games with young children

Children may use all spell cards as wild cards.

Tidying up:

Make it easy to start your next game! When putting Labyrinth away, remove the cardboard with the colored flaps from the box and place the game board, complete with towers, onto it. Then, put the whole assembly back into the box. Next time you play, use the flaps to lift the game board out of the box. Swap a few towers to create a new labyrinth, and you're ready to go!

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