

LES JEUX COUP DE CŒUR



A family game for 2–4 adventurers, ages 7 and up

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Editing: André Maack, Jean-Baptiste Ramassamy

Contents

- 1 game board (printed on the inside of the box)
- 25 path tiles (8 T-crossings, 8 straight paths, 8 right-angle paths, 1 crossing printed with a key)
- 4 playing pieces
- 16 treasure cards

Object of the Game

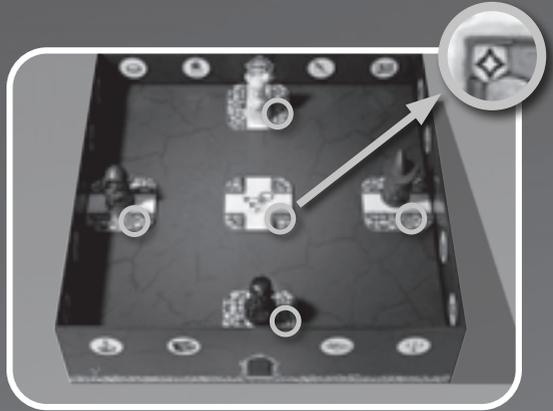
You enter an enchanted labyrinth in search of fabulous treasure and mysterious creatures. Everything you seek lies along the outer walls of the maze. Each player tries to create a path to reach the coveted treasures and creatures by cleverly sliding the paths.

The first player to find all their treasures and return their playing piece to the door on its starting square wins the game.

Setup

When playing for the first time, carefully punch out the cards and tiles from the perforated sheets.

Place the 5 starting tiles, path side facing up, on the game board inside the box, as shown in the illustration: the crossroad in the center, and one straight path in front of every door (2 horizontal paths with the star in the bottom right corner, and 2 vertical paths with the star in the bottom right corner).



Note: There is a small black star in one corner of each path tile. When the path tiles are placed correctly, the star will appear in the same corner on each tile.

Use the remaining tiles, path side facing up, to fill up the labyrinth.

Sort the treasure cards by the number printed on the back of the card. Shuffle each numbered deck separately, then give one card of each number to each player. When playing with less than 4 players, the remaining cards are set aside and will not be used.

Each player chooses a playing piece and puts it in front of the door of the same color.

Let the treasure hunt begin!

Playing the Game

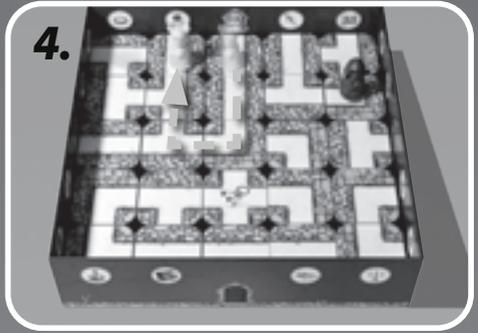
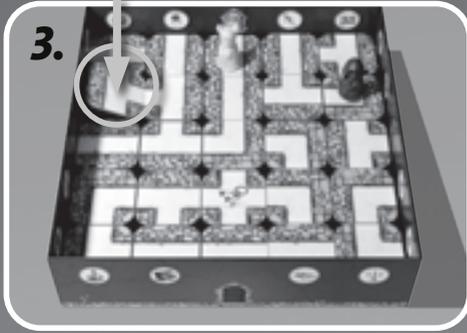
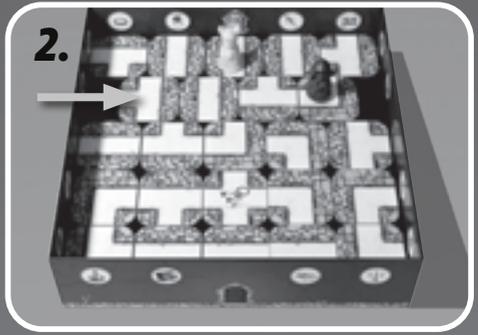
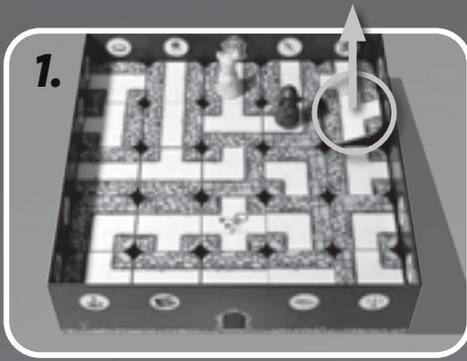
The youngest player goes first, then play continues clockwise.

Each player looks at their treasure cards, without showing them to the other players. The treasure cards show the treasures and creatures each player must collect. A player collects a treasure when their playing piece is on the tile in front of one of their treasures and the path leads to the wall.

A turn always has 4 steps, taken in the following order:

- 1. Remove an unoccupied path tile from the game board**
- 2. Push the tiles**
- 3. Replace the tile on the game board**
- 4. Move your playing piece**





Remove a path tile from the game board

At the start of their turn, the player chooses a tile that is not occupied by a playing piece and removes it from the game board.

Push the tiles

The player then fills the space by pushing a single row of tiles (1 to 4 tiles). If there are playing pieces on those tiles, they are moved with the tiles.

Replace the tile on the game board

The player places the tile they removed at the start of their turn on the empty space created by pushing the tiles, making sure the star appears in the correct corner.

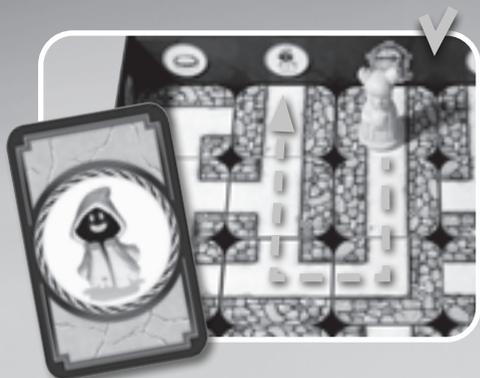
Move your playing piece

The player may move their playing piece as far they want along their current path, or choose not to move. Playing pieces can move past another playing piece, and can stop on the same tile as another playing piece.



Each time a player moves through the tile with the key, if they can access a door, they can move through that door and enter again by another door of their choice, as long as the door they enter is connected to a path.

A player can collect one of the treasures shown on their treasure cards if they stop on the tile in front of the treasure and a path leads to the wall. To show they have collected the treasure, they place the corresponding card face up in front of them.



The player can collect the Ghost creature because the playing piece is on the tile in front of the treasure and the path leads to the wall. The player can place their Ghost card face up in front of them.



The player can reach the tile in front of the treasure, but the path does not lead to the wall.

Now the player to the left takes their turn.

Ending the Game

Once a player has collected all their treasures, they must return their playing piece to its starting position on the tile in front of the door of their color, with a path leading to the wall. The first player to succeed wins the game.



**Did you like this game?
Discover the original!**

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