

# LABYRINTH

## THE

8 ans years  
8 años Jahre

F GB D E I P NL S DK RUS



# LABYRINTEX

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Inhoud • Innehåll • Indhold • Conteúdo • Игровой комплект



x4



x32

## GB Game rules

# LABYRINTIX



8-99 years



2-4 players



15 min

**CONTENTS: 4 TOTEMS, 32 CARDS**

**"MAZE"  
SIDE**



**"EXIT" ON BACKS**

Totem



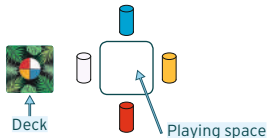
Coloured border



**OBJECT: TO BE THE FIRST TO WIN SEVEN CARDS.**

### Preparing to play:

Shuffle the cards and place them in a pile (with their backs showing) on the table. Just next to the pile, arrange the four totems around a space big enough to hold a card.



### How to play:

The youngest player turns over the top card from the deck and lays it maze side up in the middle of the four totems. The players all play at the same time.

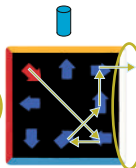
As quickly as possible, all of the players visually follow the path indicated by the arrows, starting with the one outlined in red, and as far as the arrow indicating the exit. The first player to spot the exit grabs the corresponding totem.

Which totem should be grabbed depends on the symbol showing on the back of the top card on the deck.



### Exit in coloured border mode

The player grabs the totem which matches the colour of the border indicated by the arrow

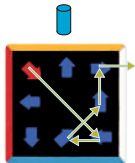


Grab the white totem



### Exit in totem mode

The player grabs the totem facing the exit arrow.



Grab the yellow totem



If you are the first player to grab the right totem you win the maze card that you place in front of you as a point won.

**Special cards:** 3 cards have no possible exit. In this case the first player to yell "**Totem**" wins the maze card.

If you make a mistake (by touching or grabbing the wrong totem), you lose one of the cards you had already won. That card is removed from the game.

Then the next player turns over the top card from the deck and places it in the middle of the four totems. A new round starts...

### Winning:

The first player to win seven cards wins the game.

A game by Cédric Martinez