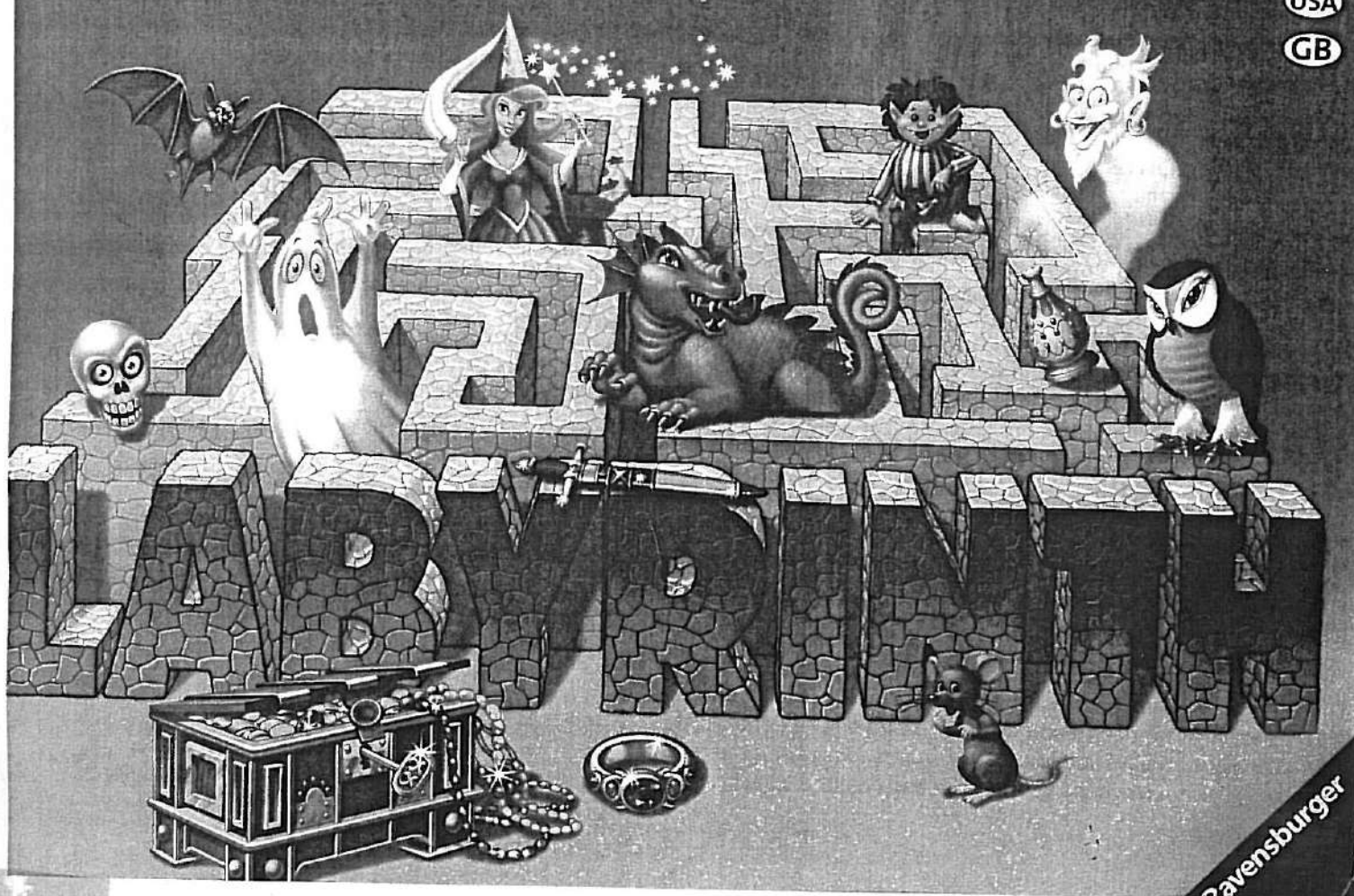


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Ravensburger® Game No. 26 448 3  
 For 2-4 Players, Ages 7 and Up  
 By: Max J. Kobbert  
 Design: DE Ravensburger  
 Illustration: Joachim Krause, illuVision



### CONTENTS

1 game board, 34 maze cards, 24 object cards,  
 4 playing pieces

### OBJECT OF THE GAME

Search the Labyrinth for your magical objects and characters by carefully moving through the constantly changing maze.  
 The first player to find all of their objects and characters and then return to the starting square is the winner.

### PREPARATION

Before playing for the first time, carefully remove the maze and character/object cards from the stamped boards. Shuffle the maze cards well, and then place them face up on the board to create a random maze. One maze card will be left over; this will be used during the game for moving the maze pathways. Now shuffle and deal the object cards

amongst the players and stack them face down in front of you.

Each player chooses a playing piece and places it on the same colour "starting" square.

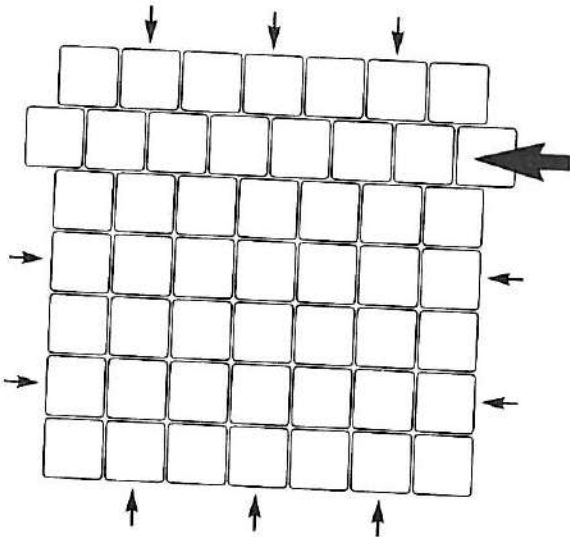
### HOW TO PLAY

On your turn, look at the top card in your stack without showing it to the other players. You now have to try and get to the square showing the same picture as on your card. To do this, first insert a maze card and move your playing piece. The youngest player goes first and play continues in a clockwise direction.



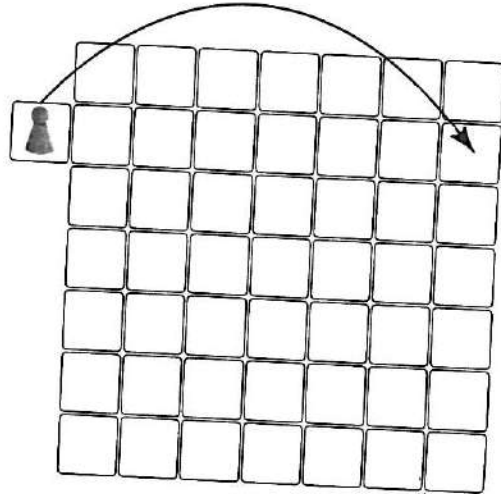
## Shifting the pathways

Along the edge of the board are 12 arrows. When it is your turn you must choose one of the arrows and then insert a maze card, which will push out a maze card at the opposite end. The card that is pushed out remains on the edge of the board until it is inserted elsewhere during the next player's turn. A maze card cannot be pushed back in at the same place as the previous player pushed it out.



Players must make a move within the maze when it is their turn, even if they can reach the character card they are searching for.

If the player's playing piece or one of the other player's playing pieces is pushed off the game board when a new maze card has been inserted, then the playing piece must be placed onto the maze card that has just been inserted at the opposite end. Moving the playing piece in this way does not count as a turn.



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## Moving your playing piece

After shifting the maze, move your playing piece as far as you like along the open pathway. Playing pieces can be moved onto a square that already contains another playing piece.

If you are unable to reach your goal directly, get into the best possible starting position for your next turn. However, moving is not compulsory, so the playing piece may also be left where it is. You do not have to move if you don't want to.

Once you reach your first goal, place it face up beside your stack of cards.

The next card in the pile will be your next goal.

## END OF THE GAME

The first player to turn over all of his cards and get his playing piece back onto its starting position is the winner.

## FOR YOUNGER CHILDREN

To make it easier for younger children, the players can look at their cards before starting the game. They then choose their next goal at the beginning of each turn.

At the end of the game, instead of returning their playing pieces to the starting square, the players can just remove them from anywhere within the maze.

The player that reaches all of their goals first is the winner.

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