

Max J. Kobbert

**MASTER
LABYRINTH**

Ravensburger

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GB USA

Ravensburger® Game No. 26 457 5

For 2 to 4 Players, Ages 10 and Up

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A mighty dragon has amassed an immeasurable amount of treasure in his amazing labyrinth. A group of brave adventurers are on a mission to conquer the dragon and obtain all of the valuables. Only true labyrinth masters will find the way to the most precious treasures and defeat the dragon and the guards!

Contents

1 game board

34 maze cards

24 treasure cards
(two each in
the values of 1 to 12)

24 treasures
(two each in
the values of 1 to 12)

24 coins

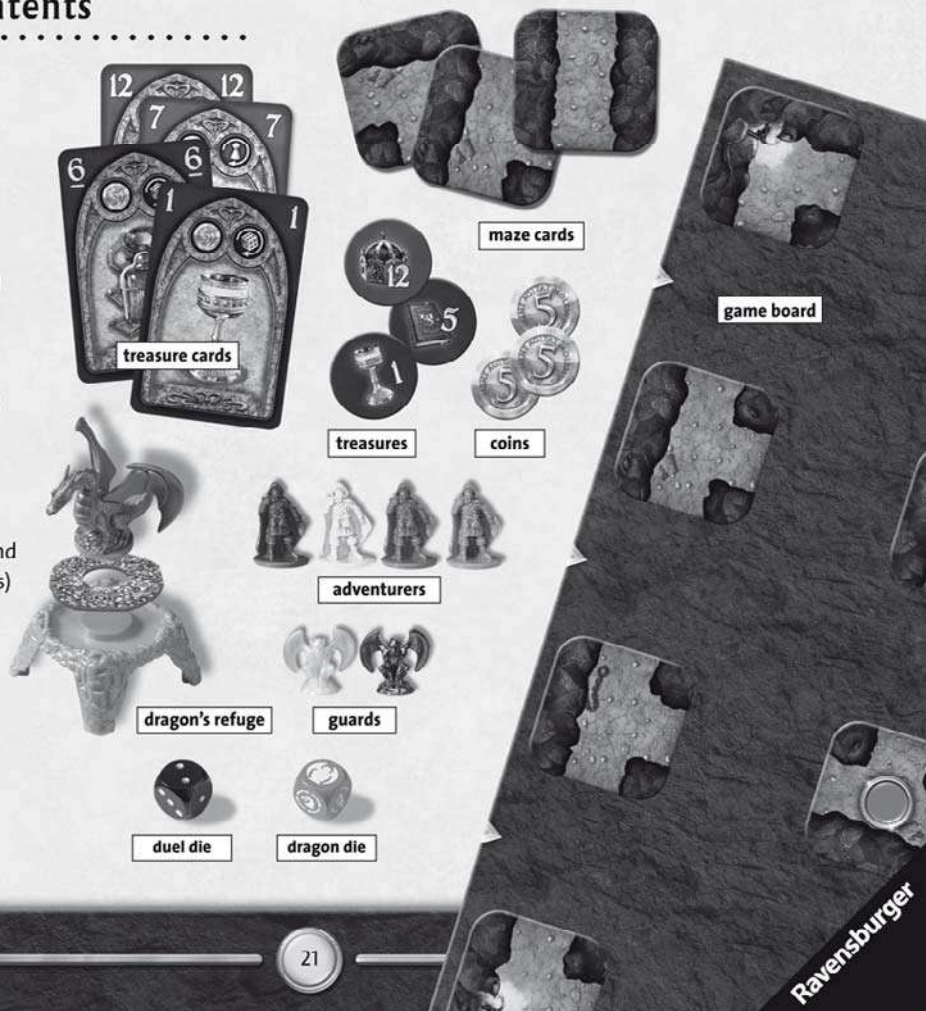
1 dragon's refuge +
1 dragon's refuge stand
1 dragon (in two parts)

4 adventurers

2 guards

1 duel die

1 dragon die





Object of the game

As an adventurer, each player tries to shift the maze corridors in order to obtain as many of the 24 treasures as possible from the dragon's labyrinth and to defend themselves against the dragon and the two maze guards. But players may only take the treasures in an ascending order. After the last treasure has been found, players have to face the dragon itself in an extraordinary final duel. If the dragon is defeated, the game is over. The player with the most points wins the game.



Preparation

If you are playing for the first time, carefully remove the maze cards, the treasures, the coins and the treasure cards from the stamped board.



Shuffle the **maze cards** face down and then place them on the empty spaces on the board, creating an **accidental pattern** of maze corridors and dead ends.

One maze card will be left over. During the course of the game it will be used for shifting the rows of the labyrinth.

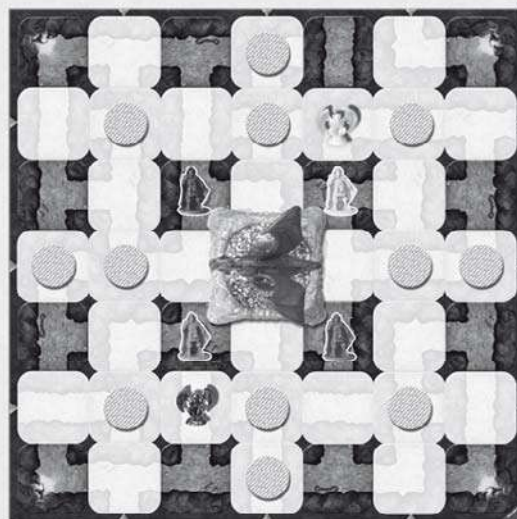
The **dragon's refuge** is placed on the center space of the game board. Put the dragon's refuge stand on top of it. Assemble the **dragon** and place it on the dragon's refuge so that it looks at any of the four maze cards that's directly adjacent to the dragon's refuge.

Each player chooses an **adventurer** and places them on the starting space of the corresponding colour within the game board.



The **24 treasures** are divided into two piles. The first pile with values from 1 to 6 and the second with values from 7 to 12. There are two of each value. Shuffle the twelve treasures with the values from 1 to 6 face down and place them on the game board as shown on the illustration. Then flip over the treasures.

You will not need the treasures with the values from 7 to 12 until the second phase of the game, so put them aside for the moment (see **The second phase of the game**, page 26).



Place the white and black **guards** on the two spaces as marked on the illustration.

Place the **coins** next to the game board.



The **24 treasure cards** are divided into two piles – one containing the treasure cards with the values from 1 to 6 and the other one containing the treasure cards with the values from 7 to 12. Shuffle each pile face down and deal them all out equally. The players take the cards in their hands without revealing them.





How to play

The player who looks most adventurous starts. Then play continues in a clockwise direction. The player whose turn it is executes the following steps one after another:

1. **Shift a maze row** (*must*)
2. **Move the adventurer** (*can*)
3. **Reached the treasure?** Pick up the treasure and perhaps play a treasure card
 - 3.1 Roll the dragon die (*must*)
 - 3.2 Adventurer threatened? Fight a duel
4. **Play a double turn card** (*can*)

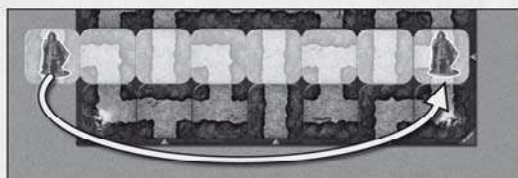
1. Shift a maze row (*must*)

Around the edge of the board there are 12 arrows. On your turn, choose an arrow and push the extra maze card into the labyrinth there so that a maze card is pushed out on the opposite side.



A whole maze row has been shifted. The pushed out card remains on the edge of the board until the next player pushes it into the labyrinth at **another** point. You may **not** push a maze card into the labyrinth on the same spot where it was pushed out on the last turn. You **have to** shift a maze row even if you can reach your treasure goal without shifting.

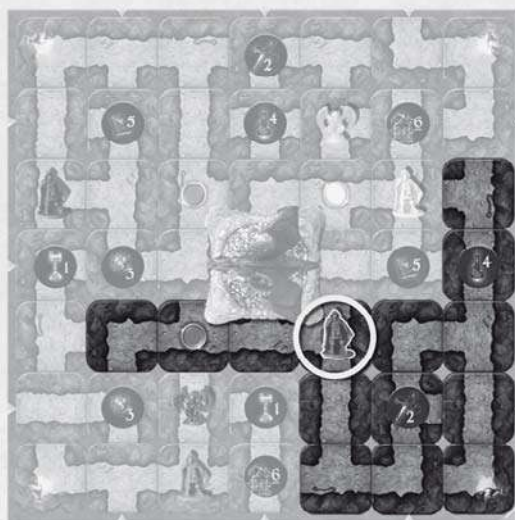
If by shifting a row of treasures, guards and/or adventurers are pushed off the board, they are immediately placed on the newly inserted maze card.



If the player's own adventurer is placed on the new maze card, this is **not** considered moving the adventurer.

2. Move the adventurer (*can*)

Players may move to **any space** in the labyrinth which is connected with their adventurer's starting point by a **continuous corridor** (called **corridor system**). They may move as far as they want to, even over treasures, guards and other adventurers.



Several adventurers and guards may be situated on the same space. Players should place the pieces **in the center** of the maze cards.

A player does not have to move their adventurer, but if they want to pick up a treasure, they must be in transit from **another** space to do so.



3. Collect the treasure

Players may only obtain treasures in an **ascending order**!

If an adventurer reaches a treasure with the lowest number still on the board, they pick it up and place it face up in front of them.

If they **also** possess a treasure card with the corresponding treasure value, they may play it. Used cards are placed on a discard pile face-up.

They receive a coin for the treasure card. At the end of the game, each coin counts five points.

Once a player has obtained a treasure on their turn, they may not continue to move their adventurer, but they can play a card in order to execute a double turn (see 4. "Play a double turn card", page 26).



Example:

The two treasures with the value 1 and one of the treasures with the value 2 have already been obtained.

Sandra shifts the labyrinth so that her adventurer can reach the second treasure with the value 2.

She moves her adventurer onto the maze card with this treasure and collects. She also holds a treasure card with the value 2 in her hand.



She decides to play this card and receives the coin in return.

Now all the adventurers try to reach the treasures with the value 3.



3.1 Roll the dragon die (must)

Whenever a player obtains a treasure, they then roll the dragon die.

- If the die shows one or several arrows, the dragon is turned by 90 degree increments per that number. The dragon overlooks one of the four maze cards directly adjacent to the dragon's refuge and threatens the whole corridor system connected with this card.
- If the die shows a guard symbol, the guard of the corresponding colour threatens the whole corridor system that is connected with him. In this case, the dragon is not turned.

Please note: The maze card under the dragon's refuge is never part of a corridor system (see also **The dragon's refuge**, page 26)!


3.2 Fight a duel

After rolling the dragon die, players verify if any adventurer is standing in the threatened corridor system. If this is the case, a duel between this adventurer and the dragon or the guard takes place. If there are several adventurers in this corridor system,

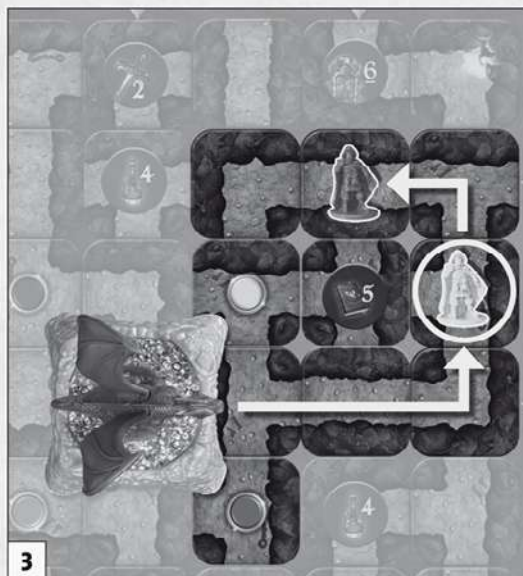
only the one who is next to the dragon or the guard respectively has to fight a duel. In order to determine the nearest adventurer, just count the maze cards. If several adventurers are nearest to the dragon or guard, all the corresponding players take turns to defend one of their already obtained treasures.

If a player has no treasure yet, he does not have to fight.

For the duel against the dragon or the guard, the corresponding player rolls the duel die.

- If the die shows a 1 to 3, the player loses his treasure with the lowest value. The lost treasure is put back into the box. Coins that a player has won can never be lost again during the course of the game! By playing a treasure card with the symbol "Roll the Duel Die Again", you may repeat a failed roll of the die – once for each used card.
- If the die shows a 4 to 6, the player does not lose any treasure.

In both cases, the game then continues as before.





The dragon's refuge

- By shifting the rows, an adventurer can be pushed under the dragon's refuge but he may **not be moved** into, through or out of the dragon's refuge.
- If a treasure is situated under the dragon's refuge, it can not be obtained! Players first have to **push** it out of the dragon's refuge.
- The maze card under the dragon's refuge is not part of the corridor system.
- Guards that are standing under the dragon's refuge may not be activated by rolling the dragon die.

In order to fight against the dragon, the player's adventurer has to reach the maze card adjacent to the dragon's head during their turn. They may already be located there at the beginning of their turn. In order to defeat the dragon, the player has to roll the duel die three times, add the results and reach 12 or more points. **After each** roll of the die, the player can use a treasure card with the symbol "Roll the Duel Die Again" in order to repeat the **last** roll of the die.



- If the player loses the final duel, they hand over their treasure with the lowest value and it's the next player's turn.
- If the player wins the final duel, the dragon is defeated. They place the dragon in front of them – valued at 15 points. The game is over.

4. Play a double turn card (can)

If a player hands over a treasure card with the symbol "Double Turn" at the end of their turn, they may execute **one additional** turn (shift a labyrinth row, move the adventurer, etc.). Then it is the next player's turn.



The second phase of the game

As soon as the second treasure with the value 6 is obtained, the 12 treasures with the values from 7 to 12 are placed on the game board as shown on the illustration on page 22. Some treasures may have to be placed on maze cards with adventurers and/or guards. The pieces are **not** displaced again. Then the game continues as before.

Once the last treasure has been obtained in the second phase of the game, the final fight against the dragon awaits the players.

Final duel and end of the game

The game ends when a player wins the final duel against the dragon.

Example:

The players have obtained all 24 treasures. During her turn, Sandra can move her adventurer directly in front of the dragon's head in order to fight the final duel against the dragon.

Her first roll of the die is a 3. On her second roll she gets a 2. She decides to hand over her last treasure card with the symbol "Roll the Duel Die Again" and re-rolls the die to get a 5. If she adds the two numbers, she already has 8.

Now she needs at least a 4 on her final roll in order to defeat the dragon.

Final evaluation

Players add up the values of their treasures as well as five points for each coin won. The player who defeated the dragon adds 15 points to their sum.

The player with the most points wins the game. If two or more players tie for first place, they count their treasures. The one with the most wins.