

# LABYRINTH

## THE CARD GAME

Ravensburger® game no. 20 758 '1  
 The card game that's a maze of addictive fun!  
 2-6 Players, Age 7 and Up  
 Author: Max J. Kobbert  
 Contents: 50 Playing Cards, Instructions

### OBJECT OF THE GAME

To become the Labyrinth Master by amassing the most treasure cards!

### SET UP

Shuffle the cards and form a deck. Each player takes two cards into his hand. Four cards are taken from the top of the deck and laid down face up to form a square which will serve as the beginning of the Labyrinth. It is not necessary that all cards form paths with each other; they can be placed in any manner decided by the players. The youngest player begins.

### PLAYING THE GAME

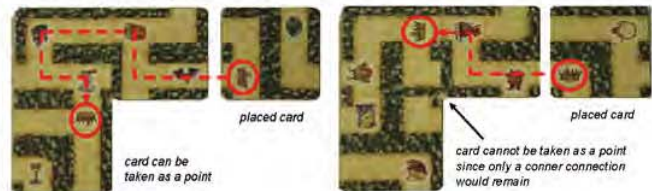
**1. Card Placement:** On your turn, place a card onto the Labyrinth so that it forms a continuing path with at least one of the cards already in place. Keep in mind that the goal is to connect treasures.



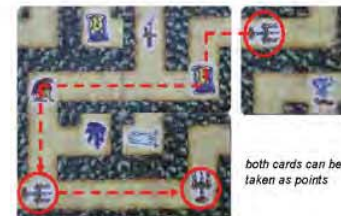
**Connecting Treasures:** Try to place your card so that you form a path from a treasure on your card to a similar treasure in the labyrinth (see illustration below on the right where a path is being created from a candelabra in the labyrinth to the candelabra in the card played). It is not important how long the path is and whether other treasures lie along this connection. If you don't have a matching treasure, you still must place a card onto the labyrinth so that it forms a path with at least one of the existing cards.

**2. Collecting Treasures:** Point out the path connecting the two treasures so that it is clear to the other players. Take the card with the matching treasure from the labyrinth and put it in front of you as a point (the card you played remains in the labyrinth). However, you can only take the card with the matching treasure if all the other

cards remain connected with at least one side against the other cards in the labyrinth. Connections at the corners don't count. In other words, after you remove the matching treasure card, there may not be one or more isolated cards. Every remaining card must be connected to at least one other card.



**Collecting Multiple Treasures:** In some cases it will be possible to establish paths between more than one treasure on the card you are playing and treasures already in the labyrinth. You may then collect all of the cards with matching treasures to the card you placed as long as all cards left in the labyrinth remain connected as mentioned previously. In addition, if you create a path that forms a connection between three similar treasures (see illustration), you can take those cards from the labyrinth under the conditions mentioned above.



**3. At the end of your turn,** draw a card from the deck so that you always have two cards in your hand. Play proceeds to the left.

**The game ends** when all the cards from the deck and in the players' hands have been played. The player with the most cards wins the game.

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