

LABYRINTH - Treasure Hunt

Ravensburger® Game No. **26298** 4

For **2 – 4** Players, Ages **7** and Up

By: Gunter Baars, Illustration: Joachim Krause

CONTENTS

35 Labyrinth cards (with the solution on the back of each card)

18 keys (in green, red, and blue)

1 cover card

(Before the first game, carefully remove the keys from the stamped boards.)

OBJECT OF THE GAME

The **players** count the treasure chests that can be reached in the Labyrinth as quickly as possible and then call out the amount. The first one to call it correctly keeps that Labyrinth card.

The first player to collect 5 Labyrinth cards is the winner.

PREPARATION

All **35 Labyrinth cards** are shuffled and placed in a stack with the Labyrinth side facing *up*. The cover card is placed on top of the stack and the **keys** are placed in reach.

HOW TO PLAY

The **oldest player** begins. Take the **bottom** card from the stack and place it in the middle of the table so that all the players have a clear view of the Labyrinth on the card. (Note: no player may look at the solution on the back of the card.)

The fast paced hunt for treasure through the Labyrinth begins...

With their eyes only, all players race through the corridors **simultaneously** and **quickly**, trying to discover how many treasures can be reached in the many passages of the Labyrinth.

The following applies: you may

- **go back and forth in the passage ways** as much as you wish
- **never go over walls and skulls** (they block movement *throughout the whole game*)
- **initially not pass through the three secret doors** (represented by the different coloured locks).

As the game progresses, players will be able to pass through the coloured doors once they have the matching keys.

As soon as a player thinks they know how many treasure chests can be reached through all the corridors, they quickly slap their hand over the card and **call out the amount** (*for example: "five!"*) and end the current treasure hunt. Now they check if they were correct by looking at the answer on the back of the Labyrinth card – *out of view of the other players*. As long as the player does not yet have any keys, the top number shown is their answer.

- **If the player is correct**, they show the answer on the back of the card to the other players and then place the Labyrinth card in front of them as their reward.
- **If the player is incorrect**, meaning the amount they called out is either higher or lower than the actual amount, they return the card to the middle of the table with the Labyrinth side facing up, **without revealing the answer** to the other players!

The other players now continue to look for the right answer. The player who called out the incorrect amount is no longer included in this hunt.

The treasure hunt continues until either a player has called out the correct solution or only one player is left. This player then receives the card.

The game continues with the next treasure hunt in which *all* players take part again. The winner of the last Labyrinth card takes the bottom card from the stack and places it in the middle of the table.
The next treasure hunt is on!

The keys

After having won a few Labyrinth cards, players receive keys as a "reward".

- When players win their **2nd card**, they receive a **green** key.
- When players win their **3rd card** they also receive a **red** key.
- When players win their **4th card** they also receive the **blue** key.
- Once a player has won **5 cards**, the game is over and that player is the champion.

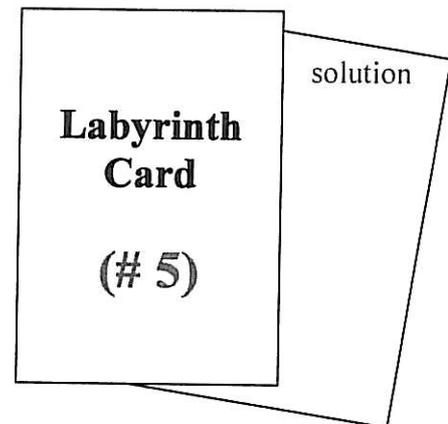
Are the keys truly a "reward"... or an additional challenge? Whenever players receive a key and then start a new labyrinth card, they must also count the treasure chests they can reach through the coloured doors that match the coloured keys they hold.

For each Labyrinth there are **four different solutions** found on the back of each card. Depending on how many keys each player has obtained:

- Each player **without a key** should call out the **first number**
- Each player with a **green key** should call out the **second number**
- Each player with a **green and red key** should call out the **third number** and
- Each player with a **green, red, and blue key** should call out the **fourth number**.

A player with fewer keys might discover their correct answer quicker...

Example: for this Labyrinth, the correct answer for all players without keys would be **4**; for players with a green key **5**, for players with a green and red key **7**, and for players with all three keys **8**.



GAME ENDS

The winner is the first player to receive a fifth Labyrinth card.

VARIATION

If younger children are playing with older children or adults, it can be agreed that the younger children do not receive any keys during the whole game and/or the older children or adults have to start with a green key. Again, the winner is the first player to collect five Labyrinth cards.