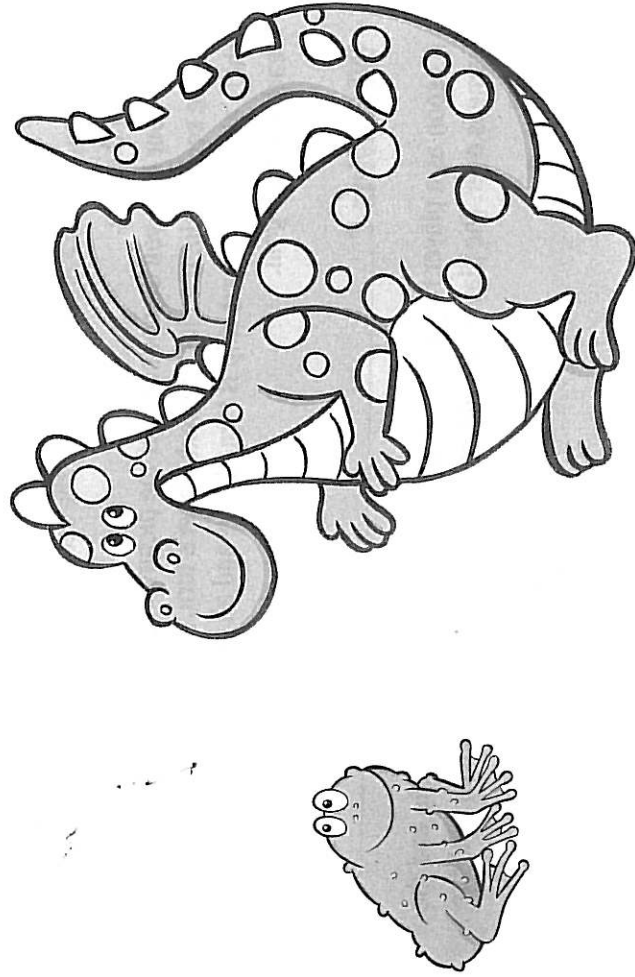


For a more challenging game

Distribute the 12 secret chips equally among all the players. Keep these chips in front of you face down in a pile! On your turn, look at your top secret chip, and return it, face down, to your pile. Now you know the destination you must reach. Move the maze with the extra maze card and move your ghost through the maze, as in the above directions. When you reach your goal, lay the secret chip uncovered in front of you. If not, it is the next player's turn. The winner is the first player to turn up all his or her secret chips.

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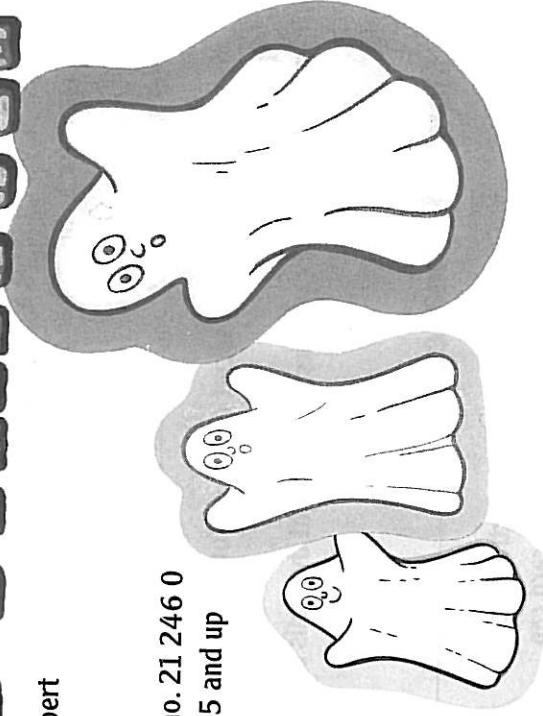
Ravensburger®

JUNIOR LABYRINTH



A game by Max J. Kobbert

Ravensburger® game no. 21 246 0
For 1 - 4 players, ages 5 and up



About the game

Strange things are happening in the basement of an enchanted castle. There are friendly ghosts and wonderful hidden treasures, but they're hard to find because they're always moving. Players must travel through the basement trying to find the secret objects. Whoever accumulates the most secrets wins!

Contents

1 game board, 17 maze cards, 12 secret chips, 4 ghosts, game rules.
Before you play, carefully punch out the maze cards, the secret chips and the ghosts and put the ghosts in their game stands.

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Before you begin _____

Place the maze cards on the blank spaces on the game board, forming a colorful maze. There will be one extra maze card that you will use later to move the maze.

Mix the 12 round, secret chips and lay them face down next to the game board.

(When playing the game for the first time, you can use fewer chips, so that the game can be played faster.)

Each player chooses a ghost and places it on the corner field that shows the same color as his or her ghost.

Now, let's play _____

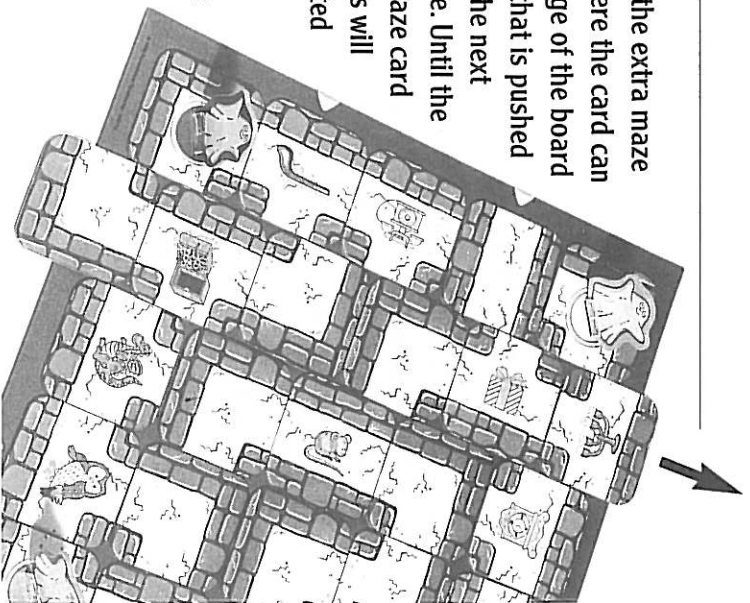
The first player turns a secret chip over. For all players, this is the first treasure to capture.

To reach a treasure you first have to shift the walls of the maze and then move your ghost.

Moving the maze _____

From the edge of the board, push the extra maze card into the maze. The places where the card can be pushed are indicated on the edge of the board by a yellow arrow. The maze card that is pushed out at the other side will become the next player's means of shifting the maze. Until the next player's turn, the new extra maze card is left where it is so that all players will know how the maze has been shifted on this turn.

Note: You must move the maze before each turn, even if you don't need to in order to reach your goal. This way you can wall in another player!



You cannot immediately reverse the last player's move by returning the extra maze card to the position from which it was just pushed.

If by shifting the maze a player's piece gets pushed out, the piece is transferred to the newly inserted maze card at the other side. This applies whether the piece belongs to the person making the move or to another player. Transferring this piece does not count as a move.

Moving your ghost _____

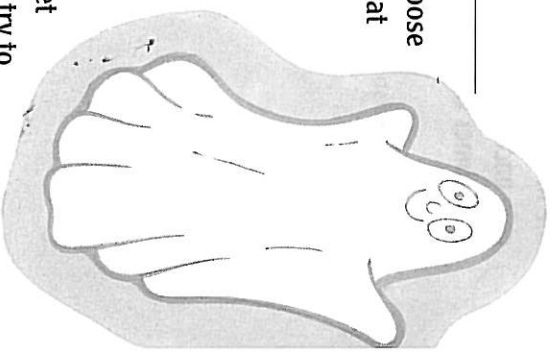
After shifting the maze, move your ghost as far as you choose along the open corridor. You can also choose not to move at all. Often you will be able to reach your goal in one move.

If not, try to get in the best possible position for your next turn. You may only shift the maze once per turn.

(Note: More than one ghost can occupy a single square.)

If you reach the treasure pictured on the secret chip, you win the chip.

If, on your turn, you do not arrive at the pictured treasure on the secret chip, then it's the next player's turn. As secret chips are won, the next chip is turned over and all players try to reach this new goal.



Who wins ? _____

As soon as a player reaches the last secret chip, he takes the chip and the game is over. The player who has collected the most secret chips wins the game.

