

2 to 4 Players
 Ages 7 and Up
 By: Max J. Kobbert
 Illustrations: Joachim Krause
 Design: DE Ravensburger,
 Vera Bolze
 Photos: Becker Studios

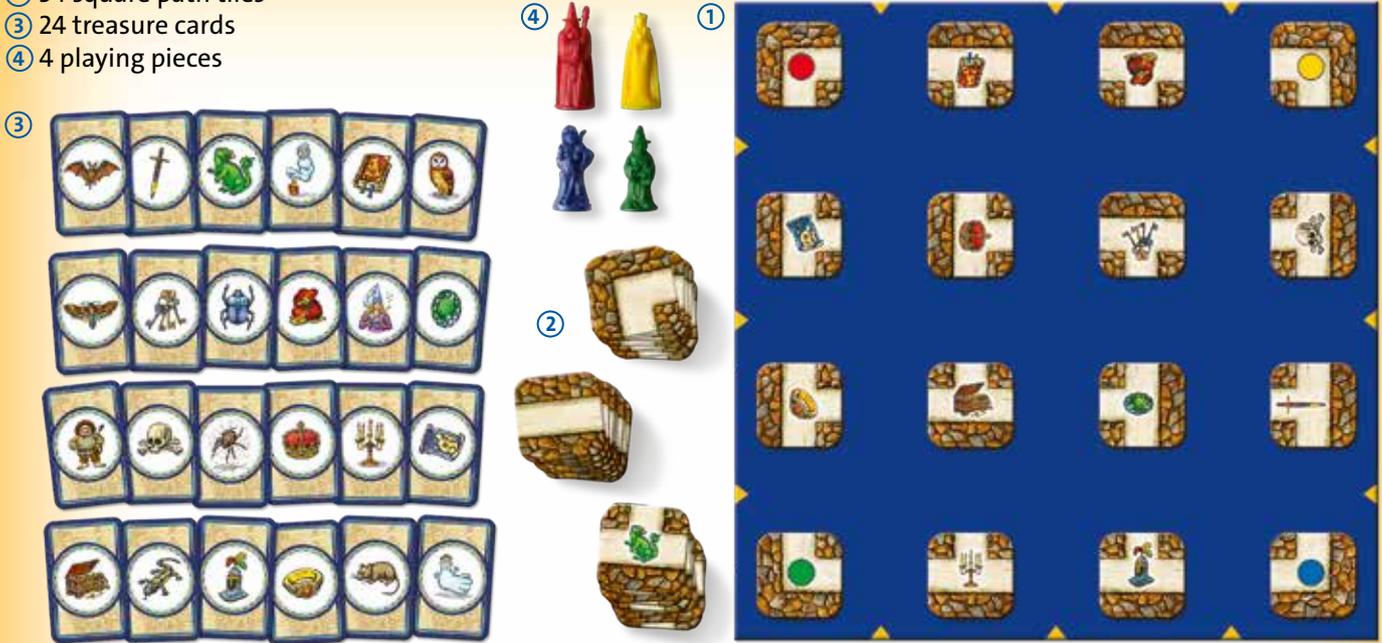
A Race for Treasures in a Moving Maze!



Welcome to the aMAZEing Labyrinth!

Contents

- ① 1 game board with 16 fixed path tiles
- ② 34 square path tiles
- ③ 24 treasure cards
- ④ 4 playing pieces



Object of the Game

In this enchanted labyrinth players set out to search for mysterious objects and creatures. By cleverly sliding the paths players try to find their way to the coveted treasure.

The first player to find all their treasures and return to the starting square is the winner.

Set Up

When playing for the first time, carefully punch out the path tiles and treasure cards.

Shuffle the path tiles, face down, and place them face up on the empty spaces of the game board to form a random maze of paths. There should be one path tile remaining. Lay it face up next to the game board and use it later in the game to replace tiles that have been moved off the board. Shuffle the 24 treasure cards and divide them evenly among the players. Each player lays his treasure cards down in front of him on the table in a pile without looking at them. Each player chooses one of the 6 playing pieces and places it on its own color in one of the four corners of the game board. Ready to go!



How to Play

Each player looks at the first card of his stack of treasure cards without showing it to the other players. Now you try to get to the square showing the same treasure as on your card.

The last player to go on a treasure hunt goes first with play continuing in a clockwise direction.

A turn is always made up of two steps:

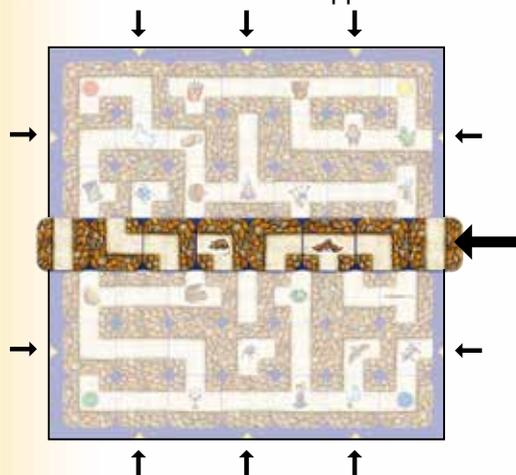
1. Move the maze
2. Move your playing piece

On your turn, try to move your playing piece to the treasure in the labyrinth showing on your card. **First**, insert the path tile lying next to the game board and **then** move your piece on the board.

1. Moving the Maze

There are 12 arrows along the edge of the board. They are marking the rows where you can insert the path tile into the maze.

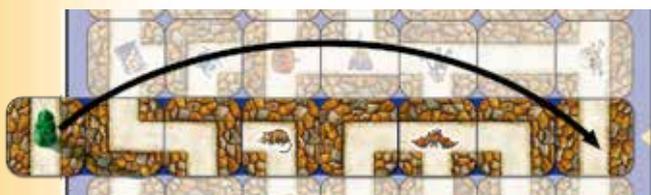
On your turn, insert the extra path tile into the game board where one of the arrows is, until another path tile is pushed out of the maze on the opposite side.



The only exception: The path tile cannot be inserted back into the board at the same place where it was pushed out.

Hint: To better remember where you are not allowed to slide the path tile, leave the tile where it is until it is used again.

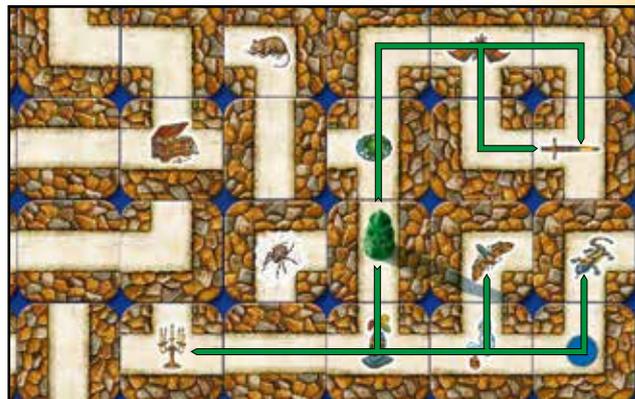
If the path tile you push out has a playing piece on it, put this piece on the opposite side of the board on the path tile that was just placed. Moving this piece does **not** count as your turn!



Important: You must move the maze before you can move your playing piece. Even if you can get to the treasure you are looking for without moving the maze.

2. Moving Your Playing Piece

Once you have moved the maze, you can move your playing piece. You can occupy any square that you can move your piece to directly, without interruption. You can move your playing piece as far as you like. Or, you can leave your playing piece where it is.



Once you find the treasure you are looking for, turn over your treasure card and lay it face up next to your card pile. Look at your next treasure card. On your next turn, find your way to this treasure on the game board.

Hint: If you are unable to get to the treasure you are searching for, you can move your playing piece into a position that gives you a good starting point for your next turn.

Now it's the next player's turn. This player inserts the extra path tile into the game board before moving their playing piece, and so on.

Ending the Game

The game is over as soon as a player has turned over all their treasure cards and returned their playing piece to its starting position. The first player to do this is the winner.

For younger children

Divide the treasure cards as usual. Then, lay all your treasure cards face up in front of you (so that the treasure is showing).

On your turn, try to reach any one of your treasures on the board. If you did, turn over the corresponding treasure card. Once all your treasure cards have been turned over, return to the starting position to win the game.

© 2017 Ravensburger Spieleverlag GmbH

Ravensburger Ltd
Unit 1, Avonbury Business Park,
Howes Lane, BICESTER OX26 2UB, GB

Ravensburger USA, Inc.
One Puzzle Lane
Newton, NH 03858, USA

www.ravensburger.com