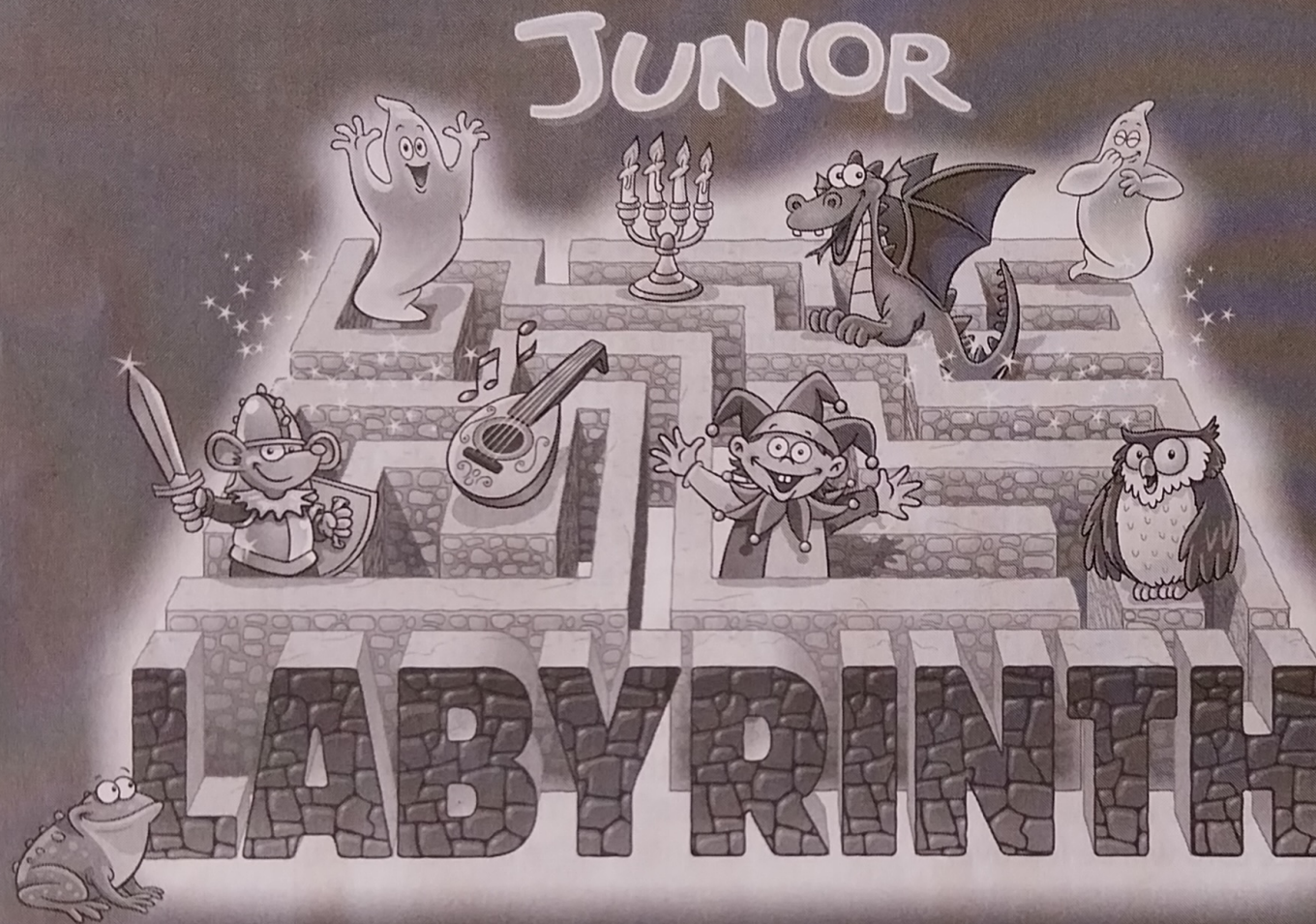


Ravensburger® Game No. 21 246 0 • By: Max J. Kobbert • Illustration: Joachim Krause



An exciting adventure awaits the little ghosts in the mysterious Labyrinth. Help them search for hidden secrets. Maze passages will be shifted and paths will open up or be blocked off. Only those who pay careful attention can discover the secret of the Labyrinth!

Contents:

- 1 game board
- 17 maze cards
- 12 secret tokens
- 4 ghost playing pieces
- 4 plastic stands

The Wall Shifting Maze Game
For 2-4 Children, Ages 5 and Up

Ravensburger

Object of the game

Reach the images shown on the secret tokens and collect the most tokens.



Preparation

Before the first game, carefully remove the maze cards and secret tokens from the stamped boards.

To form the playing pieces, carefully press each ghost into a plastic stand. They are now set for future games and should not be taken apart again.

Place the game board in the middle of the table so that all players can easily reach it.

Shuffle the maze cards well and then place them face up on the board to create a random Labyrinth. One maze card will be left over; this will be used during the game for moving the pathways of the maze.

Mix the 12 secret tokens face down on the table and place them beside the game board.

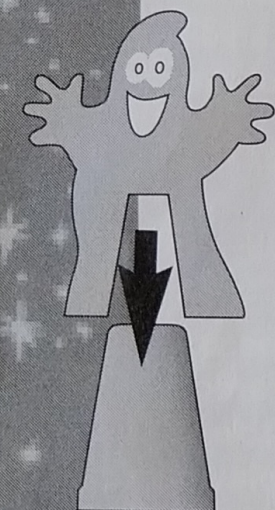
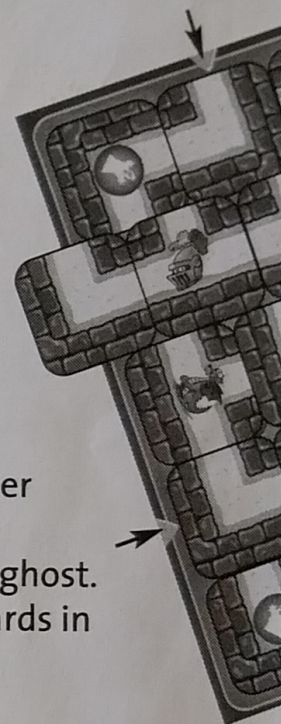
Each player chooses a ghost and places it on the matching coloured corner space on the game board.

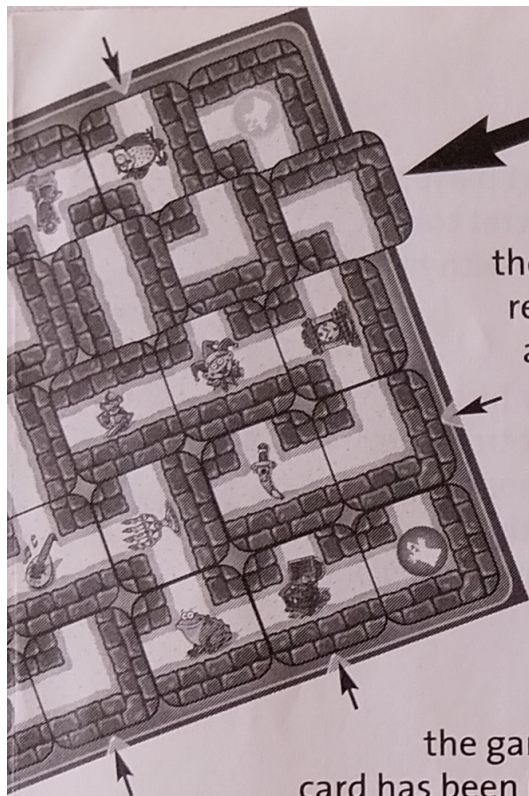
Playing the game

The bravest player starts and then play continues in a clockwise direction. Turn over a secret token. This token shows the first treasure that you need to reach with your ghost. You must always move one of the maze cards in the Labyrinth and then move your ghost.

Moving the Labyrinth

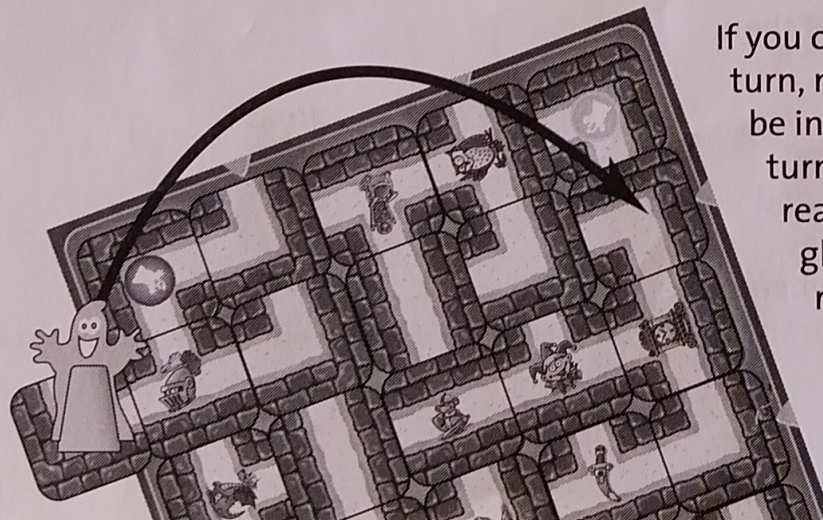
Along the edge of the board are arrows. When it is your turn you choose one of the arrows and insert a maze card there, which will push out a maze card at the opposite end. The card that is pushed out remains on the edge of the board until it is inserted elsewhere during the next player's turn. A maze card cannot be pushed back in at the same place where the previous player pushed it out.





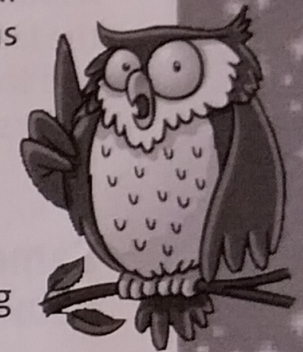
Players must make a move within the maze when it is their turn, even if they can reach the secret token they are searching for.

If any ghosts are pushed off the game board when a new maze card has been inserted, they are placed onto the maze card that has just been inserted at the opposite end. Moving a playing piece in this way does not count as a turn.



Moving your ghost

After moving the maze, move your ghost as far as you like along the open pathway. As soon as you come to a wall, you can move no further. A ghost can be moved onto a square that already contains another ghost.



If you are unable to reach your goal directly, then try and get into the best possible starting position for your next turn. However, moving is not compulsory, so your ghost may also be left where it is. You do not have to move your ghost if you don't want to.

Once you reach the treasure that is shown on the secret token, take the token and place it in front of you. Your turn is over and it's the next player's turn to uncover a new secret token.

If you could not reach the pictured treasure on your turn, move your ghost as far as possible so you'll be in a better position to reach it on your next turn. Now it's the next player's turn. He tries to reach that same pictured treasure with his ghost. This continues until finally one of you reaches the treasure and wins the secret token.

End of the game

As soon as a player's ghost reaches the treasure of the last remaining secret token, he takes the token and the game is over. The player who collected the most secret tokens wins the game.

Game variation for experienced Labyrinth players

Mix up the secret tokens face down and pass them out evenly to all the players. Each player puts his tokens into a stack face down in front of him.

On your turn, take the first token from the top of your stack and look at it without the other players being able to see what it is. Now place it face down in front of you. Only you know which treasure you need to reach next with your ghost. As in the standard version, you move the maze first and then move your ghost.

If you reach the treasure pictured on your secret token, you turn the token over in front of you and end your turn. If you cannot reach the treasure, move your ghost as far as you can or keep it where it is. On your next turn you'll try again to reach that

treasure. But now it's the next player's turn. He will also look at his top secret token and try to reach that treasure with his ghost.

As soon as a player turns over his final secret token and reaches that treasure, he must then try to get his ghost back to its matching coloured starting space on his final turn. The first player to accomplish that is the winner.



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