

Quick Tips (use along with the original instructions)

Labyrinth (2-4 players)

Setup:

- **Shuffle the maze tiles** and place them face up (pathway visible) on the board to create a random maze. **There will be 1 maze tile remaining.**
 - **Notice 2 things!** 1. Some tiles are stuck to the board and therefore their rows cannot be moved. 2. The little **yellow arrows at the edge of the board** show which rows of tiles can be moved to change the maze.
- Some maze tiles are double-sided and have a scuba diver, oxygen tank or pufferfish on them. These affect the difficulty of the game so to keep things simpler to start, use the plain path side.
- Each player chooses a **scuba diver piece** and places it on its coloured corner piece of the board.
- **Shuffle the 24 treasure cards** and place them face-down beside the board. **Flip 1 over** to show the treasure item (this will be the first treasure you are after!).

How to Play (a simpler, more interactive version of the game to start with):

- Your goal is to be the first to get your diver to the treasure to collect that card by creating an open pathway to the treasure on the maze.
- **On each trial:**
 - **1st: Before moving your diver**, you **must insert the additional tile piece onto the board** to shift a row of tiles (yellow arrows) in the maze in a single direction. Remember, you can shift the maze to help you get to the treasure, but you can also move it to stop another player from getting to it! If you can already reach it, move a row that leaves your path open.
 - **2nd: Move your character**, if possible, directly to the treasure if a pathway exists, or as close as possible.
- **If a player's diver is pushed off the game board** because of a shifting row it is on, then that diver must be placed on the maze tile that was just inserted at the **opposite end** of the row. (This doesn't count as a turn for that player).
- Once a player gets to the treasure, they take that treasure card and flip over the next treasure card revealing the new treasure for all to race to in the maze.

Game End and Scoring:

- Players can decide how many treasure cards wins the game (e.g., 8 out of the 24 in total) or who has the most after a certain amount of time!