

LABYRINTUS



LABYRINTUS CORE RULES 2D PLAYTEST EDITION

Can you get through the Labyrinth?



OBJECT OF THE GAME

The object of Labyrinthus is to be the first player to guide your four figures through the labyrinth.

PLAY TIME

2 players, 30 minutes.
3-4 Players, 60 minutes.
Plus set up time.

PLAYERS

You can play Labyrinthus with 2, 3 or 4 players.

GAME BOARD

The game board is made up of 4 quarter boards put together to make a 7x7 tile grid. Each of these tiles is divided into 4 squares. Between each tile is a gutter. The figures move across the board on the squares, and walls are placed or removed in the gutters.

There is an outer wall on each side of the board that defines the edges of the board. Each outer wall of the board contains a door, indicated by the green arrows,

which the figures use to move on and off the board

WALLS

There are forty eight walls which are used to create the maze of the Labyrinth. During the players turns these walls can be added or removed from the board.

FIGURES

Labyrinthus has 4 factions. These are Twiglets, Fairies, Iron Maidens and Minotaurs. Each faction is made up of four figures. Each figure takes up one square. The facing of the figures is unimportant.

DICE

You will need four six-sided dice (D6) to use as turn and combat dice. The Turn Dice are rolled at the start of the turn to see how many figures and walls can be moved. Combat Dice are rolled when a figure engages in combat.

SETUP

- Place the four board sections together to form the larger seven by seven square grid.
- Randomly place thirty six walls on the gutters between the tiles.
- Make a pile of the twelve unused walls. This is called the Wall Stack.
- The space off the board next to each doorway is called the Start Area.

START THE GAME

Each player chooses a faction consisting of four miniatures. Each player chooses an entry door with a corresponding exit door opposite.

Play commences with all four miniatures of each faction assembled off the board in their respective Start Area. Each player then rolls a dice. The player with the highest dice roll chooses who goes first.

TURN SEQUENCE

1. Roll the four Turn Dice
2. Move your figures, challenge your opponents' figures and use the walls to capture or block them.
3. These actions can be performed in any order, however if a figure halts its movement to engage in a challenge or remove a wall it can only be moved again by allocating another movement dice, regardless of how few spaces it might have already moved.
4. The turn ends and the next players turn starts.

ROLL THE DICE

At the start of each turn roll the four dice. Each result of '1' or '2' allows you to add or remove one wall from the board. Each result of '3', '4', '5', or '6' allows you to move one figure up to four spaces.

CALL AND ENCOURAGE

Each player always rolls 4 dice, no matter how many miniatures are still in play. This represents miniatures off the board calling and encouraging their faction members.

ADD OR REMOVE WALLS

At anytime during your turn, for each Wall result ('1' or '2') you rolled on the Turn Dice, you can move a wall to the Wall Stack or take a wall from the Wall Stack and place it in any empty gutter on the board. A wall can never be placed in a doorway (green arrows).

MOVEMENT POINTS

For each movement result on the turn dice ('3', '4', '5' or '6') You may move one figure up to four spaces. You may move the same figure as many times as you wish, depending on what the dice rolled in step 1, for a total of up to 16 spaces (four spaces for each movement result on the turn dice.) You may not move a figure diagonally, through walls or through other figures.

ENTERING AND EXITING THE LABYRINTH

Miniatures may enter the Labyrinth by moving from outside of their entry doorway on to either of the two squares immediately inside that doorway marked with the green arrows. Miniatures may exit through their exit doorway from either one of the two squares next to that doorway. Once a miniature has exited through its exit doorway, it had achieved its objective and cannot enter again or play any further part in the game.

CHALLENGES

Miniatures may challenge members of opposing factions to magical combat and attempt to 'zap' them back to their starting point. This is done during a player's turn and requires the miniatures of both factions to be in contact (on adjacent squares) Miniatures may not challenge diagonally or through walls.

The challenger announces the challenge and rolls one D6 dice and shows the defender the result. The defender then rolls one D6 attempting to equal or exceed the challenger's D6 value. If the defender is successful (equals or exceeds the challenger's value), both miniatures stay where they are. The challenging miniature may not move or

take any other action during this turn. If the defender fails to equal or exceed the challenger's value, the defender's miniature is removed from the board and placed in its starting position outside its entry doorway. A player may re-enter a defeated defender miniature in their next turn or later.

CHAIN CHALLENGE OR DEFENCE

Miniatures may challenge as groups in a chain. To do this, the challenging or defending miniature must be in direct adjacent contact with one or more miniatures of its own faction. Miniature contact does not count diagonally or if there is a wall between them. It is not necessary for the direct contact of three or more miniatures to be in a straight line. To challenge or defend as a group, one D6 is rolled for each friendly miniature in direct contact. The highest number thrown is then chosen as the result. The normal attacking rule is then applied. If the defender is successful (the highest number of the D6 dice rolled equals or exceeds the challenger's highest value), all miniatures stay where they are. The challenger's attacking miniature may not move or take any other action during this turn but others assisting in the attacking chain may do so.

If the defender fails to equal or exceed the challenger's value, the defending miniature is removed from the board and placed in its starting position outside its entry doorway. The defender's other miniatures in the defending chain remain in their places until it is their player's turn. It may help to think of the challenging or defending miniatures as magnets with the power of the challenger or defender increased in proportion to the number of faction members in the chain. For example, four faction members in a chain allows the challenger or defender to roll four D6 and choose the highest roll, even if only one faction member is in direct adjacent contact with the enemy.

END OF TURN

When a player may no longer add or

remove any walls, move any figures, declare any attacks, or chooses not to do so if able, the turn is over.

The player to the left of the current player now takes a turn.

WINNING THE GAME

The game ends when all four miniatures of one faction have travelled through the labyrinth and off through their exit doorway and the round in which they do so is complete so that all players have had the same number of turns. To win Labyrinthus, a faction must have all four miniatures escape through their exit (opposite) doorway. If more than one faction exits during the last round, those factions are joint winners.

2D Notes.

Labyrinthus is a miniatures game by Victoria Lamb being developed for full 3D production. This 2D Print n' Play Edition has been created to enable gamers to play and enjoy the game and to test the basic mechanics. This is a working draft of the rules in their most basic form. All feedback and suggestions are greatly appreciated. This feedback will help finalise the basic rules and move the game into production, introduce more complex options, scenarios, objectives, extra miniatures, creatures and background.

More images and information and Labyrinthus Downloads can be found at:

www.victorialamb.com suggestions and enquiries are all welcome.

Or visit: Labyrinthus at BoardGameGeek.com and leave your feedback on the Labyrinthus forum.

Labyrinthus is an ongoing project to which many people have kindly contributed their time, ideas and feedback.

Special thanks for the 2D Edition to: Robert Scott Lamborn, Ryan Taylor, Garrison Wargames Club and the Novacastrian Labyrinthus Playtesters: Robert Scott Lamborn, Rohan Staines, Lyndon Ress, Shane Jenkins, Rex Small, Mark Adamthwaite, and Chris X)

2D rules by Victoria Lamb with Robert Scott Lamborn and Ryan Taylor.

2D Graphics by Victoria Lamb and Ryan Taylor

Labyrinthus, and all associated marks, logos, devices, names, text, illustrations and images are Copyright 2010 Victoria Lamb. All rights reserved.

Permission granted to print from this file or photocopy for personal use.