

EN

Carcassonne

LABYRINTH



COMPONENTS

- 1 game board
- 4 meeples in 4 colors
- 4 crowns in 4 colors
- 4 starting tiles (dark back )
- 56 land tiles (light back )
- 32 treasure tiles, 8 in each of the 4 colors
- 32 treasure tokens
- 38 shield tokens
- 1 treasure card and 1 shield card
- 12 quest cards
- 1 player aid
- 1 measuring strip

GAME SETUP

Learn everything about the **base game** here. Already played a few times? Try the advanced game! See page 11 for details.

The rules for the single-player game are on pages 11 and 12. The single-player base game makes a great tutorial for learning the rules.

- 1 Place the **game board** in the middle of the table.
Shuffle the **56 land tiles** (light back ) without looking at them. Randomly select **16 of them** and place them face up in the spaces on the game board.
***Note:** The tiles can face any direction on the game board. The landscape shown doesn't need to fit into the labyrinth.*
 - 7 Lay the **shield card** ready next to the game board and place all of the **shield tokens** on it. Put the **treasure card** next to it with all of the **treasure tokens** on it. These are your **supply piles**.
 - 8 Pick the **Most Shields (1A)** crown quest from among the *quest cards*. Place it next to the other cards with the side for 2–4  facing up. Then lay the **player aid** within reach.

Players	Tiles
1 	10 
2 	20 
3 	30 
4 	40 

- 3** Each choose a **color** and place the corresponding **meeples** on the dragon tile at the **center** of the game board.

Now carry out **all** of the following steps:

- Shuffle the **eight treasure tiles in your color** and place them face down in front of you in a pile. This is your **treasure tile pile**.
 - Place the **crown** in your color next to it. It serves as your tile holder. Take the top treasure tile from your pile. Place it on your crown so that only **you** can see the treasure you're seeking.
 - Take a **starting tile** (dark back ) and place it face up in front of you. It forms the start of your personal landscape.



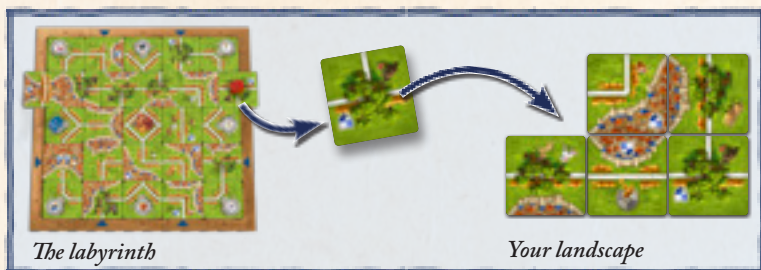
See here for:

- an **explanatory video**
- the rules for a **Carcassonne** mini extension using the tiles from this game



AIM OF THE GAME

Cleverly shift tiles to move your meeple through the labyrinth to the treasures hidden inside. In the process, you'll build your own landscape with cities and roads using the tiles pushed out of the labyrinth and the treasures you collected. A strategically constructed landscape will earn you valuable shields. Whoever has the highest tower at the end of the game – made from their stack of tiles, treasures, and shields – wins!



RULES 2-4

The last person to get lost starts; play then continues in a clockwise direction.

When it's your turn, first check which treasure is shown on the treasure tile on your crown. This is the **treasure you're seeking**.

Then complete the following four actions in this order:

1. Insert land tile (required)
2. Move and find treasure (optional)
3. Extend landscape (required)
4. Complete cities and roads (optional)

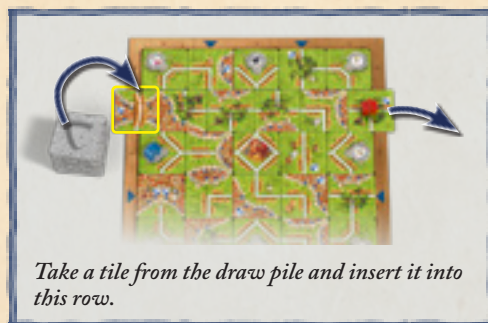
Then, it's the next player's turn.

1. Insert a Land Tile

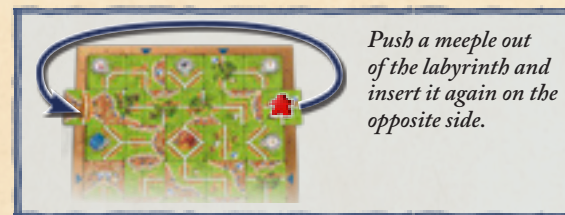
Move labyrinth tiles to create a path for your meeple to reach the treasure you seek.

To do this, you **must** take the topmost tile from the draw pile and place it **anywhere** in the labyrinth.

Turn the tile any way you want first. The arrows around the edge of the game board show where it can be inserted. Insert the tile so that exactly one land tile is **pushed out** on the other side of the labyrinth.



If you push **your own or someone else's meeple** out of the labyrinth, you must immediately place it on the **road** on the land tile you just inserted on the other side. **Note:** *This doesn't count as a move (see Action 2).*



Important: You must insert a land tile during your turn (even if you can reach the treasure you seek without doing this)!

Note for experienced Labyrinth players: You can also insert the land tile where a tile was pushed out in the last turn.

2. Move and Find Treasure

After shifting the labyrinth, you **may** move your meeple along the labyrinth's roads. You can move onto any tile that you can reach via **connected roads**. You can also move **through forests** (e.g. at crossroads). However, you can't move through or onto cities or meadows.



Road with forest

You can move as far as you like and also pass other meeples, stopping on a tile of your choice. It doesn't matter if there's already a meeple there. You can also decide not to move your meeple.

Important: Once you stop moving, you **can't** move again in this turn.

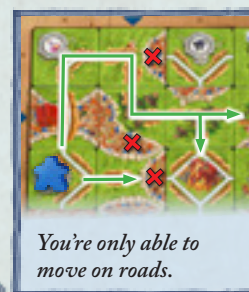
Finding Treasure

Has your meeple ended its move on the tile depicting the **treasure you seek**? Great, then you've **found** it!

Important: You only find the treasure when you end your move on the tile.

As a reward, you can add this treasure tile to your landscape (more on this in *Extend Landscape*). Take it from your crown and lay it face up in front of you.

Then, place the **top tile** in your treasure tile pile on your crown. It shows the next treasure you must seek.



3. Extend Landscape

Now you **must** add the land tile you just **pushed** out of the labyrinth to your landscape.

If you also received a **treasure tile**, add it now, too. You're free to choose the order you add the tiles in.

Important: You must observe the following **rules** when adding tiles:

- You can turn the tile any way you like.
- The tile must **fit** next to at least **one tile** in your landscape.
- "Fit" means here that on **all adjoining sides**, a road leads into a road, a meadow into a meadow, or a city into a city.

Special situation: If your tile doesn't fit into your landscape, you must return the tile to the box. You don't receive another tile in its place.



Note for experienced Carcassonne players: A road is shown on almost all of the tiles. Keep this in mind when planning your landscapes!

4. Complete Cities and Roads

Add tiles to complete the cities and roads in your landscape.

A **city** is **complete** when it is entirely enclosed by walls so there aren't any "gaps" in it.

A **road** is complete if **all ends** lead into a **city or forest**. It is also complete if it forms a self-contained circular route.



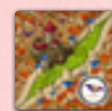
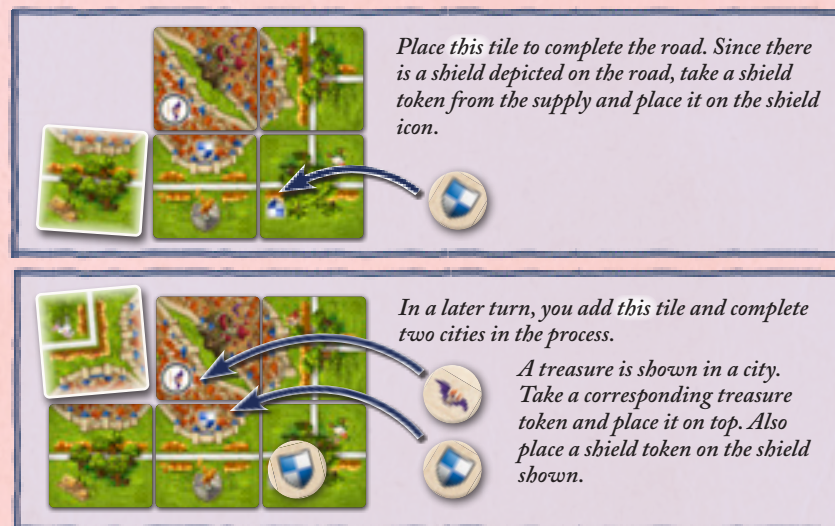
Shield and treasure tokens

Once you've **completed a city or road**, check whether any **treasures and/or shields** are shown in it.

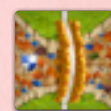
Then, place **one shield token** from the supply pile on **each shield** in the city or next to the road. Place a **treasure token** on **each treasure**.

You can complete several cities and roads during your turn.

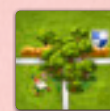
Note: Place just one token on each shield or treasure shown.



The tile shows two separate districts.



The road doesn't complete the city. The shield belongs to the city.



The shield only counts towards the completed road on the right.

END OF THE GAME

The game ends after the turn when the **draw pile is emptied**. At this point, **you will all have had exactly ten turns**.

Now check who has won. Do as follows:

1 Crown quest

First, count which of you has collected the most **shield tokens** in your own landscape. There's a reward for this. Learn more about this in **3**.

2 Form a tower

Now stack **all of the tiles and tokens** from your own landscape to form a tower. Begin with your starting tile, land tiles and treasure tiles, then add the shields and treasure tokens you've collected on top. Set aside any treasure tiles remaining in the treasure tile pile and in the crown.

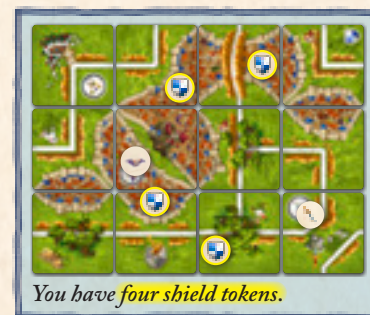
3 Add your meeple or crown

Finally, place your meeple **on top of your pile**.

Whoever fulfilled the crown quest (**1**) places the crown on their pile instead of their meeple. In the event of a tie, all of the tied players do so.

Now compare the **height of all piles** including the meeple or crown.

The player with the highest tower wins! If there's a tie, then all of the tied players win.



Compare your piles
- blue wins!



Have you now read the rules and want to try playing alone? Try the single-player game as a tutorial!

SINGLE-PLAYER TUTORIAL 1

The rules for the single-player game are the same with the following differences:

Variations to the rules

When setting up the game, instead of point 8, place your chosen crown quest next to the other cards with the side for 1 facing up. The value with this symbol applies.

Variations to the end of the game

You may add your crown if you collected **at least seven shield tokens** in your landscape.

After forming your tower, place the **measuring strip** alongside your pile with the -symbol showing. It shows how well you did!



ADVANCED GAME 2-4

The rules for the base game (2-4) are the same, with the following variations:

Variations to the Game Setup

In the advanced game, you can choose from different quests and crown quests. First, select a scenario from the chart:

Scenario	Crown quest	Quests
1. Cities and Roads	1A: Most Shields	4A + 5B
2. Harmonious Balance	2A: Most Cities	4B + 6A + 7A
3. Long Distances	3A: Most Roads	7B + 8A + 9A
4. Square Circles	1A: Most Shields	6B + 9B + 10A

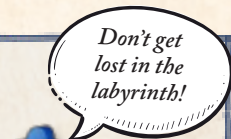
Note: Each quest is described in detail at page 12.

- Place the **crown quest** for your chosen scenario next to the other cards with the side for 2-4 facing up.
- Put two or three quests **next to the other cards, depending on the scenario.**

Free scenario

Try combining quests into new scenarios!

Take **one crown quest** and **three quests of your choice**, or choose them at random.



- Place shield markers from the supply pile on the spaces for each quest. Note the number of shield markers indicated for each space.



Variations to the Rules

In addition to the four actions, the advanced game includes another action:

5. Fulfill quests (optional)

5. Fulfill Quests

Check whether you've completed one or more quests during your turn. If so, take **all of the shield tokens** on **one space** of the completed quest card.

If there are different numbers of shield tokens on the spaces of the quest card, take the one with the **most**. Then, add it to your landscape on the **space below the statue** shown on your **start tile**.



Space for shield tokens

Important: If there aren't any more shield tokens on a quest card, you don't receive **any** shield tokens for fulfilling the quest.



You add these two tiles. This completes a city and a road, both of which comprise 4 tiles.

With this, you complete quests 4B (City Size 4) and 5B (Road Length 4). Take all of the shield tokens from one space in the corresponding quest and place them on your starting tile.

You can fulfill quests **more than once**. You must entirely meet the requirements again for this, though. You **can't** use a road or city more than once for the same quest.

Note: For example, if a quest requires five completed cities, you must complete a total of ten cities to fulfill this quest twice.

So to fulfill quests 9A, 9B and 10B again (see p. 12), you cannot use any tile twice.

In the advanced game, the shield supply may run out at some point. If you then complete a city or road with a shield, you may take the shield token from any space on a quest card of your choice instead.

Note: Don't take the whole pile, but rather only the exact number you receive for completing it.

Variations to the End of the Game

If you're playing with the crown quest of *Most Cities* (2A) or *Most Roads* (2B), the crown is awarded for having **the most cities or roads**, rather than for the most shield tokens. Check who won the crown quest at the end of the game. In the event of a tie, all tied players may place their crown.



ADVANCED SINGLE-PLAYER GAME

The rules of the advanced game apply with the following differences:

Variations to the game setup

When setting up the game, place the **crown quest** of **Most Shields** next to the other cards with the side for  face up.

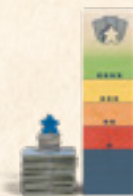
Variations to the rules of play

5. Fulfill quests (optional)

Did you fulfill one or more **quest cards** during your turn? If so take all of the **shield tokens** from the completed quest card from the space with the **fewest** shield tokens. You must first select this space. If you complete the quest again, take the shields from the space that now has the fewest. *Note: You must complete the quest again to receive any more shield tokens.*

Variations to the end of the game

For the most shields card (1B), the value is 12+. After forming your tower, place the **measuring strip** alongside your pile with the advanced  side showing. It shows you how well you did!



QUEST CARDS

Crown Quests

All crown quests relate to things **in your landscape**. Cities and roads must always be **completed**.



max.

Most Shields (1A)

You have the most shield tokens.



7+ / 12+

Single-Player Game: 7+ / 12+ Shields (1B)

You have **at least seven/twelve** shield tokens.



max.

Most Cities (2A)

You have the most cities.



5+

Single-Player Game: 5+ Cities (2B)

You have **at least five** cities.



max.

Most Roads (3A)

You have the most roads.



5+

Single-Player Game: 5+ Roads (3B)

You have **at least five** roads.

Quests



3

City Size 3 (4A)

Complete a city that comprises exactly three tiles.



4

City Size 4 (4B)

Complete a city that comprises exactly four tiles.



3

Road Length 3 (5A)

Complete a road that comprises exactly three tiles.



4

Road Length 4 (5B)

Complete a road that comprises exactly four tiles.



Convert Starting Tile (6A)

Fill all eight of the spaces around your starting tile with tiles.



4x4

4x4 Grid (6B)

Add a grid of four vertical and four horizontal tiles to your landscape. Don't leave any gaps.



Run to the Dragon (7A)

Move your meeple in the labyrinth to the tile with the dragon in the middle and end your turn there.



Push Your Meeple Out (7B)

Push your own meeple out of the labyrinth. Place it on the newly inserted tile (see p. 9).



City Without Treasure Size 5+ (8A)

Complete a city comprising at least five tiles. No treasure may be shown in the city.



Road Without Treasure Length 5+ (8B)

Complete a road comprising at least five tiles. No treasure may be shown on the road.



Four Tiles with Shields in a Row (9A)

Have four tiles with shields in a row in your landscape. They may run vertically or horizontally. It doesn't matter if there are shield tokens on it.



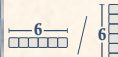
Four Tiles with Shields in a Square (9B)

Have four tiles with shields in a square in your landscape. It doesn't matter if there are shield tokens on it.



Circular Route (10A)

Build a road that follows a circular route. It may be interrupted by forests and consist of any number of tiles.



Six Tiles in a Row (10B)

Arrange six tiles in a row. They may run vertically or horizontally. *Note: If you complete the quest a second time, you may not use a tile twice.*



5

Five Cities (11A)

Have at least five completed cities in your landscape.



3

Three Cities Without Treasure (11B)

Have at least three completed cities in your landscape. No treasure may be shown in these cities.



5

Five Roads (12A)

Have at least five completed roads in your landscape.



3

Three Roads Without Treasure (12B)

Have at least three completed roads in your landscape. No treasure may be shown on these roads.

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