

Daedalus was the architect responsible for building the Cretan labyrinth to hold the Minotaur. Now you are the tributes thrown into the labyrinth and you must try to get out before being caught by the terrible Minotaur.

AIM

The aim of Dedalo's is to be the first to escape from the labyrinth. To do this you will have to make a path from the centre square to an exit while stopping your rivals from escaping before you. And of course, dodging the fearsome Minotaur!

CONTENTS

- The game is made up of:
- 6 coloured tributes
 - Fabric bag
 - 150 Tiles
 - 1 Entrance
 - 4 Exits
 - 132 Labyrinth tiles (normal and starred)
 - 3 Collapse tiles
 - 4 Red Minotaur tiles
 - 6 White Minotaur tiles
 - 1 Minotaur figure
 - Game rules



HOW TO PLAY

BEFORE THE GAME

- Leave the entrance tile in the middle of the table.
- Each player chooses a tribute and places it on the entrance tile.
- Leave the same number of exits as players at a distance of 6 tiles in a straight line from the entrance, following the relevant diagram (you can measure the distance by placing 5 tiles face down between the entrance and each exit).
- Put any exits that haven't been used back in the box and jumble the rest of the tiles inside the bag within the reach of all players.
- Each player takes 3 tiles from the bag and the player who is furthest from home is chosen to play first. In the event of a draw, the oldest player will start.

Players	Exits
3	2
4	3
5/6	4

DESCRIPTION OF TURNS

Each player can carry out the following actions when it is their turn:

- Play a tile.
- Move their marker 1 square.
- Push another player to an adjacent square

Each player must carry out a total of 3 actions, but these 3 actions can never be the same. This means that players can, for example, place two tiles and move one square or place one tile and move two squares or move, push and place one tile. The actions can be made in any order.

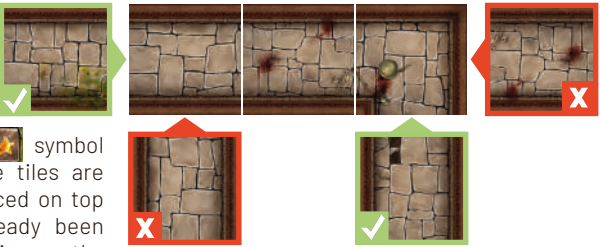
As an alternative to these actions, when it is their turn, a player can decide to make a single action of discarding the 3 tiles they have in their hand and take 3 new tiles.

At the end of their turn, the player takes the tiles they need from the bag in order to have 3 tiles in their hand again. Always moving in a clockwise direction, the next player then starts their turn.

DESCRIPTION OF ACTIONS

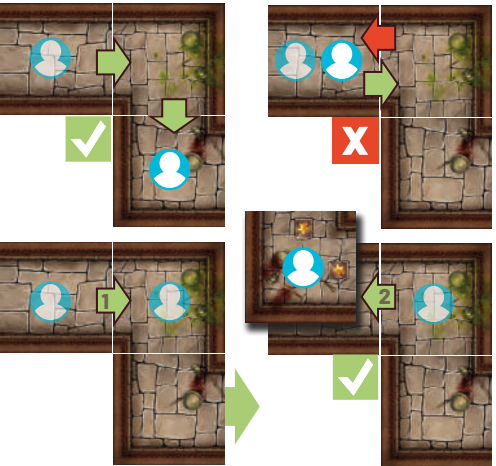
1. Play a tile

To carry out this action, you must play one of the 3 tiles that you have in your hand. The tile must be placed continuing any open path. When placing the tile, a path can be followed, new paths can be made or another path can be closed. Only one of the sides has to meet another open path and the rest can end against a wall.



Some tiles have the symbol drawn on them. These tiles are special and can be placed on top of tiles that have already been played (and also to continue paths as normal tiles). The tile must have a higher number of stars in order to be placed on top of one that has already been built and a path must be followed as though the tile were placed in an empty position. When you want to place a new tile, the one below must be empty. This means that if you or another player is on this tile, you won't be able to place the new one.

There are tiles with one, two or even three but three-starred tiles are very rare and valuable.



2. Move

Move your marker one position in the direction of your choice. There is no limit to the number of players who can be on one tile at the same time.

If you carry out this action twice during your turn, you may not end on the same square as the one you were on at the start of your turn, unless you have replaced this with another tile.

3 Push

If you move to or are already on a tile where there is one or more players, you can use an action to

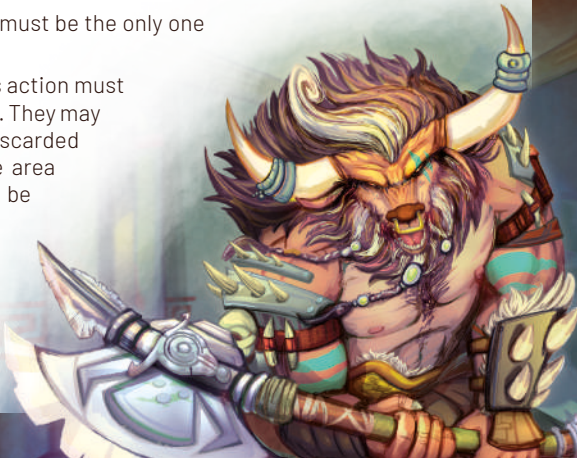
push one of the other players. If you want to push more than one player, one action must be used per push. So as not to break the rule of not repeating the same action three times, no more than two players can be pushed in one turn.

4. Discarding tiles

If you decide to use this action, it must be the only one you carry out in this turn.

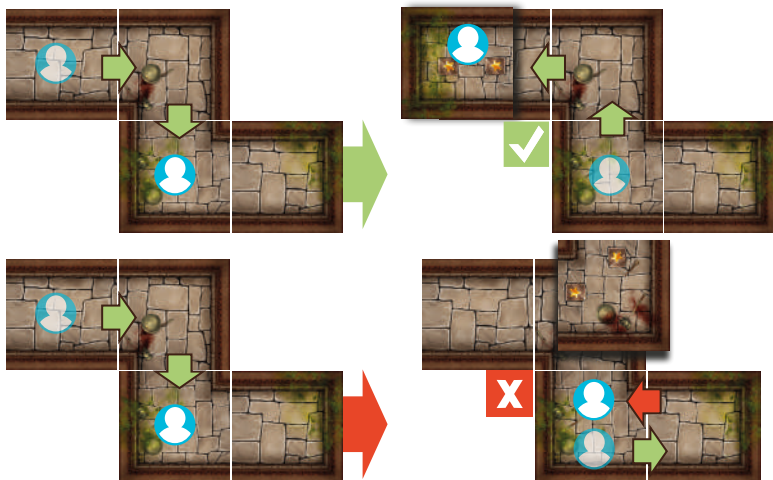
Any player who decides to use this action must discard all of the tiles in their hand. They may not keep any tiles in their hand. Discarded tiles are removed from the game area and will no longer be available to be played.

This action may be the only possible option for players who are not able to play any of the tiles that they have in their hand.



5. Special rule: Shut in the labyrinth

By playing a tile, you can shut a rival or yourself up in a passage. Whenever you play a tile to shut one or more players up, you must place the tile so that these players have the chance to carry out two valid movement actions in the passage that you shut them up in during their next turn. If they cannot make two movements, you may not place the tile in this position.



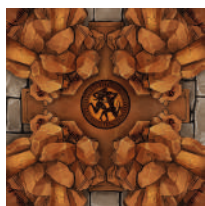
END OF THE GAME

The game ends as soon as any player reaches one of the exit tiles during their turn. In this case, the player who manages to do so wins the game.

In the event that all the tiles from the bag are used up without any player managing to successfully escape from the labyrinth, there will be no winner. This means that the Minotaur wins the game and will spend the night feasting on what is left of all of you.

SPECIAL TILES

As well as the tiles already mentioned, there are two additional kinds of tile in the game: Collapse and Minotaur.

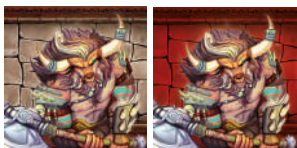


COLLAPSE

Frustrate your rivals by collapsing the exit through which they were about to escape from the labyrinth or pray that they don't collapse the exit through which you are trying to escape.

Add a number of tiles equal to half the number of exits (always rounding downwards) and jumble them with the rest of the game tiles inside the bag.

If you have this tile in your hand, you can use one of your actions to play it. Collapse cards are not placed continuing a path in play, rather they are left on top of a labyrinth exit tile. By placing a collapse on top of an exit tile, this is left blocked and the tile may not be used by any player to exit the labyrinth. Players intending to escape through this exit must turn around and find another exit.



MINOTAUR

By bringing the Minotaur into play, these tiles increase tension in your games. Try to escape from the labyrinth while making sure you're not caught by the Minotaur.

Put the red and white Minotaur tiles together with the rest of the game tiles inside the bag. The only difference between red and white tiles is that when the Minotaur has caught a player tribute, the red tiles are placed back in the bag while the white tiles are discarded and removed from the game.

Leave the Minotaur figure next to the game area within the reach of all players.

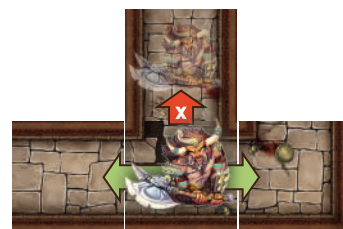
If you have one or more Minotaur tiles (of any colour) in your hand at the start of your turn, you must play them before carrying out any other action.

Leave the tile closest to the game area face up and place the Minotaur figure at the entrance of the labyrinth. You must now choose the direction in which the Minotaur will move and then move it accordingly. The number of Minotaur tiles you have played determines how many positions you should move it.

Once the Minotaur has been played and has stopped moving, take as many tiles as you need from the bag in order to have 3 tiles in your hand again and continue playing your turn as normal, carrying out 3 actions in line with the basic rules.

1. Moving the Minotaur

As soon as the Minotaur is played at the start of each player's turn, the number of Minotaur tiles played will determine how many positions it must be moved. The movement must be in the same direction and sense as the previous player and this may only be changed when you reach an intersection. When the Minotaur reaches an intersection, the player who has to move the Minotaur at that time can decide which direction to take, but it can never go back the way it came.



As well as the paths created by the players inside the labyrinth, the Minotaur knows more passages than the players. Both the entrance tile and the 4-way intersections therefore have a series of passages between them through which the Minotaur can move. This means that when it is their turn, a player can decide for the Minotaur, if it is on top of the entrance or a 4-way intersection, to take the direction of the passage and this player can move it to another 4-way intersection square and vice versa. Always bear in mind that the use of a passage counts as a movement.

If a player has a Minotaur tile in their hand when it is already in play, the player must use the tile before moving the monster. When another Minotaur tile is played, the monster

then moves one position more per turn and the player who has used this tile can change the direction and sense in which the Minotaur moves.



2. Minotaur attack

The Minotaur moves until it meets another player. The Minotaur and then the player figure are then taken out of the labyrinth. The player who has been caught by the Minotaur must also put the tiles they had in their hand back in the bag. The red Minotaur tiles which have been played are returned to the bag while the others are discarded to one side and are not brought back into the game.

In their next turn, the player who has been caught by the Minotaur leaves their marker at the entrance of the labyrinth and takes 3 new tiles from the bag, then lets the next player start their turn.

The Minotaur, just like the other players, can end up shut between the passages of the labyrinth. If during a full round, there is no path open for the Minotaur to reach a player, the Minotaur will go back to its cave and the Minotaur tiles played will be put back in the bag.

CRÉDITS

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