

Daedalus was the architect who built the Cretan labyrinth that held the Minotaur. Now, you are the tributes who have entered the labyrinth and you must try to escape before you get caught by the terrible Minotaur.



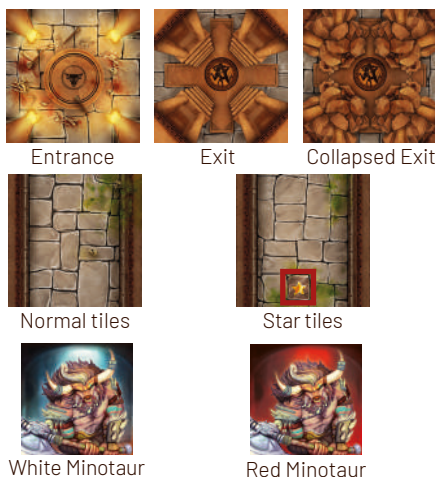
GOAL OF THE GAME

The goal in Dedalo's is to be the first to escape from the labyrinth. To do this you will have to make your way from the central tile to the exit while you prevent your rivals from escaping before you. And of course, you must evade the fearsome Minotaur!

CONTENT

The game includes:

- 6 tribute miniatures (6 colors)
- 1 Minotaur miniature
- 150 Tiles:
 - 1 Entrance tile
 - 4 Exit tiles
 - 132 Labyrinth tiles (normal and starred)
 - 3 Collapse tiles
 - 4 Red Minotaur tiles
 - 6 White Minotaur tiles
- 1 Cloth bag
- Game rules in 4 languages



GAME SETUP

- Place the entrance tile at the center of the table.
- Each player picks a tribute and places it on the entrance tile.
- Put exit tiles according to the number of players, as indicated by the chart, at a distance of 6 tiles in a straight line from the entrance (you can measure the distance by placing 5 face down tiles between the entrance and each exit).
- Return any unused exits to the box and mix the rest of the tiles inside the bag, which must be accessible to all players.
- Each player takes 3 tiles from the bag. The player who is furthest from home becomes the first player; in case of a tie, the oldest player starts.

Players	Exits
3	2
4	3
5/6	4

HOW TO PLAY

Starting with the first player, play a full turn before passing the turn to the person to your left.

On your turn you can:

- Play a tile.
- Move your tribute 1 square.
- Push another player's tribute to an adjacent square.

You must perform a total of 3 actions, but you cannot repeat the same action 3 times. This means that you 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. You can perform the actions in any order you want.

Aside from these actions, during your turn you can choose to perform a single action to discard the 3 tiles in your hand and draw 3 new ones from the bag.

At the end of your turn, draw new tiles from the bag until you have 3 tiles in your hand. After this, the next player in clockwise order starts their turn.

ACTIONS

1. Play a tile

To perform this action, play one of the 3 tiles in your hand. You must place the tile continuing any open path. By placing a tile, you can follow a path, create new paths or close existing ones. Only one side of the tile has to connect to an open path, the rest can end up against a wall.



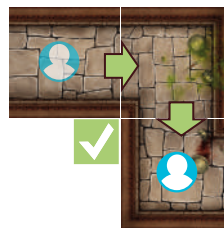
Some tiles have one or more icons drawn on them.

These tiles are special and you can play them as usual or place them on top of already played tiles. The newly placed tile must have more stars than the one below, and must continue a path just as if you placed it on an empty position. To place a new tile, the one below it must be empty. This means that if you or another player are on this tile, the new tile cannot be placed.

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

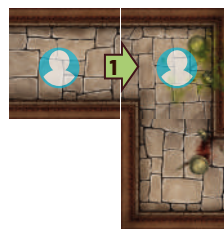
2. Move your tribute

Move your marker one square in the direction of your choice. There is no limit to the number of



tributes that can be on the same tile at any one time.

If you perform this action twice during your turn, you cannot end up in the same square from where you started your turn, unless you have replaced it with another tile.



3. Push another player's tribute

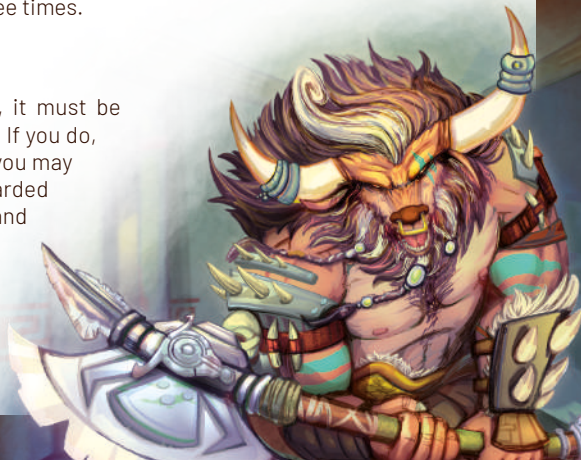
If you move to or are already on a tile where there are one or more players, you can use an action to push one of the other tributes. If you want to push more than one, you must use one action per

push. Thus, you can push a maximum of two tributes in one turn to observe the rule of not repeating the same action three times.

4. Discard your hand

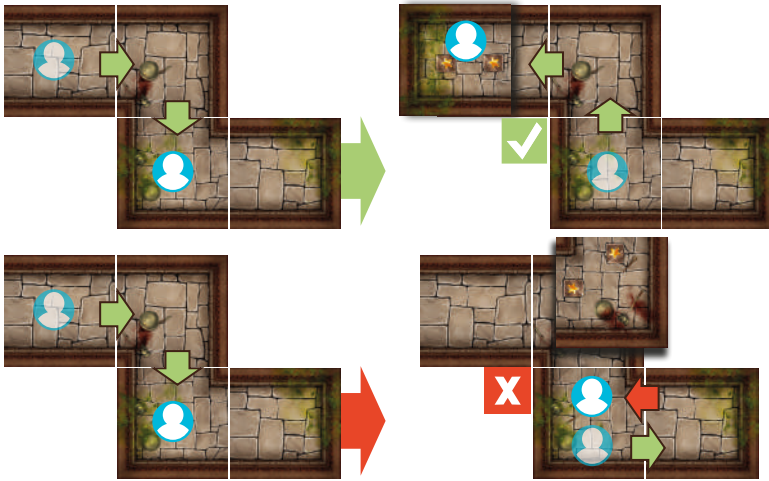
If you decide to use this action, it must be the only action you take this turn. If you do, discard all the tiles in your hand, you may not keep any of them. The discarded tiles are removed from the game and will no longer be available to play.

This action may be the only possible option in case you cannot play any of the tiles in your hand.



5. Special rule: Trapped in the labyrinth

When you play a tile, you can trap an opponent or yourself in a corridor. Whenever you play a tile to trap one or more players, you must place the tile so that these players may perform two valid move actions in the corridor in which you have trapped them during their next turn. If they cannot make two moves, you cannot place the tile in that position.



END OF THE GAME

The game ends as soon as a player reaches one of the exit tiles during their turn. The player who achieves this wins the game.

If you run out of tiles in the bag before any player successfully escapes from the labyrinth, nobody wins. This means that the Minotaur wins the game and will spend the night feasting on what is left of all of you.

SPECIAL TILES

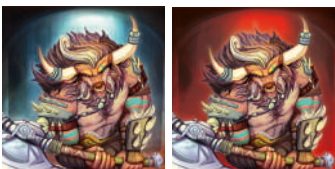
In addition to the tiles already mentioned, there are two additional types of tiles in the game: Collapsed Exits and Minotaur tiles.



COLLAPSED EXIT

Thwart your opponents 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 to the bag as many collapsed exits as half the number of exits in play (rounding down) and mix them with the others tiles.

If you have one of these tiles in your hand, you can use one of your actions to play it. Collapsed exit tiles are not placed along a path, but are placed on top of an exit tile of the labyrinth. When a collapsed exit is placed over an exit, that exit is blocked and cannot be used by any player to escape from the labyrinth. Players who wanted to escape through that exit must turn around and look for another one.



MINOTAUR

By putting the Minotaur in play, these tiles add tension to your games. Try to escape the labyrinth while making sure you don't get caught by the Minotaur.

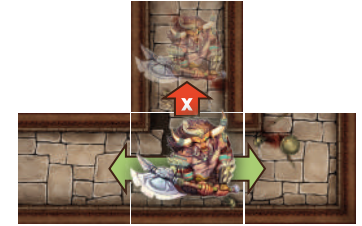
Leave the Minotaur figure next to the playing area within reach of all players. If you have one or more Minotaur tiles (of any color) in your hand at the start of your turn, you must play them before taking any other action. Place them face up next to the playing area and place the Minotaur figure at the entrance of the labyrinth.

Now you must choose in which direction the Minotaur will move, and move it as many steps as Minotaur tiles you have in play at that moment.

Once you have played the Minotaur and it has finished its movement, take tiles from the bag until you have 3 tiles in your hand and continue playing your turn normally, by performing 3 actions as usual.

1. 1. Move the Minotaur

Once the Minotaur is in the labyrinth, the number of Minotaur tiles in play at the start of each turn will determine how many squares you have to move it. The movement must follow the same direction as the previous player and can only be changed when the Minotaur reaches an intersection. When the Minotaur reaches an intersection, the player who has to move it at that moment can decide which direction to take, but it can never go back the way it came from.

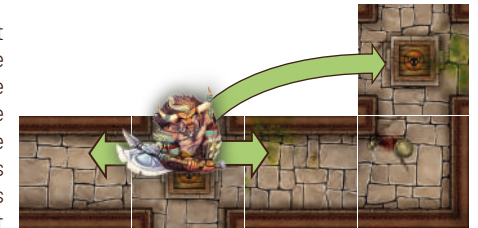


Put the red and white Minotaur tiles along with the rest of the game tiles inside the bag. The only difference between the red and white tiles is that when the Minotaur has caught a tribute player, the red tiles are returned to the bag, while the white tiles are discarded and removed from the game.

If you have a Minotaur tile in your hand when it is already in play, you must use it before moving the monster. When another Minotaur tile is played, the monster then moves one more square per turn and the player who has played this tile can change the direction in which the Minotaur moves.

2. 2. Attack of the Minotaur

The Minotaur moves until it encounters a player. Both the Minotaur and the player's tribute are then removed from the labyrinth. The player who has been captured by the Minotaur must also return the tiles in their hand to the bag. When this happens, any red Minotaur tiles that were played are returned to the bag, while the white ones are removed from the game and don't return. On their next turn, the player who was captured by the Minotaur puts their tribute at the entrance of the labyrinth and takes 3 new tiles from the bag, and then passes the turn to the next player without performing any actions.



The Minotaur, like the players, can end up trapped in the corridors of the labyrinth. If during a full round, there are no open paths for the Minotaur to reach a player, the Minotaur will return to its cave and the Minotaur tiles in play are returned to the bag.

Besides the paths created by the players inside the labyrinth, the Minotaur knows other secret passages. Thus, both the entrance tile and the intersection tiles with 4 paths have a series of passages that connect them, through which the Minotaur can move. This means that, if the Minotaur is on the entrance or a 4-way intersection, on your turn you can decide to move it through a passageway to any 4-way intersection square or the entrance. Keep in mind that the use of a passageway counts as one movement.



HOW TO PLAY

CREDITS

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