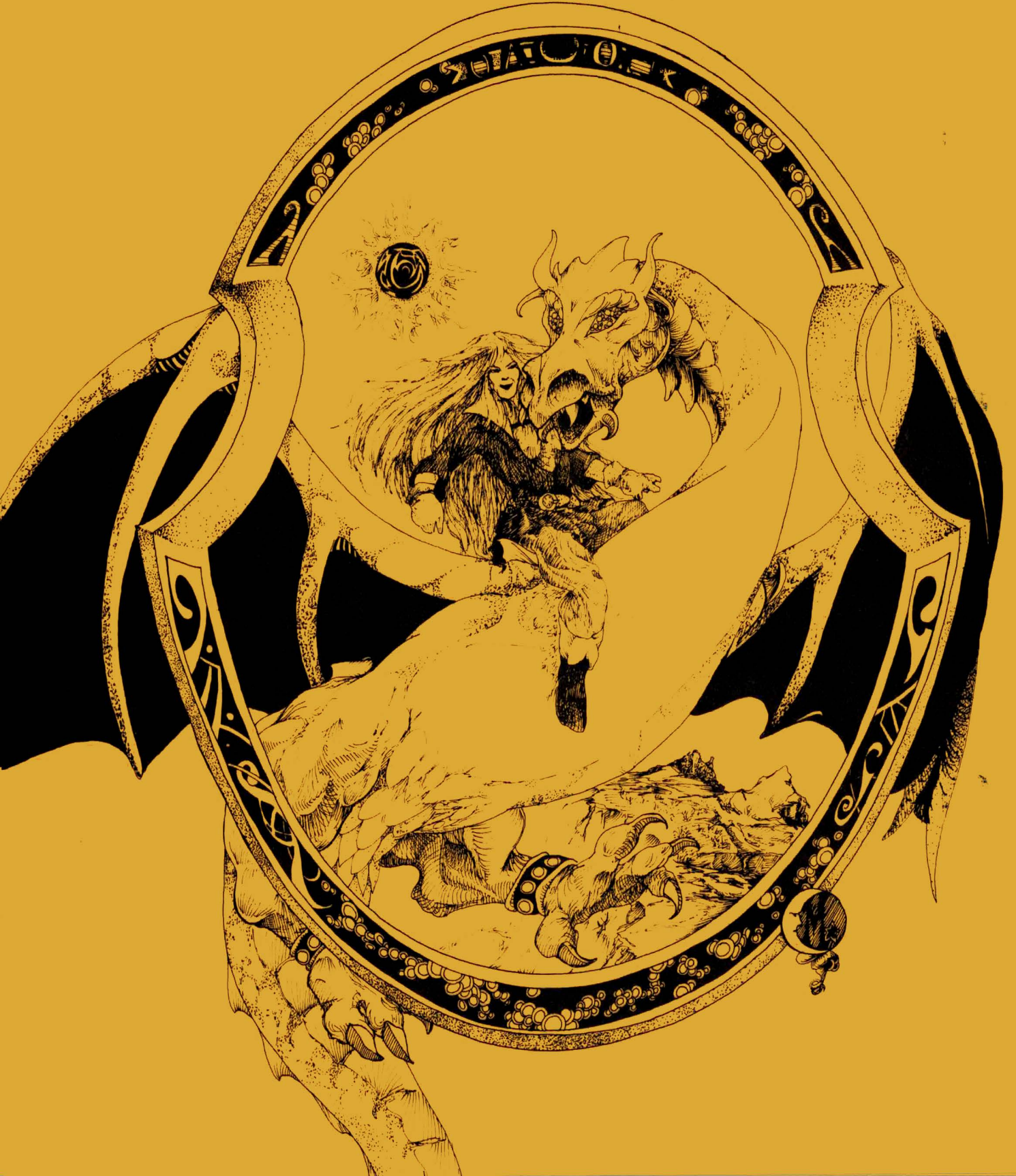




LABYRINTHINE



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This game kit contains a geomorphic representation of an Evil Wizard's stronghold, arrangeable in an endless variety of patterns.

A holding force composed of a variety of evil creatures face a mixed group of lawful adventurers seeking to rescue a maiden fair held deep within the stronghold. (Kinda gets you right there, doesn't it?)

As the evil player, you design a labyrinth from the geomorphic sections provided and distribute your deadly forces in secret to impede the progress of the questing force.

As the leader of the questing force, you must overpower guards (swiftly, to prevent alarms from being given), search out the rooms to find the best approach to reach and rescue the maiden (who also, by the way, happens to be a princess, which is usual in these things).

Once the princess is removed from her cell, the evil player is free to move his creatures however he desires to impede the progress of the questing party and halt their escape and re-take the princess.



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ATTACKER: 2 6-SIDED DIE # OR ABOVE TO HIT

		1	2	3	4	5	6	7
D E F E N D E R	A	9	10	10	11	11	11	12
	B	7	9	10	10	10	10	11
	C	5	7	9	9	9	9	10
	D	4	5	6	7	7	8	9

SEQUENCE OF PLAY

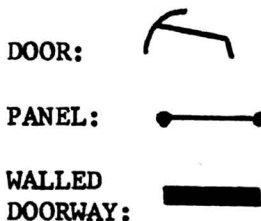
- A. Forces of Good**
- Open doors/panels/walled doorways
 - Magic
 - She-Elf
 - Elf
 - Magic User
 - Movement
 - Melee
 - Attack
 - Counter-attack
 - Record Damage
- B. Evil Player**
- Move one Guard or Dummy unit in any hallway
 - Move any unit in line of sight of party
 - Alarm roll for a Guard unit next to a door-roll of 6 on a 6-sided die to alert creature
 - Alerted room inhabitants move
 - Melee
 - Attack
 - Counter-attack
 - Record Damage

DOORS PANELS WALLED

	DOORS	PANELS	WALLED
HERO	1-5	1	1-3
PRIEST	1-2	1	1
SHE-ELF	1-3	1	1
ELF	1-3	1	1-2
DWARF	1-4	1-3	1-4
M.U.	1-2	1-2	1
WARRIOR	1-3	1	1
HOBBIT	1	1-4	0

MOVEMENT

1 per square
 2 to disengage
 +1 to open door
 Invisibility negates Z.O.C.



SPECIAL ABILITIES USED

SHE-ELF: INVISIBILITY				
ELF				
MAGIC USER FIREBALLS				
FIREBALL RANGE-4 HEXES				

SPECIAL ABILITIES

PRIEST	Elimination of Ghoul or Skeleton without counter-attack with only one hit
ELF	5 turns invisibility per game
SHE-ELF	5 turns invisibility per game
MAGIC USER	3 4-hit fireballs per game. Elimination of Mummy or Troll with one hit
HOBBIT	-2 from any attacker if Hobbit elects to dodge and not counter-attack



L A B Y R I N T H I N E

RULES OF PLAY

INTRODUCTION:

"Labyrinthine" is a two player game which pits a force of questing adventurers against the forces of an Evil Wizard, who holds a captive Princess within his labyrinth. If the questing counters are divided up, the game may be played with as many as eight players.

TO SET UP GAME:

The sections representing the various hallways and rooms of the labyrinth should be cut out and fitted into whatever arrangement the evil player desires. Since the sections are geomorphic, an endless arrangement and varied playing surface is possible. Next, the various types of doorways should be placed by the evil player. The evil player must (1) have at least three entrances that the questing party may enter by, and (2) have at least three exits from the room that will hold the Princess.

The printed counter sheet should be affixed to cardboard and the units cut apart. The evil player places the Princess unit face up in one of the rooms (an orc with a fondness for the grape and loose lips let her location slip). Next, the guard units are placed in hallways face down. The dummy counter is used as a guard unit until in the line of sight of the questing party. Creatures are placed face down, one per room.

The questing party may now place units entering one or more of the entrances. After his move, the normal sequence of play, as outlined on the Summary Sheet, is followed.

DOOR OPENING:

Any questing pieces may try and open a doorway. The success of the attempt is shown by a number on the Summary Sheet that must be rolled on a six-sided die. Only units that begin their move on a doorway square may attempt to open it. This phase of play includes the opening of panels and rubble-walled doorways. As you will notice, the various types of units have certain better chances for certain types of doors.

MAGIC PHASE:

Units that may employ magic are (1) the Magic User (who can throw three fireballs during the game-they always hit and always do 4 pts of damage. This unit may not be used by the Evil player), and (2-3) the Elf and She-Elf, who can turn invisible for up to five turns during the game (they may move through and around any unit while invisible, and may not be attacked or attack while in the invisible state). Note the special abilities chart for the magic types as well as the Hobbit and Priest. Trolls and Mummies hit by fireballs are eliminated.

MOVEMENT:

The rate of movement is shown on each unit and is effected only by doorways and units occupying space to the front or side of another unit. The adjacent squares to a playing unit are that unit's zone of control and movement through it is prohibited except for invisible elves. Once a unit enters next to an enemy unit, it must stop. To disengage from a unit will cost two movement factors, and both entering and leaving an

enemy unit's zone of control may not be done in the same movement, except by invisible elves. Units may move through other friendly units. No unit may be stacked at the end of the movement turn except for the Princess.

COMBAT:

Units that are next to enemy units (no diagonal attacks allowed) may attack at once. The combat phase of play is done by finding the attack number of the attacking unit and cross-indexing it with the defense letter of the defending unit. The number shown is the number or higher that must be rolled with two six-sided die to score one point of damage. After all attacks have been resolved, defending units are allowed to make counter-attacks. Each unit may counter-attack only once, but may pick the unit it will attack if involved with several units. All damage taken by units from the attack and counter-attacks are recorded. Note that this allows a unit to counter-attack even if eliminated (the final death blow, as it were).

EVIL PLAYER GUARD MOVEMENT:

The evil player may move any one guard or dummy unit that is not in line of sight of the party. If any unit comes within line of sight of the enemy's units, the face-down unit is turned face up.

Units that are within line of sight of an enemy unit may move. Line of sight is a straight line from the sighting unit to the unit seen. If no doorways or obstructions are within this line, then the units may see one another.

ALARM ROLL:

Guard units that are standing on doorway, panel or walled doorway sections may attempt to alert the room inhabitants by rolling a six on a six-sided die. For each attempt made +1 is added to the die roll. Note that only Guard units may alarm the creatures in rooms. Once alerted, the creature in the room is free to move out of the room. Doorways cost a creature nothing to move through. Panels and walled doorways will need a roll of 1-3 for the creature to use that exit. Such panels and doorways used are considered open from then on. Once the Princess unit is removed from her room, the alarm will sound throughout the labyrinth and one creature per turn is allowed to exit his room by any type of exit without rolling. Once out of the room the evil player may move the units during each Guard unit movement phase (after several turns, the evil player will be moving a considerable force, so the questing player had best be beating feet for the exit for all he is worth).

Combat for the evil player is run just like the combat phase for the questing force.

SPECIAL RULES:

The Princess unit may not move from her room without the aid of a questing unit. The unit may be placed with any questing unit and they will both move at the Princesses movement rate. Once outside her room the Princess unit is treated as any other unit and may be attacked by creatures, but not by guards. Guards that move into the same space as the Princess unit will capture her and move with her at her movement rate.

VICTORY CONDITIONS:

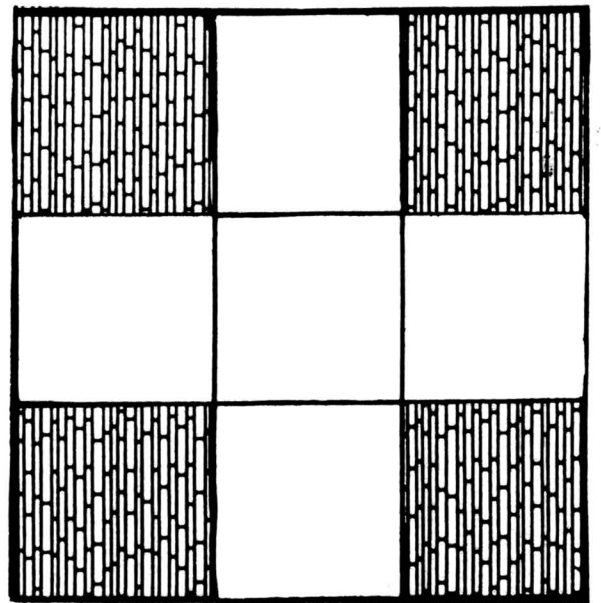
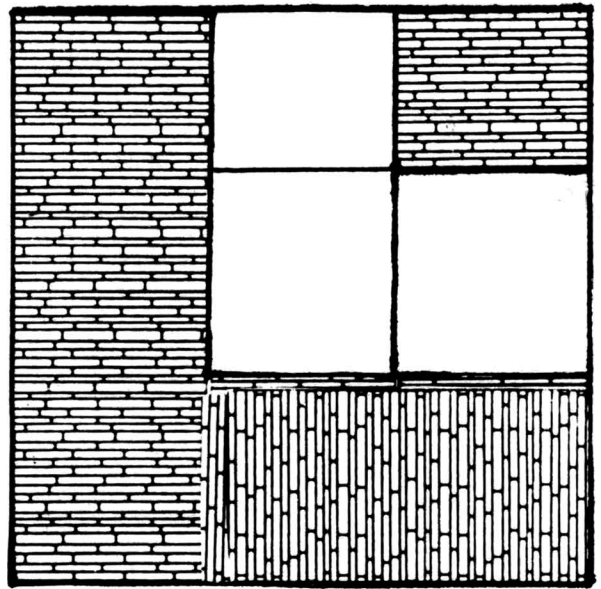
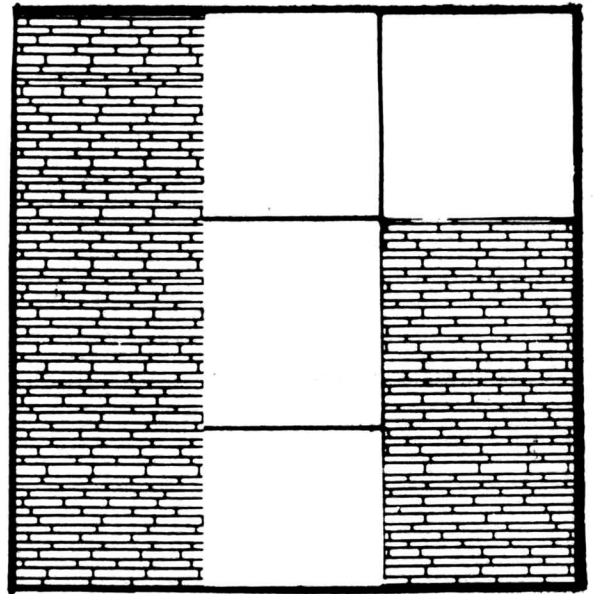
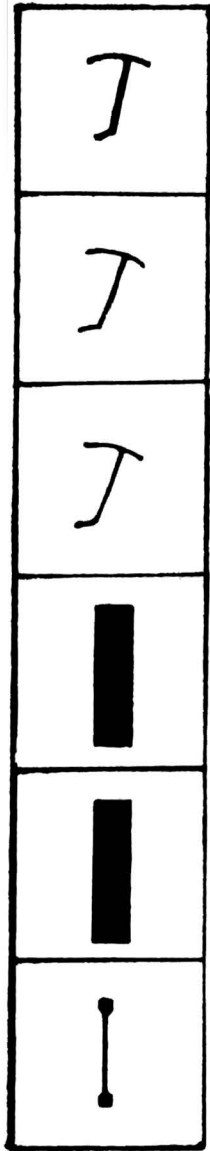
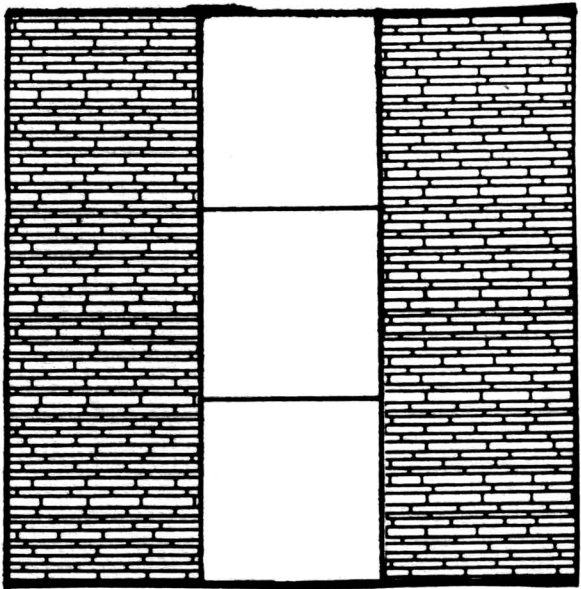
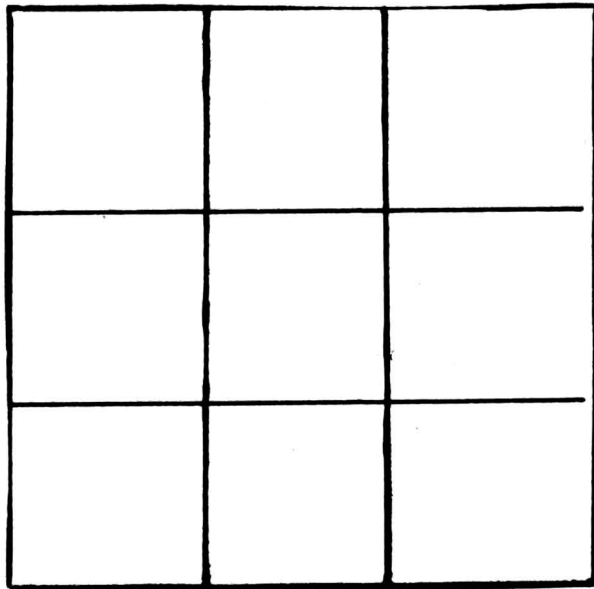
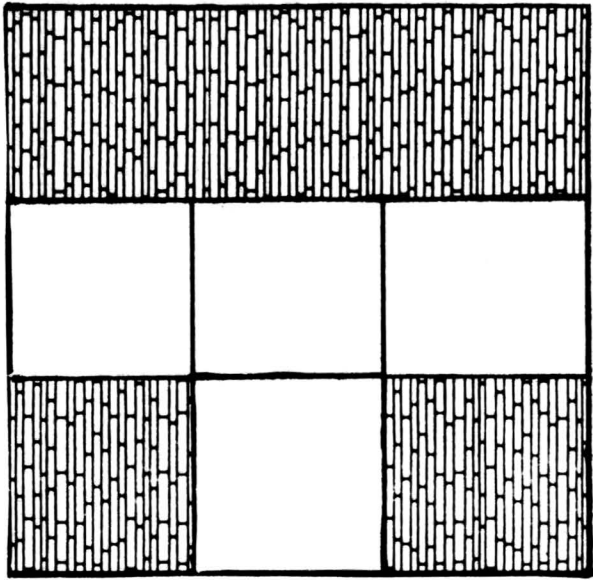
The questing player can only win a victory if the Princess unit is removed from the labyrinth. She may exit alone. If the evil player destroys the questing party and recaptures the Princess, it is an evil player victory. If the Princess is eliminated by an evil player's creatures, it is an evil player's victory.






























VARIABLE PLAY:

For players who wish different games, try such things as placing the Princess unit face down in a room. The evil player has a big edge in this type of game. Or use the questing units as a defense force and have the evil player attempt to enter and capture the Princess from a stronghold designed by the questing player. A set number of turns should be used to really put the pressure on (Elf reinforcement on the way!). Or try setting sections up as the party comes within line of sight of a door or hall (very challenging).

As many players may already note, this game can easily be used with TSR's Dungeon and Dragons^R rules set. Allowing for endless arrangements of a dungeon area, players will also be able to use this game for solo play.

We will be making available soon counters to represent every creature in D&D as well as Greyhawk, so you may expand this game add-infintum.



5 C  GUARD 3	5 C  GUARD 3	5 C  GUARD 3	2 B  TROLL 6	2 B  MINOTAU 6
5 D  GHOLL 4	1 A  DEMON 9	1 A  BALROG 4	7 D  RAT 3	1 A  HYDRA 5
5 C  GUARD 3	1 A  DRAGON 5	4 B  MUMMY 3	6 C  GOBLIN 3	1 A  GIANT 5
7 D  SKELETON 3	6 D  WOLF 4	5 C  ORC 4	5 C  GUARD 3	5 C  GUARD 3
DUMMY	7 B  HOBBIT 3	5 B  WARRIOR 4	2 D  PRINCESS 2	2 B  DWARF 4
4 C  WIZARD 3	4 C  SHE ELF 4	1 A  HERO 3	6 B  PRIEST 3	3 A  ELF 3

