

The Magicians' Labyrinth

Start & Objective:

Each player takes six stones (of a colour combination of their choice). Aim is to move to the middle room, then return to any exit. A player who reaches the middle room for the first time may take an additional stone.

Turn order:

Each place a stone, then each move as many spaces as the player is able. The player may pass on moving, but may not pass on placing a stone. If they have no stones they may remove one from the board. The start player changes each turn.

If a player's move takes them into a room with another character, either player may declare the start of a combat (see combat rules).

Red (Stone of Blood):

- Place in a room. Remove up to three stones from that room and rooms connected to it, not including the red just placed.
- **Combat:** Play a second stone, which may not be red. Blocks blue.

Green (Stone of Life):

- Place in a room. Blocks any characters from entering the room.
- **Combat:** Blocks all colours.

White (Stone of Flight):

- Place in any room. Move any one stone from one place to another around the board (if a red stone is moved, this can trigger its effects).
- **Combat:** The user of this stone may make an immediate move after the combat. Blocks green.

Blue (Stone of Wisdom):

- Place on any wall between rooms. Allows moving from one room to another.
- **Combat:** The user of this stone may move the opposing player after the combat. Blocks red.

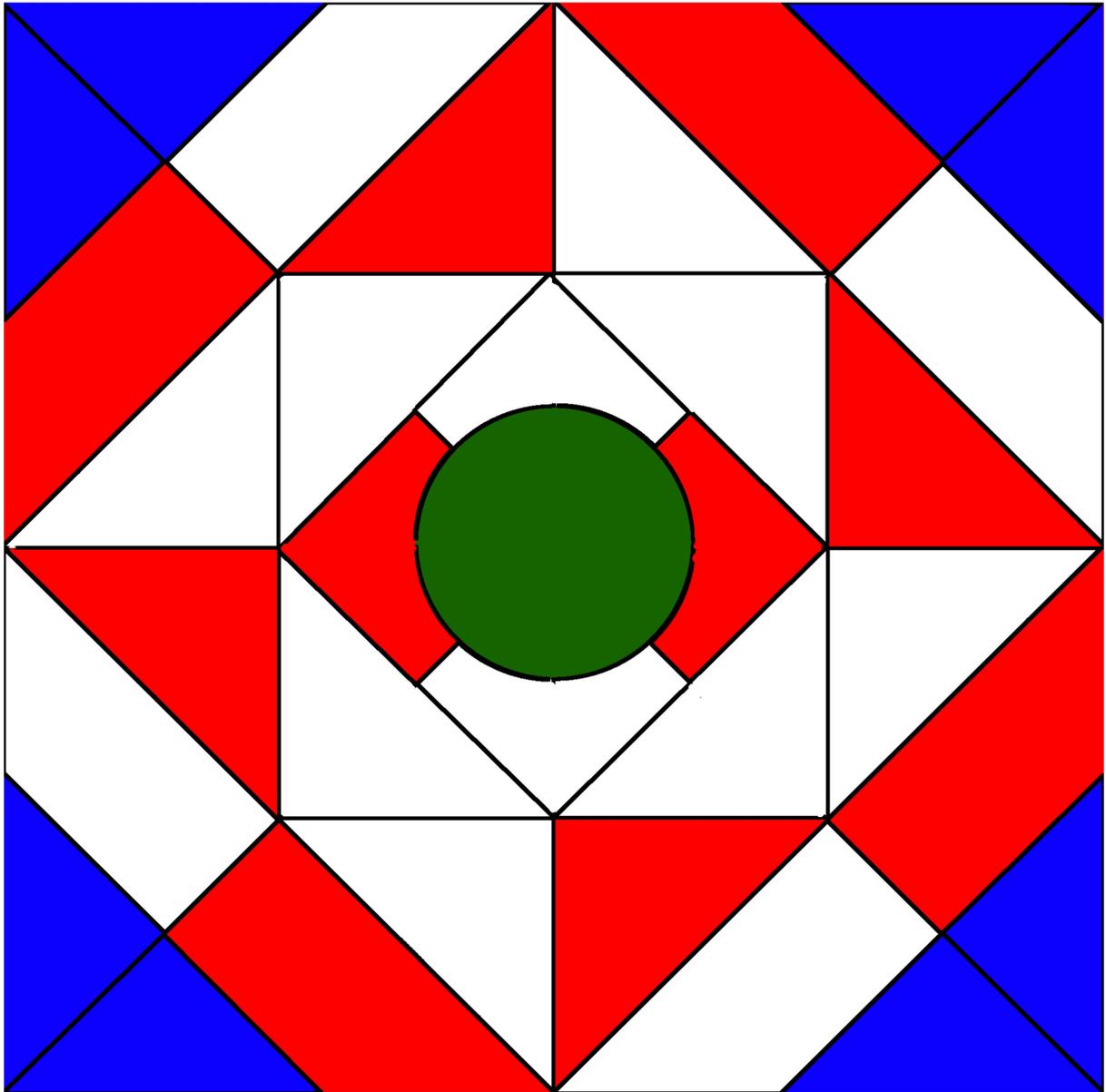
Combat:

"Calling" player (whoever calls first) declares a combat and declares their attack stone. Defender then responds. Caller, then defender, declare secondary stones if either played red.

If attack is not blocked, defender returns to any empty start position.

Resolve white & blue blocking moves, regardless of which player played them/whether they died.

Drop all used stones in the room.



Board: Blue are starting squares, green central tile