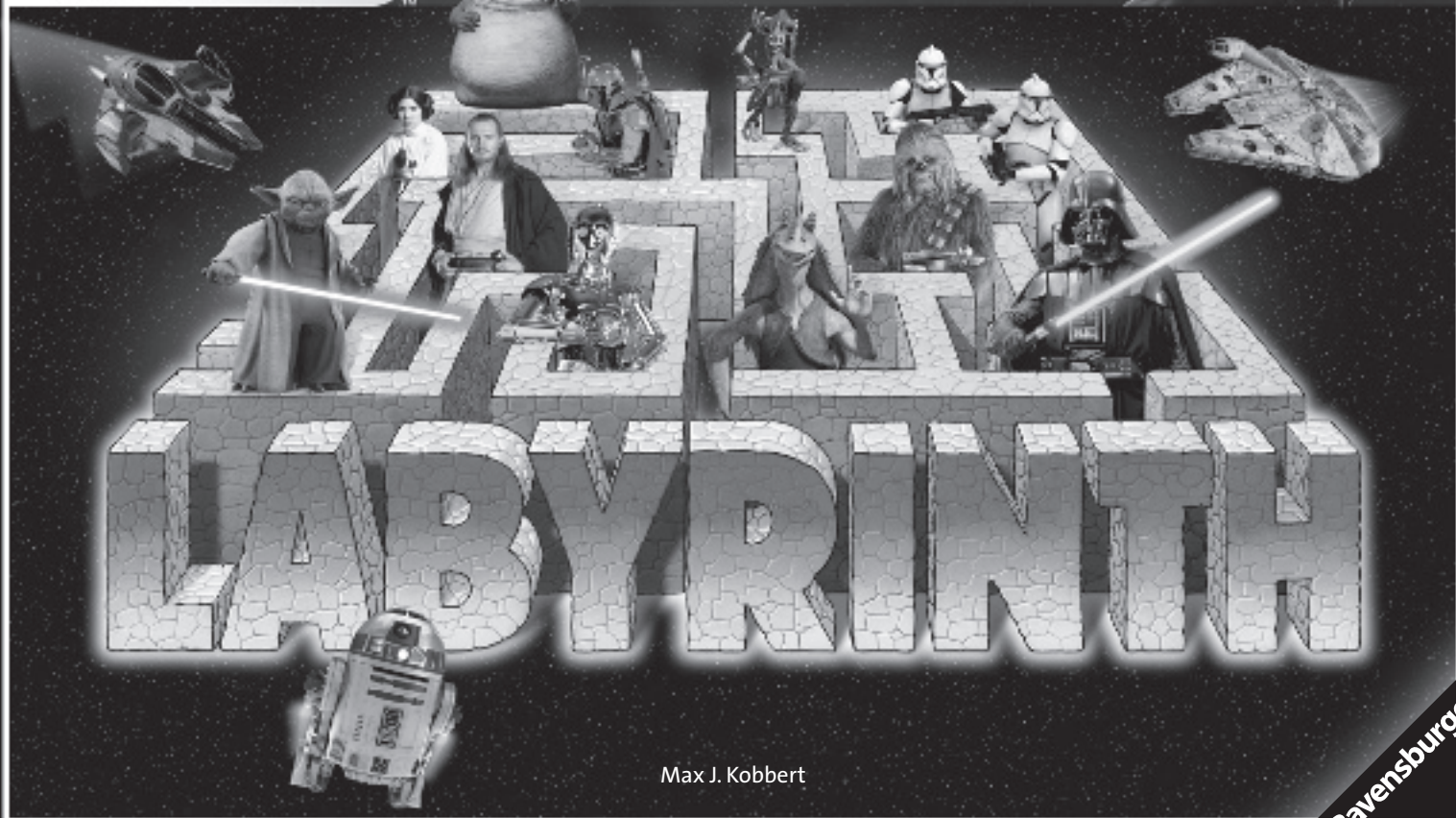


# STAR WARS



Max J. Kobbert

Ravensburger

# STAR WARS LABYRINTH

Ravensburger® Games No. 26 590 9

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Design: Martin Knoorp

The amazing shifting fun for  
2 to 4 players aged 7 years and up.

## Contents:

- 1 game board
- 34 square maze tiles
- 24 symbol cards
- 4 starship pieces (in the colours red, yellow, green and blue)
- 1 Darth Vader piece (for the Darth Vader variation)
- 5 stands

Luke Skywalker, Jedi master Yoda, R2-D2 and many other popular characters from the *Star Wars* series have hidden in the vast expanse of the galactic maze and wait to be discovered. Board a starship and begin to search for them! Only if you shift through the Galaxy skillfully, will you be able to reach the Jedi Knights, the Sith Lords, the droids and other inhabitants of the Empire. May the Force be with you!

**The object of the game** is to uncover all your own symbol cards and then return your piece to its starting position on the board.

## Preparation

When playing for the first time, carefully punch out the maze tiles and symbol cards.



Shuffle the maze tiles, face down, and place them face up on the empty spaces of the game board to form a random maze. There should be one maze tile remaining. Lay it face up next to the game board and use it later in the game to shift the galactic maze.

Shuffle the 24 symbol cards and divide them evenly among the players. Each player lays his symbol cards down in front of him on the table in a pile without looking at them. Each player chooses one of the starship pieces, inserts it into a stand and places it on its own colour in one of the four corners of the game board.

For the basic game, you do not need the Darth Vader piece. The Darth Vader symbols that appear on one of the maze cards and on four symbol cards have no significance to the basic game, but must nonetheless remain in the game.



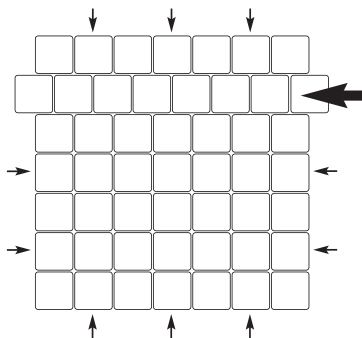
### How to play

Each player looks at the first card of his stack of symbol cards without showing it to the other players.

The youngest player begins with play continuing in a clockwise direction. Each player tries to reach the tile on the game board showing the same symbol as on his uppermost symbol card. First, insert the maze tile lying next to the game board and then move your starship piece on the board.

### Shifting maze tiles

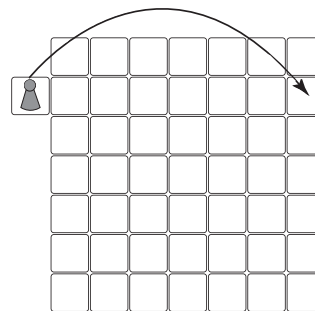
There are 12 clone arrows along the edge of the board. On your turn, insert the extra maze tile into the game board where one of the arrows is, until a maze tile slides off the edge on the opposite end of the board. The maze tile that was pushed out stays next to the board and is inserted back into the board by the next player on his turn.



The maze tile that has just been replaced cannot be inserted back into the board at the same place where it was pushed out.

The galactic maze must be shifted on each turn, even if you can reach your symbol without inserting the extra maze tile.

If your or another player's piece slides off the board along with the replaced maze tile, the piece is placed on the opposite end of the board on the new tile that has just been inserted. This does not count as a move.



### Moving your starship piece

After shifting the tiles of the maze, move your starship piece on the board. You can move your piece to any tile on the board that is continuously connected to the square that your piece is on, and you can stop your move at any time. You may move your starship piece to a tile that is already occupied by another player's piece.

If you can't reach your symbol in one turn, you can move your starship piece as far as you can to make it easier to reach it on your next turn. Or you can leave your piece where it is.

Once you have reached the tile with the matching symbol, turn over your symbol card and lay it down, face up, next to the rest of your cards. Now look at your next symbol card. On your next turn you have to find your way to this symbol on the game board.

### End of the game

The game is over as soon as someone has turned over all their symbol cards and returned their starship piece to its starting position. This player has **won** the game!

### Darth Vader variation:

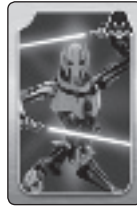
The same preparation and rules of the basic game apply with the following exception:

While preparing the game, ensure that the maze tile showing the Darth Vader symbol is located somewhere on the game board (it doesn't matter where). Darth Vader will begin the game on this maze tile. This piece does not belong to any player!

If a player possesses a symbol card indicating the Darth Vader symbol in the upper right corner, he does not move his own starship piece in order to reach this target in the maze, instead, he uses the Darth Vader piece. It is interesting whenever two or more players must simultaneously use the Darth Vader piece, since they have different targets.

If a player has reached his target, the Darth Vader piece is left there and waits for its next move.

From now on, the player moves his own starship piece again (exception: the next card also shows the Darth Vader symbol). The following cards show the Darth Vader symbol:



General Grievous



Darth Maul



Darth Sidious



Count Dooku

### Variation for younger children:

The same preparation and rules of the basic game apply. To make the game a little easier, players are allowed to look at all their symbol cards at the beginning of the game. Players can choose for themselves which symbol they want to reach on their next turn.

If everyone is in agreement, you can decide not to have to return your piece to its starting position once all the symbols have been reached.



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