

Daedalus' Labyrinth

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3 player collaborative game

You are now in ancient Greece where the myths are true and legends are real. Every seven years, King Minos of Crete sends a group of the strongest men and most beautiful women into Daedalus' labyrinth which imprisons the terrifying Minotaur – a half man, half beast creature. You and your fellow heroes have volunteered in hopes that you can slay the Minotaur and find your way out before the labyrinth traps you forever! You pray luck is on your side...

Objective

Slay the Minotaur by collecting enough virtues and escape the labyrinth. The team of heroes loses if everybody dies, or if any of the remaining heroes cannot get out of the labyrinth.

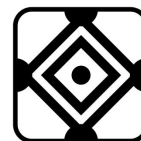
Game Components

- 42 Labyrinth tiles
- Bag for tiles
- 12 Patron cards
- Colorful cubes
 - 3 player pieces (red, blue, yellow)
 - 1 minotaur piece (black)
 - 6 virtue pieces (green)
- Standard six-sided die



Setup

1. Each hero chooses a player piece.
2. Heroes each draw a Patron Card. That hero will have the power dictated on the Patron Card (see *Patron Cards section* for details).
3. Place the START tile face up in the center and all player pieces onto it.
Your first move will be from the center to any of the surrounding spots.
4. Shuffle all other tiles into the bag.
5. Set the die, minotaur cube, and virtue cubes aside.
6. The hero who most recently got lost (in real life!) goes first. Play continues clockwise in turns.



Start Tile

All heroes start in the middle of the start tile and will move to an adjacent spot. For all future turns, heroes can pass through the tile onto any spot.

Starting setup



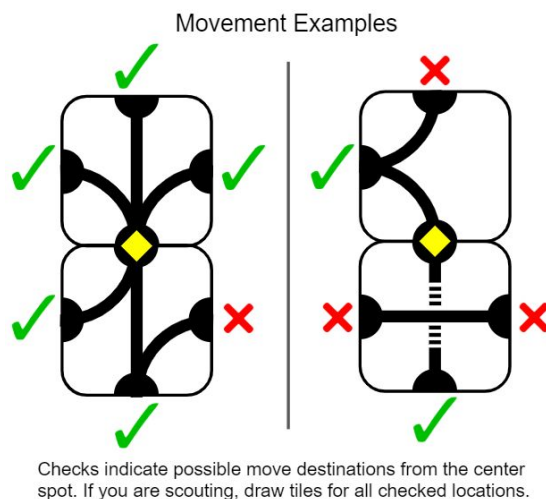
Gameplay

Heroes take turns exploring the labyrinth. On their turn, each hero has 2 action points to perform actions. Virtues are hidden throughout the labyrinth and can be attained by heroes to improve their chances of defeating the Minotaur. Once 3 virtue tiles are in the labyrinth, the Minotaur appears at one of the spawn points. Heroes confront and try to slay the monster. If heroes succeed in killing the Minotaur, they must all escape the labyrinth before it collapses to win!

Hero Actions

Every turn, you have **2** action points to perform any of the following actions. You can choose to use none, some, or all of your action points. Note that Patron Cards may affect the number of action points and/or types of actions heroes can perform.

- **Move-** Move to a *spot* (circle between tiles) that is one spot away from you and is connected by a path.
 - If you are moving to an open (half-formed) spot that can be completed by the placement of a tile, take a random tile from the bag to complete the spot.
 - You cannot move past the Minotaur. If you move onto a spot with the Minotaur, you must end your turn at that spot.
- **Scout-** Draw random tiles from the bag to reveal *all possible spots that you could move to* from your current spot that do not already have a tile, and place them. You may choose how and where to place the drawn tiles, but do not move to any of those tiles.
- **Exchange-** If you are standing on the same spot as another hero, trade any number of *virtues* for free (does not consume any actions points).



Attaining Virtues

Virtues are found attached to tiles in the labyrinth. When such a tile is unveiled, place one green virtue cube on the tile. The first hero to *move through* that tile immediately attains the attached virtue – stack the cube onto the player piece. Once the virtue has been attained, no other hero can attain a virtue from that tile. After the team uncovers 3 *virtue tiles*, the Minotaur enters (see Minotaur Enter section below).

Special Tiles

There are several special tiles in the game, described below.

- **Warp**- Warp tiles are linked. Once both Warp tiles have been placed, heroes moving through a Warp tile may immediately move to any spot on the other warp tile. Warping is optional- heroes can still move through Warp tiles normally.
- **Mist**- The Minotaur cannot see through the mist. If you are standing on a spot connected to a mist tile, the Minotaur will not move towards you.
- **Trap**- Heroes must move onto the spot in the trap (center of tile) in order to move through a trap tile. Thus requiring 2 moves in order to cross a trap tile.
- **Collapse**- Once the Minotaur has been slain, the labyrinth begins collapsing at this tile (see *Minotaur-Collapse section*). Collapse tiles behave as dead ends during play.
- **Spawn Point**- These dead end tiles act as spawn points, where the Minotaur can appear once 3 virtue tiles have been drawn from the bag (see *Minotaur-Enter section*). The Minotaur spawns in the middle of the tile, but neither heroes nor Minotaur can move through the tile.

All spots on mist and warp tiles are interconnected.



Warp Tile



Mist Tile



Trap Tile



Collapse Tile



Spawn Point

Minotaur

Enter

- Once 3 virtue tiles have been drawn from the bag, the Minotaur randomly spawns from one of the Spawn Points. If there are no Spawn Points, then the Minotaur immediately spawns the next time a Spawn Point is drawn.
 1. Roll the die to determine which tile the Minotaur spawns on (Assign numbers to equally distribute the probability among those tiles. For instance, if there are 2 Spawn Points, rolling a 1-3 spawns the Minotaur on the first Spawn Point, and rolling 4-6 spawns the Minotaur on the second Spawn Point.)
 2. Place the black Minotaur piece in the middle of the tile.
 3. Before **YOUR** next turn (hero whose turn spawned the Minotaur), the Minotaur starts to move, and will always move before the Minotaur-spawner's turn. Its first step is counted as moving from the center of the tile to an adjacent spot.

Movement

- The Minotaur **moves 3 steps** towards the **nearest hero within 6 spots** of it.
 - Minotaurs cannot sense heroes on a spot connected to the Mist tile.
 - If there is a tie between which hero is closer, the Minotaur moves toward the hero whose turn comes sooner.
- The Minotaur must move onto complete spots along existing paths of the labyrinth.
 - If no hero is sensed by the Minotaur, the Minotaur moves towards the start tile.
 - If the Minotaur is on a start tile spot, it circles the entrance, by moving counterclockwise around the tile.
- The Minotaur is NOT affected by traps- it does not step into the center of the tile.
- The Minotaur cannot warp, but can cross over Warp and Mist tiles.

Confront

- There are 6 virtues in the labyrinth, used to slay the minotaur.
- If you and the Minotaur land on the same spot **on the Minotaur's turn**, you must confront it. Roll the die. If you roll a number less than or equal to the number of virtues possessed by heroes on the spot, you slay the Minotaur. Otherwise, you are eaten – discard your virtues from the game and remove your player piece.
 - Multiple heroes can simultaneously confront the Minotaur. If multiple heroes are on the same spot on the Minotaur's turn, select **one hero to be the confronting hero** and use the total number of virtues possessed by all heroes on that spot for the roll. If the roll fails, only the confronting hero is eaten, and their virtues are discarded from the game. Other heroes can still move in their next turn.

Simultaneous Confrontation Example: Percy and Grover are on the same spot as the Minotaur. On the Minotaur's turn, they confront the Minotaur together. Grover volunteers to confront the Minotaur. Grover has one virtue and Percy has one. Annabeth is somewhere else in the maze so cannot help (even though she has three virtues!). Thus, the total number of virtues on that spot is two. Grover must roll a one or two in order to slay the Minotaur, otherwise Grover is eaten and the Minotaur's turn ends. Percy can use his next turn to either escape or choose to confront the Minotaur again.

Collapse

- All heroes alive when the Minotaur is slain must now escape the labyrinth, before it collapses on top of them.
- At the end of the confronting hero's next turn, flip over all Collapse tiles. That part of the labyrinth has crumbled.
 - If a Collapse tile has not been uncovered yet, the labyrinth will not crumble.
- After every turn of the confronting hero, flip over all tiles cardinally-adjacent to any facedown collapsed tiles
 - If any hero is standing on a spot that's part of a collapsing tile, they die and the team of heroes loses.
 - Once all heroes reach a spot on the start tile, they have successfully escaped!

Patron Cards

Each hero is sponsored by a patron god or goddess, indicated by randomly drawn Patron Cards at the beginning of the game. Based on their patron god or goddess, each hero has specific powers, abilities, and limitations.

- **Aphrodite**- Hero can choose to attract the Minotaur towards them no matter where they are. This does not cost an action point. Keep in mind that attracting the Minotaur is optional.
- **Apollo**- Hero can redraw tiles (during move or scout) once per turn, but must skip your next turn.
- **Ares**- When the hero confronts the Minotaur alone, they add 1 virtue to their total.
- **Artemis**- Hero can move through traps in one move (does not need to step on the center).
- **Athena**- Hero can scout once each turn at no action point cost.
- **Dionysus**- Hero can choose to drink at the beginning of a turn for an extra action point that turn. The next turn, the hero is drunk and must roll a D6. If they roll a 5 or 6, they must skip their turn. Otherwise, they can play as normal. The hero sobers up by the next turn. Hero cannot drink while they are drunk.
- **Hades**- Hero gains one extra action point when they are far from other heroes. Hero is considered far if at the beginning of their turn they are at least 3 spots away from other heroes.
- **Hephaestus**- Hero can move to any spot on a tile (as if every spot on a tile were completely connected), but cannot ever scout. The hero *is* still affected by traps.
- **Hera**- Hero can donate their action points to another hero, except for a hero sponsored by Zeus.
- **Hermes**- Hero can sacrifice a virtue to reroll for Minotaur confrontation.
- **Poseidon**- Hero can rotate any tile in the labyrinth, but must sacrifice their whole turn.
- **Zeus**- Hero can sacrifice their turn to teleport any other hero to their location once in the game.

Greek Fun Facts!

Virtuous Heroes

Heroes in Greek Mythology were extolled for various virtues. In this game, heroes pick up some of those virtues in the labyrinth. Check out what they mean.

- **Kleos- Everlasting glory:** Every epic Greek hero earns kleos, through attempting great, risky acts; they will be remembered even after their lifetime.
- **Timé- Honor:** Recognition for their accomplishments awarded heroes timé, or honor. However, heroes must beware to maintain and not lose their timé.
- **Arete- Greatness:** The hero of great strength, courage, daring, and success was a hero with arete, greatness.
- **Dolos- Trickery:** A less powerful hero often earned greatness through dolos, trickery or cunning deceit. To outwit and outplay another is quite a feat.
- **Xenia- Hospitality:** Good heroes should practice xenia and treat their strangers and friends equally as kind. After all, “every stranger and beggar comes from Zeus” (Odyssey 14.64).
- **Dikê- Justice:** Heroes may uphold their own dikê and may justifiably fight for goods, family, and glory.