

(February 27, 2022)

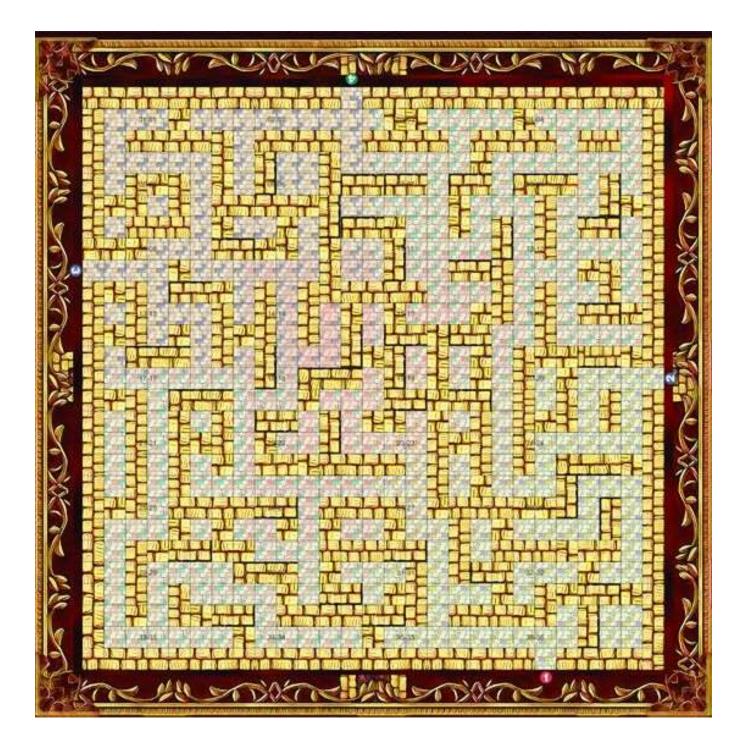
PLUZZABLES are "playable puzzles", a series of games you play during or after assembling a puzzle.

In the **Labyrinth** edition, 2-5 players navigate a dynamic maze, rotating tiles to collect coins while avoiding snakes.

LASERCUT COMPONENTS:

- 17x17 puzzle with ~90 pieces
- 50 coins
- 4 poison tokens
- 5 bonus indicators
- 8 snakes
- 12 action cards
- Dice.

Important Note: You do not have to put the puzzle together exactly in order to play Labyrinth. However, after assembly, the initial layout can be changed before game play begins.



Setup:

- 1.Cooperatively build the puzzle, using facing pairs of numbered tiles to guide most tile placements.
- 2.Optionally rearrange the maze.
- 3.Shuffle the coins and poison bottles upside down and place on the puzzle, filling rooms first.
- 4.Randomly place snakes to guard eight coins or block corridors.
- 5.Shuffle the bonus indicators upside down and give one to each player in secret.
- 6.Shuffle the action cards and give one to each player, leaving the rest in an upside down draw pile.
- 7.Each player takes an explorer meeple and places it on one of the five numbered entrances.

Game Play:

In turn, each player performs the following:

Rolls both dice.

Moves their explorer based on the dice roll, to a maximum of 8 spaces.

Optionally executes an action from their action card.

Optionally exchanges their action card.

Ends their turn.

Movement:

Move your explorer along the corridors of the labyrinth. You cannot move through a wall.

You must stop at a snake.

You must stop at an opponent but can move again on next turn.

Actions:

Your dice roll indicates which action you can perform. This is a mathematical equation based on the two numbers rolled.

Perform an action the matches the equation, using subtraction, multiplication or division of the two numbers.

See the following charts to interpret dice rolls for math equations.

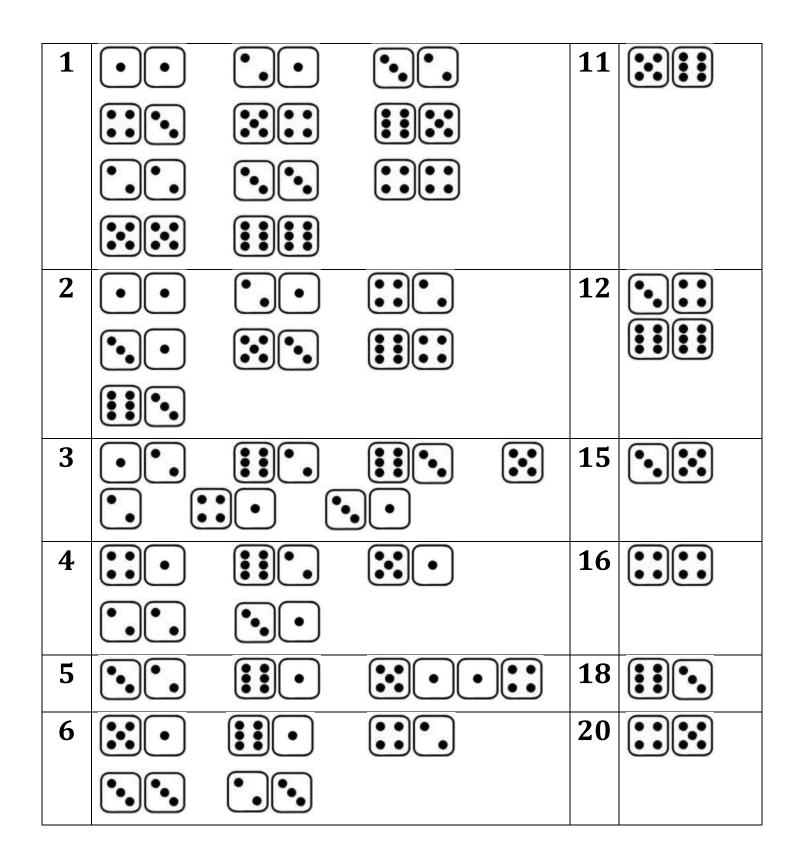
Mathematical Die Rolls:

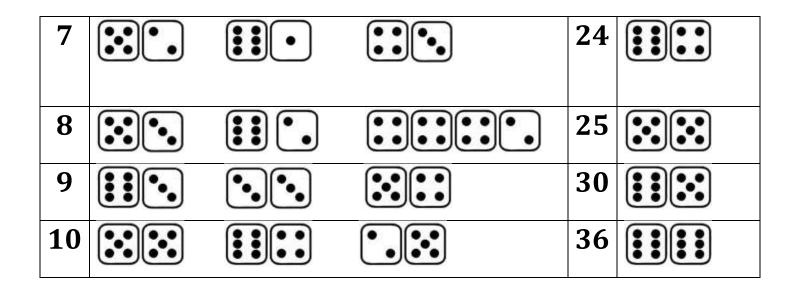
Dice Rolls Equations 1+1=**2** 1÷1=**1** 1+2=**3** 2-1=**1** 2x1=**2** 1+3=**4** 3-1=**2** 3x1=**3** 2+3=**5** 3-2=**1** 2x3=6 2+5=**7** 5-2=**3** • 2x5=**10** •..... 2x2=4 2÷2=1 ••][••] 3+4=**7** 4-3=**1** 3x4=**12** 4x4=**16** 4÷4=**1** $\left[\begin{array}{c} \bullet & \bullet \\ \bullet & \bullet \end{array}\right]\left[\begin{array}{c} \bullet & \bullet \\ \bullet & \bullet \end{array}\right]$ 4+4=8 6+4=**10** 6-4=**2** 4x6=**24** 6-5=**1** 5+6=**11 [::**][**::**] 6x5=**30** 6-3**=3** 3+6**=9** 6x3=**18** 6÷3=**2**

Dice Rolls
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Equations 1+4=**5** 4-1=**3** 4x1=**4** 1+5=**6** 5-1=**4** 5x1=**5** 1x6=6 6-1=5 6x1=**6** 2+4=**6** 4-2=**2** 2x4=**8** 2+6=**8** 6÷2=**3** 6x2=**12** 6-2=**4** 3x3=9 3÷3=1 3+3=**6** 5-3=**2** 3x5=**15** 5+3**=8** 4+5=**9** 5-4=**1** 4x5=**20** 5+5=**10** 5÷5=**1** 5x5=**25** 6÷6=1 6+6=12 6x6=**36**

Cross Reference: Equation Answer (#) to Dice Pairs:





Strategies:

Avoid keeping poison.

Ending the Game:

When all coins have been collected, the game ends when a player returns to their original entrance. Count the coins, double the value of bonus coins. If a player is in possession of poison bottle(s), deduct 2 points per bottle. The player with the highest score is the winner.

Notes:

Once poisoning a snake, remove the snake from the game and drop the bottle at the snake's former location. The poison can be picked up as needed.

More Pluzzables:

Visit <u>www.Pluzzables.com</u> for a dozen more puzzles that become games.

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