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LABYRINTH CHRONICLES

RULEBOOK



Ravensburger

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Base Components



4 Main board puzzles



50 Labyrinth tiles (plastic bases combined with cardboard tiles)
 4 dark gray immovable corners with starting points
 12 dark gray immovable 3-ways
 15 light gray movable corners (with two different art variants)
 13 light gray movable straight paths
 6 light gray movable 3-ways



4 Character models



1 token bag

Chronicles Components

PAPER COMPONENTS:



1 Rulebook



5 Campaign sheets
5 NG+ Campaign sheets

CARDS:



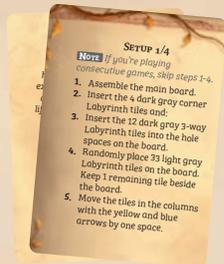
16 small Item cards



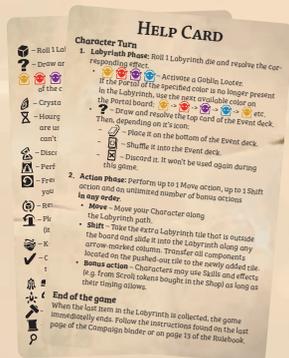
5 small Event cards



4 standard
Character cards



4 standard Setup cards
4 standard End
of the game cards



4 oversized Help cards



4 small dividers
1 standard divider

PLASTIC COMPONENTS:



2 Labyrinth
dice



36 Item card
sleeves



2 sets of
plastic pins

TOKENS:



20 small
Crystal tokens



10 large
Crystal tokens



32 Hourglass
tokens



15 Checkbox
tokens



16 Echo tokens



8 Scroll tokens
(4 variants)

MODELS:



1 Dragon
model



4 Portal models



4 Goblin Looter
models



4 Goblin
Warden models

OTHER:



1 Portal board



1 Goblin board



1 Campaign binder
with 8 cardholders



11 Building boxes
1 Chronicles box
(a list of contents can be
found inside each box)

First Game

It was a scary night that we, the fairy folk of Fairy Vale, will never forget... William the dragon, our dear old friend, emerged with the last rays of the setting sun. It was a surprising sight because William is a heavy sleeper, and he was usually still down in his den snoring that early in the day; but this was only the beginning of the real problems. We waved to the dragon and some of us even asked jokingly whether he had trouble sleeping, but the dragon only roared in response and then – attacked the village! None of us had ever heard the dragon roar before. Shocked and frightened, we only stood there and watched William smash the inn to pieces. Only then did Raimund the inn-keeper shout: “The dragon has lost his mind. Run! Run for your lives!” And we did. The terrible noise behind our backs told us that William did not stop at the inn. Not a single building in the village was left unscathed, and the dragon, having done as much destruction as he could, finally got tired and retreated to his den. Luckily, nobody got hurt, but still, it was the darkest and coldest night of our lives.

Come morning, we saw the full scale of the destruction, but despite that, we felt some hope. The rampage unearthed a Labyrinth close to our village! Scruplin, our scout, confirmed that it seemed to be filled with treasure! If we could collect and sell the treasure, we could be able to rebuild the village. We should start with the inn to provide food and shelter for all the fairy folk. This is very important! However, the Labyrinth seems to be inhabited by a handful of ill-wishing goblins, but we have no choice but to explore it. Entering the Labyrinth is our only chance. Will you have enough courage to do it for us?

Labyrinth Chronicles is a cooperative Campaign played across multiple games.

During each game, you will enter the Labyrinth to collect Items, and between games you will be able to spend the collected resources on repairing the Fairy Vale village. Your choices during the repairs affect how your future games will look.



JANEK SAYS *The following Rulebook pages (4-7) will teach you how to play the first game of Labyrinth Chronicles.*

After that read and apply the Campaign setup instructions (8).

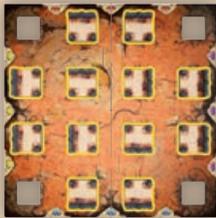
The First game and Campaign setup should take around 60-90min.

For future games, refer to the rules found on pages 9-17.

First Game Setup

1.  Assemble the main Labyrinth board. Make sure that you form 4 unicolored arrows (red, purple, blue, yellow) at the puzzles' connections.

2.  Insert the 4 Characters' starting spaces into the corner holes oriented to match the setup picture (you may choose the starting location for each player).

3.  Insert the 12 remaining dark gray Labyrinth tiles into the remaining holes in the board. Orient them to match the setup picture.

4. Randomly place 33 light gray Labyrinth tiles in the remaining spaces on the board. Keep 1 remaining tile beside the board. This will be used to Shift the Labyrinth during your Turns.

5. Move the tiles in the 3 columns with the yellow arrows by one space. This will cause 3 tiles to be pushed out of the Labyrinth. Place the pushed-out tiles on the other side, oriented in the same way they were pushed out. Then, repeat this for the columns with blue arrows.



JANEK SAYS *Moving these columns serves two purposes. First, you check if the Labyrinth is assembled properly and if it works smoothly. Second, you randomize it a little.*

6. Place the 16 Echo tokens in the bag. Then, randomly place one on each of the 16 marked tiles in the setup picture.



7. Place the Portal board next to the Labyrinth and place the 4 Portal models next to it.

- a. Take the 16 small Item cards from behind the Items divider. Shuffle the Item deck and place it face down on the designated space on the Portal board.

- b. Draw 4 Item cards and place one face up on each Portal space.

- c. Place each Portal model on the tile with the Echo token corresponding to the Item card on their Portal space.



- d. Return these Echo tokens to the bag.



JANEK SAYS Echo tokens scattered across the Labyrinth are merely Item's forecast and promise. To get the real Items you have to reach for them through Portals when they open. And you'd better be quick because the Goblins will try to get their hands on them first!

- 8. Place the Goblin board next to the Labyrinth and place the 4 Goblin Looter models around the campfire. 
- 9. Take the 5 small Event cards from behind the Events divider. Shuffle the Event deck and place it face down on the designated space on the Goblin board.

- 10. Each player chooses 1 standard Character card and places it before them. If you're playing with less than 4 players return the unchosen Characters to the box. Place the models of chosen Characters on their starting spaces.

Roger –  **Ollie** – 
Demetris –  **Miranda** – 

- 11. Give each player 1 oversized Help card. It contains the simplified Turn structure. During the first game you don't have any bonus actions available, but that will soon change.
- 12. Place the 2 Labyrinth dice next to the board.
- 13. The person reading these rules will be the first player.

The following pages of this Rulebook will teach you how to play the first game.

First Game Structure

During the game, players take Turns in clockwise order until all the Items are collected from the Portals. The goal of the game is to collect as many Items as you can!

Character Turn

Each Turn begins with the Labyrinth phase, when random things happen. Then, you have an opportunity to collect Items and manipulate the Labyrinth. When you're finished, the next Character's Turn starts.

- Labyrinth Phase:** Roll 1 Labyrinth die and resolve the corresponding effect:
 - **?** – Draw and resolve the top card of the Event deck. Then, depending on its icon either:
 -  – Put it on the bottom of the Event deck.
 -  – Shuffle it into the Event deck.
 -     – Activate a Goblin Looter.

Activating a Goblin Looter

When you have to Activate a Goblin Looter, place 1 Goblin Looter on the tile with the Portal of the color specified by a die or an Event card.

If a Goblin Looter is already there, it collects the Item from that Portal instead and returns to the campfire.

If the Portal of the specified color is no longer present in the Labyrinth (fewer than 4 Items remain), use the next available color on the Portal board (->->->-> etc.)

- Action Phase:** Perform up to 1 Move action and up to 1 Shift action **in any order**:
 - **Move** – Move your Character along the Labyrinth path. All tiles connected with open edges form a path.
 - **If you end your Move on a tile with any Portal**, collect the corresponding Item from the Portal board.
 - **If you end your Move on a tile with any Goblin Looter**, knock that Goblin out (return that Goblin to the campfire) and collect the Item.
 - Characters, Echoes, Portals, and Goblin Looters don't block Character Movement. You may freely Move through them or end your Move on tiles with them.
 - **Shift** – Take the Labyrinth tile that is outside the board and slide it into the Labyrinth (rotating it any way you like) along any movable column (marked with colored arrow). Sliding a new tile into the Labyrinth will push another tile out of the Labyrinth. Transfer all components located on the pushed-out tile to the newly added tile.



JANEK SAYS During you Turn you can either:

- Move you Character
- Shift the Labyrinth
- Move then Shift
- Shift then Move
- Do nothing (not recommended)

Whenever you Shift the Labyrinth you may even slide the tile in the same column it was pushed out of previously (this differs from the Classic Labyrinth rules).

Collecting Items

The Characters collect Items whenever they end their Move on a tile with a Portal, or a Portal appears on a tile with a Character.

The Goblin Looters collect Items whenever they are Activated while occupying a tile with a Portal.

Whenever an Item is collected, immediately resolve the following steps:

- Depending on who collected the Item:
 - The Character collecting the Item takes the corresponding Item card from the Portal board and places it next to their Character card.
 - The Goblin collecting the Item takes the corresponding Item card from the Portal board and places it onto the looted Items space on the Goblin board and returns itself next to the campfire.
- Draw a new Item card and place it on the Portal board on an available space.
 - If there are no more cards in the Item deck, place the Portal model on the Portal board, and nothing more happens.
 - If the last Item in the Labyrinth was just collected, the game immediately ends.
- Place the Portal model on the tile with the Echo token corresponding to the drawn Item card.
- Return that Echo token to the bag.



JANEK SAYS If you can't reach a Portal, it's usually wise to end your Movement on a tile with an Echo token. There's always a chance that the next Portal will appear there, and if it does, you'll collect the Item immediately!

We recommend reading the example on the next page, but otherwise you're ready.

Try to collect as many Items as possible.

When the last Item has been collected, read the End of the first game section on the next page.

Start playing!



JANEK SAYS Visualising all the possible paths in the Labyrinth can be difficult even for the most experienced players. Don't hesitate to check the possible Shift outcomes before definitely deciding how you should Shift the Labyrinth.

Action Phase Example



Miranda is on the highlighted path. She can reach any of these tiles with a Move action. For example, she could Move upward and collect the Item from the blue Portal. Unfortunately, she can't reach the red Portal with a Goblin as currently there's no path to it.



Since actions can be performed in any order, she can Shift before Moving. She Shifts the column with middle yellow arrow to push out the tile with the red Portal and a Goblin. Place both of them on the newly added tile. Now **Miranda** can collect the Item from the red Portal and knock out the Goblin in one Move.



JANEK SAYS It's usually more effective to focus on collecting Items that are isolated and in hard-to-reach areas. Don't just take the closest Item. Consult with the other players what their possibilities are. And if you ever see a Goblin, chase it away! Maximize the profits, minimize the loss.

End of the First Game

Congratulations! You have finished your first Labyrinth Chronicles game.

- Sum up the collected Items of all players (each Item is worth 1 Crystal). Take the corresponding number of Crystals from the supply and place them in the  slot. Crystals in the  slot can be spent between the games throughout the Campaign.

NOTE If you have fewer than 10 Crystals after the first game, gain up to 10 Crystals now as you will need them during the Campaign setup.

- During the first game there's no penalty for losing Items to Goblins, but from now on you should be careful not to lose too many.
- Return all cards to their corresponding decks.
- Remove models from the Labyrinth.

Now that you know how to play Labyrinth Chronicles, you're ready to start the Campaign.

Read the Script below:

SCRIPT 1

After a successful expedition into the Labyrinth, you exchange the items you found for building materials and prepare to rebuild the inn – by far the most important place for all the fairy folk. But now it is time to rest. You all gather by a large campfire, a temporary yet cozy shelter for everyone, to eat Raimund's delicious cakes and talk about the future. Obviously, the dragon's erratic behavior is the subject of all the conversations.

"I have known good old Willy for ages," Odimus the owl says. "He is a decent fellow! Why did he act so wildly?"

"It could have been a toothache!" Mort the skull says. "Have you ever seen the dragon brush his teeth?" Nobody actually has, but then Elissa the enchantress speaks up, her face concerned.

"William is a friend. If he were ill, he would have asked for help. In my opinion, he could have been cursed." There is a moment of silence.

"I think we should help him," Mathilda the mayor says firmly. "But not now. For the time being, we should try to rebuild the rest of the village as fast as we can. Finish your tea, everybody. There is work to be done."

Proceed to the Campaign setup on the next page.

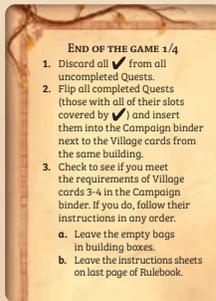
Campaign Setup

NOTE If you haven't played the first game yet, do so now following the First Game setup on page 4.

1. Find the 4 Setup and the 4 End of the game cards (standard sized ones).
 - a. Insert the 4 Setup cards on the first page of the Campaign binder. These cards contain shortened setup instructions.



- b. Insert the 4 End of the game cards on the last page of the Campaign binder. These cards contain shortened post-game instructions.



2. Take a new Campaign sheet. You will use this to track your (and the Goblins') progress throughout the Campaign.

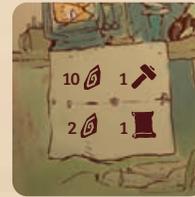
You progress by repairing buildings and completing Chapters (which require you to collect a certain amount of Crystals during a single game).

The Goblins progress by collecting Items.



NOTE Make sure to take the correct Campaign sheet (with building names in all slots). The other NG+ Campaign sheets are used for a more complex variant which we encourage you to try after you finish the Campaign at least once.

3. On the Campaign sheet, there's a shop you may visit between games to make use of your hard-earned Crystals.



- a. Now spend 10 Crystals (return them to the supply) to buy 1 Hammer to fill in the slot above the Inn building slot.



- b. Leave all the unspent Crystals in the slot – you will be able to spend them later in the Shop.
- c. Each time the last Nail icon above a frame is filled, you choose which one (only one) building in frame you will build. As the first slot only contains the Inn, mark it now.



4. Marking a building means you have repaired it. Find the Inn building box and open it.



Inside, you'll find a building instructions sheet and three bags filled with different contents (do not open the bags yet). Unfold the instructions sheet and follow the information found there.

5. **Congratulations!** You have just finished preparing your Campaign for Labyrinth Chronicles.

During the Campaign, you will rebuild the village and discover why William destroyed it. You will also unlock many new things (such as the Haste ability from the Inn box), so in the future, refer to the Full Game Rules, which can be found on pages 9-17. Now, how would you like to continue?

Play the next game – To prepare the next game, follow the Setup instructions on page 10. When you finish the game follow the End of the Game instructions on page 13.

Come back to it later – If you wish to take a break now, follow the Save your Campaign rules on page 13 (point 10.b.).

Full Game Rules

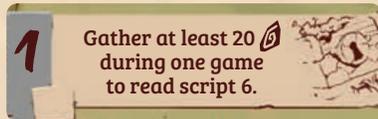
Campaign sheet

The Campaign sheet tracks your (and the Goblins') progress.

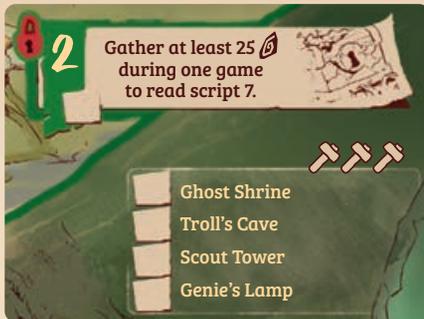
Chapters

Chapters are completed by collecting the required number of Crystals during a single game.

Whenever you complete a Chapter, read the corresponding Script.



Three building slots are unavailable (you can't fill in the  next to them) until complete the second Chapter. The green frame around the area with the 3 building slots serves as a reminder about this.



Shop

Between each game you may spend Crystals in the shop to buy  required to repair buildings and Scroll tokens which can help you during your ventures into the Labyrinth.

Buildings

Whenever you buy a , fill in 1  icon next to the chosen building slot. When the last  of a building slot is filled, you have managed to repair one!

Choose one of the unrepaired buildings listed by that slot, mark it, and open its box.



You may look at the Building boxes and read their descriptions before you decide which one you wish to repair, do not open them so you don't spoil their contents.

NOTE You won't be able to open all boxes during a single Campaign playthrough!

Goblin Track

The Goblins progress on their track whenever they steal Items from the Labyrinth. After a game, for each Item that the Goblins have collected, cross out 1 space on the Goblin track. Sometimes, this may cause you to lose Crystals or read a Script. Items stolen by Goblins will affect your Campaign score.



Scrolls

Scrolls may be bought from the shop for 2 Crystals each. Whenever you buy a Scroll, place 1 chosen Scroll next to the Portal board.

Scrolls offer single-use effects, after which they are returned to the shop and may be bought again.

Unused Scrolls are kept between games.

There are four types of Scrolls and you may buy up to 2 tokens of each type.



Anytime: Discard 1 Hourglass token from any card.



Anytime: Freely rotate a movable Labyrinth tile containing your Character.



Anytime: Reroll any number of dice.



During any Character's Action phase: Shift the Labyrinth.

Scripts

When you are instructed to read a Script, find it in the Rulebook on pages 18-21. Read it and resolve its instructions fully. Each Script ends with the following separator: _____

Full Game Setup

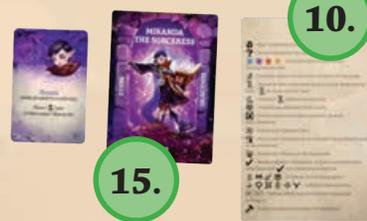
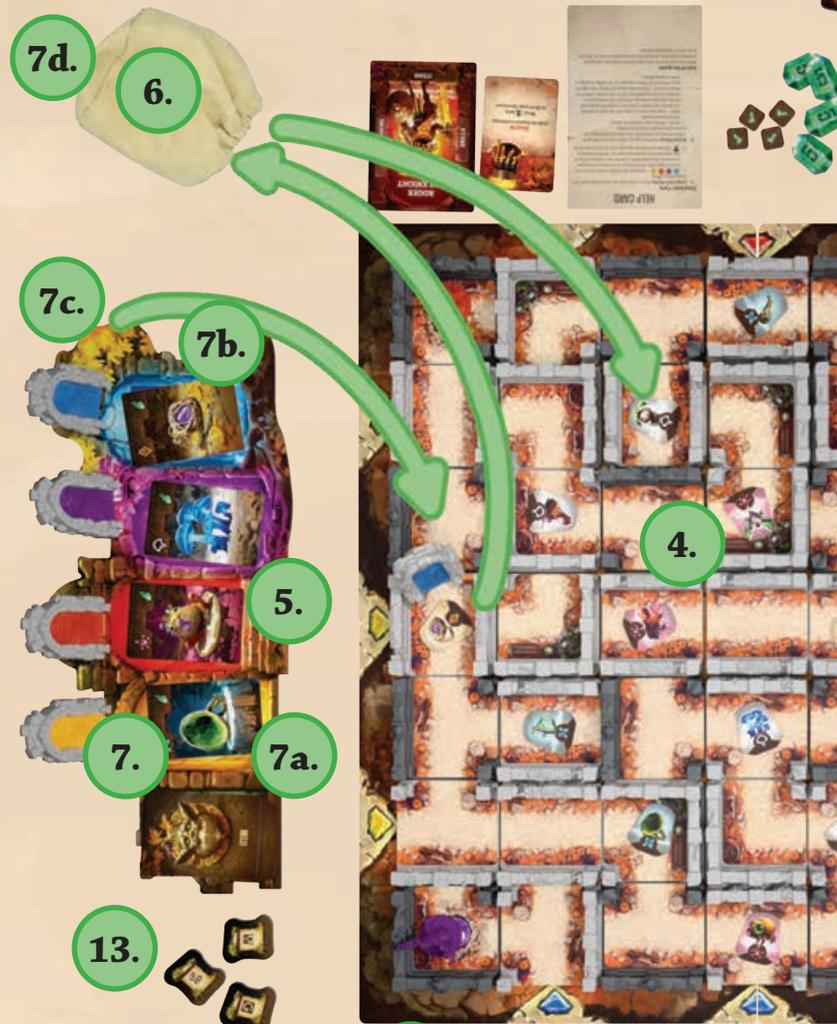
NOTE Shortened Setup instructions can be found on the first page of the Campaign binder.

NOTE If you're playing consecutive games, skip steps 1-4.

1.  Assemble the main Labyrinth board. Make sure that you form 4 unicolored arrows (red, purple, blue, yellow) at the puzzles' connections.
2. Insert the 4 Characters' starting spaces into the corner holes oriented to match the setup picture (you may choose the starting location for each player).
3. Insert the 12 remaining dark gray Labyrinth tiles into the remaining holes in the board. Orient them to match the setup picture.
4. Randomly place 33 light gray Labyrinth tiles in the remaining spaces on the board. Keep 1 remaining tile beside the board. This will be used to Shift the Labyrinth during your Turns.
5. Move the tiles in the 3 columns with the yellow arrows by one space. This will cause 3 tiles to be pushed out of the Labyrinth. Place the pushed-out tiles on the other side, oriented in the same way they were pushed out. Then, repeat this for the columns with blue arrows.
6. Place the 16 Echo tokens in the bag. Then, randomly place one on each of the 16 marked tiles in the setup picture.



7. Place the Portal board next to the Labyrinth and place the 4 Portal models next to it.
 - a. Take all Item cards from behind the Items divider. Shuffle the Item deck and place it face down on the designated space on the Portal board.
 - b. Draw 4 Item cards and place one face up on each Portal space.
 - c. Place each Portal model on the tile with the Echo token corresponding to the Item card on their Portal space.
 - d. Return these Echo tokens to the bag.





8. Place the Goblin board next to the Labyrinth and place the 4 Goblin Looter models around the campfire.
9. Take all Event cards from behind the Events divider. Shuffle the Event deck and place it face down on the designated space on the Goblin board.
10. Give each player 1 Help card.
11. Prepare the supply of Crystal, Checkmark, and Hourglass tokens next to the board.
12. Place the 2 Labyrinth dice next to the board.
13. Place purchased Scroll tokens next to the Portal board.
14. Take all Quests from behind the Quests in Progress divider and place them next to the board. Make sure that all players know their requirements.
15. Each player takes a Character card of their choice and places it before them. Place the model of each Character participating in the game on their starting space.
Roger the Knight – 
Demetris the Huntress – 
Ollie the Bard – 
Miranda the Sorceress – 
16. Perform any additional **SETUP** instructions according to the Village cards in the Campaign binder.
17. Decide together who will be the first player and start the game.

JANEK SAYS *A single game of Labyrinth Chronicles can last anywhere from 30 to 60 minutes. That means you may need 5-10 hours to complete the Campaign. Make sure to take proper breaks! There's no need to rush. The Goblins won't steal the game from you. ;)*



Full Gameplay Structure

During each game, starting with the first player, players will play their Turns in clockwise order until all Items have been collected from the Labyrinth.

Game

A game is a single expedition into the Labyrinth. Many effects ask or care if something has happened during the game. In such a case, it is always about a single game of Labyrinth Chronicles.

Character Turn

Each Turn always begins with a Labyrinth phase, where you determine what's currently happening in the Labyrinth. Usually, Goblins will appear, attracted by the shiny objects spawning through Portals, but sometimes the Labyrinth may move on its own.

Then you have an opportunity to perform actions in order to collect Items and manipulate the Labyrinth.

When you're finished, the next Character's Turn starts.

1. Labyrinth Phase:

Roll 1 Labyrinth die and resolve the corresponding effect:

-  – Draw and resolve the top card of the Event deck. Then, depending on its icon:
 -  – Place that Event card on the bottom of the Event deck.
 -  – Shuffle that Event into the Event deck.
 -  – Discard that Event card. It won't be used again during this game.
-     – Activate a Goblin Looter.

Activating a Goblin Looter

When you have to Activate a Goblin Looter, place 1 Goblin Looter on the tile with the Portal of the color specified by a die or an Event card.

If a Goblin Looter is already there, it collects the Item from that Portal instead and returns to the campfire.

If the Portal of the specified color is no longer present in the Labyrinth (fewer than 4 Items remain), use the next available color on the Portal board ( ->  ->  ->  ->  etc.)

2. Action Phase:

Perform up to 1 Move action, up to 1 Shift action and an unlimited number of bonus actions **in any order**.

- **Move** – Move your Character along the Labyrinth path.
- **Shift** – Take the extra Labyrinth tile that is outside the board and slide it into the Labyrinth (rotating it any way you like) along any movable column (which are marked with arrows). This will push another tile out of the Labyrinth. Transfer all components located on the pushed-out tile to the newly added tile.
- **Bonus action** – Characters may use their Skills and effects if allowed by their timing restrictions.

Movement rules

- You may Move across any number of tiles along the path.
- All tiles connected with open edges form a path.
- Characters, Goblin Looters, Portals, Echoes and other tokens don't block Character Movement.
- If you **end** your Move on a tile with a Portal, you collect the Item from that Portal.
- If you **end** your Move on a tile with a Goblin, you knock it out and return it to the Goblin board.
- Some Skills and effects state that they can be used during a Move. To use such an effect, stop your Character on a tile, fully resolve the effect, and then continue your Move.
- Some effects are applied when you **enter** a tile. Apply those effects immediately when your Character reaches that tile. These effects don't end your Character's Move.
- Starting Movement on a tile doesn't count as entering that tile.

Timing of Effects

Skill, Fairy Folk, and Scroll effects have different timing restrictions:

During your Action phase – These effects can be used at any time you could perform an action, meaning before or after other actions but not during an action.

During any Character's Action phase – These effects can be used at any time any Character (including yours) could perform an action, meaning before or after other actions but not during an action.

During your Move – These effects can be used at any point during your Move, pausing it momentarily.

Anytime – These effects can be used whenever you want, even interrupting other actions, pausing them momentarily.

Collecting Items

Collecting the Items is the most important part of the game.



The Characters collect Items whenever they end their Move on a tile with a Portal, a Portal appears on a tile with a Character, or an effect tells a Character to collect an Item.

The Goblin Looters collect Items whenever they are Activated while occupying a tile with a Portal or an effect specifies that a Goblin collects an Item.

Whenever an Item is collected, immediately resolve the following steps:

1. Depending on who collected the Item:
 - The Character collecting the Item takes the corresponding Item card from the Portal board and places it next to their Character card. If there is a Goblin at that Portal, knock it out (return it to the Goblin board).
 - The Goblin collecting the Item takes the corresponding Item card from the Portal board and places it onto the looted Items space on the Goblin board and returns itself next to the campfire on the Goblin board.
2. Draw a new Item card and place it on the Portal board on an available space.
 - If there are no more cards in the Item deck, place the Portal model on the Portal board, and nothing more happens.
 - If the last Item in the Labyrinth was just collected, the game immediately ends.
3. Move the Portal model to the tile with the corresponding Echo token.
4. Put that Echo token back into the bag.

End of the Game

NOTE Shortened End of the Game instructions can be found on the last page of the Campaign binder.

When the last Item is collected from the Labyrinth (whether by a Character or a Goblin), the game ends immediately, and you return to the village.

Follow these steps:

1. Discard Checkmark tokens from all uncompleted Quests. You may try to complete them again during future games.
2. Flip all completed Quests (discarding Checkmark tokens from them) and insert them into the Campaign binder next to the Village cards from the same building.

3. Check to see if you meet the requirements found on Village cards 3-4 in the Campaign binder. If you do, follow their instructions in any order. After resolving all required Village cards 3-4:
 - a. Leave any empty bags in their respective building boxes.
 - b. Leave the building instruction sheets in the envelope on page 23 of the Rulebook.
4. Take out the Campaign sheet.
5. Gain 1 Crystal for each Item collected by all players.
6. Count the Crystals you've collected during this game. Check to see if you meet the requirements to complete a Chapter. If so, read the corresponding Script.
7. Place the Crystals collected during this game in the  slot.
8. On the Goblin track, mark the number of spaces equal to the Items the Goblins collected during the game. If you mark any special spaces, immediately perform the related effect (lose Crystals or read the corresponding Script).
9. You can now spend the Crystals you have in the Shop. Your primary goal should be the reconstruction of additional buildings by buying  (see Buildings on page 9).
 - a. Whenever you buy a , fill in 1  icon next to the chosen building slot. When the last  of a building slot is filled, you have managed to repair one! Mark which building you want to repair, open its box, and follow the building instruction sheet.
10. Taking the Next Steps
 - a. Continue playing.
 - Remove all components from the Labyrinth board.
 - Return all cards to their corresponding decks (this includes all discarded cards).
 - Proceed to set up the next game, but skip steps 1-4.
 - OR
 - b. Save your Campaign.
 - Place Event, Item, Skill, Objective, and uncompleted Quest cards behind the corresponding dividers.
 - Place Help and Character cards in the game box.
 - Place all purchased Scroll tokens and Crystals you have in the large slot with the  icon.
 - Place all unlocked tokens in the large slot with the  icon.
 - Place all remaining components in their appropriate slots.

Glossary

Golden Rules

- **Cards before Rulebook** – Whenever a card’s text directly contradicts the rules found in the Rulebook, the card takes precedence.
- **Component Limitations** – Hourglass, Crystal, and Checkmark tokens aren’t limited. If you ever run out, find a suitable replacement. All the other components are limited.

Building Boxes



Each building box contains the following:

- Building instructions sheet, which will guide you through the box contents.
- **XX 1** bag which contains: The Building’s unique magnet, 4 Village cards, 3 Quest cards, and additional components (like Skills) which will help you during future games.
- **XX 2** bag which contains: Objectives that provide sources of additional Crystals during future games as well as 1 Quest card related to them.
- **XX 3** bag which contains: The Villager’s unique magnet and their Fairy Folk car, which may allow the Villager to appear in future games, offering you their help.

Chronicles Box

The Chronicles box is a bit different from the building boxes. It contains multiple bags that should be opened according to your Campaign progress.

- **CH 1**, **CH 2**, **CH 3** bags should be opened when you complete the corresponding Chapter.
- **GO** bag should be opened whenever you reach the Script space on the Goblin track.
- **DR** bag should be opened when you complete the last Chapter on the Campaign sheet.

NOTE All of the above will be reminded in the corresponding Scripts when you reach them.



Magnets

Throughout the Campaign, as you repair buildings and complete Quests you gain magnets representing your achievements. Place the unlocked magnets inside the box cover. As you progress, your village will become livelier with each additional building and villager.



Quests

Quests must be completed during the games to unlock **XX 2** and **XX 3** bags from the building box. Keep them next to the Labyrinth during the games.

You will mark them with Checkmark tokens whenever you complete their requirements. At the end of the game, all the completed Quests are flipped and placed in the Campaign binder and may potentially unlock additional content from the building box. Uncompleted Quests reset their progress and must be completed again during subsequent games.



Item sets

Some effects and Quests may refer to Item sets. Each set consists of 4 Items and can be distinguished by its unique icon and color.

- Ingredients** –
- Instruments** –
- Cursed** –
- Critters** –
- Treasures** –
- Dragon** –

NOTE Cursed and Dragon sets are not available at the beginning of the Campaign.

Village Cards

Village cards represent interactions with the residents of the Fairy Vale. Each building holds a total of 4 Village cards, which combined with 4 completed Quest cards will cover two adjacent pages of the Campaign binder. The front of each Village card contains a number in its bottom left corner.



- The first card portrays the villager associated with the repaired building. It also contains **SETUP** rules for components unlocked in this building. Place this card in the top left corner of the left page.
- The second card contains the building resident's introductory story. You should read this after finishing the first page of the building instruction sheet. Place this card in the top right corner of the left page.
- The third and fourth cards contain the requirements for opening **XX 2** and **XX 3** bags of the building as well as the continuation of the resident's story on the back. Place these cards at the bottom of the left page.

Skills

During the Campaign, your Characters may learn many useful Skills (like *Haste*, unlocked in the Inn). Skills usually allow you to perform additional actions or influence the Labyrinth in other ways. Most Skills require the player to place Hourglass tokens on them to indicate that they have been used. If a Skill has any Hourglass tokens, it can't be used.

Skills can be used at different times specified by the cards, usually before or after performing any other actions.

Skills can be either personal or global.

Personal Skills can be distinguished by the corresponding Character's portrait and color. They should be kept to the left of their Character card.

Global Skills can be distinguished by a Villager's portrait. They should be kept near the Portal board.

SETUP Make sure to distribute all unlocked Skills properly. Setup instructions can be found on the Village cards in the Campaign binder.



EXAMPLE OF A SKILL CARD:

1. **Name**
2. **Character** – Indicates the Character associated with the Skill or if it's a global Skill.
3. **Timing** – Defines when the Skill can be used.
4. **Effect** – Each Skill contains an additional action or a special effect.
5. **Building box code** – Indicates the building associated with this Skill. Skills are always found in the first bag of a given building box.



Objectives

During the Campaign, your Characters will unveil new Objectives. Each Objective allows you to gain additional Crystals during your games.

Objectives come in different variants. Some are distributed between players during game setup, some appear later in the game, some are personal, others are global, and a few influence the Items directly.

SETUP Make sure to add all unlocked Objectives. Setup instructions can be found on the Village cards in the Campaign binder.

Example of an Objective card:



- 1. Name**
- 2. Type** – Objectives have different card backs for easy identification.
- 3. Condition** – Each Objective contains a condition that awards Crystals upon completion. Some Objectives are assigned to 1 Character and may only be accomplished by that Character. Keep them to the right of your Character card.
- 4. Building box code** – Indicates the building associated with the Objective. The Objectives are always found in the second bag of a given building box.



Events

Event cards represent various incidents happening in the Labyrinth. Whenever you roll **?** on a Labyrinth die, draw and resolve the top card of the Event deck. After you resolve it, depending on its icon:

- Place that Event card on the bottom of the Event deck.
- Shuffle that Event into the Event deck.
- Discard that Event card. It won't be used again during this game.

Fairy Folk

After you complete all Quests from a building box, you gain a card representing its resident. Fairy Folk cards are added to the Event deck, and they may randomly appear during the game, offering single-use effects that players can activate at their discretion.

Example of a Fairy Folk card:



- 1. Name**
- 2. Immediate effect** – This effect should be resolved immediately after drawing this card. All Fairy Folk cards have this effect.
- 3. Timing** – Defines when the Fairy Folk card can be used.
- 4. Effect** – Each Fairy Folk offers an additional action or a special effect.
- 5. Building box code** – Indicates the Building associated with the card. Fairy Folk cards are always found in the third bag of a given building box.

Discarding Cards

Some cards are discarded during the game. When a card is discarded, set it aside (it won't be used for the rest of that game). After the game ends, return all discarded cards to their decks.

Enemies

Throughout the Campaign you will meet three types of Enemies in the Labyrinth:

Goblin Looters – They are the most common Enemies that will bug you from the beginning of the Campaign. They will try to collect Items from the Labyrinth.

Goblin Wardens – They appear later in the Campaign. They don't collect Items, but getting rid of them or going around them can be more troublesome.

William the Dragon – The main perpetrator of this story. You will face him in the final game of the Campaign.

Sometimes you will have an option to knock out an Enemy (for example, by entering a tile containing a Goblin). Goblins that are knocked out are returned to the Goblin board. The Dragon has its own rules that will be presented when you finally meet him.

If an effect refers to an Enemy by its full name, that effect is restricted to that type of Enemy only. An effect that refers to a Goblin applies to both Goblin Looters and Goblin Wardens.

Tile Capacity

Any number of Characters or Goblins can occupy a single tile, but there can only be one Portal or one Echo token on a single tile. If an effect allows the movement of a Portal/Echo token, it cannot be moved onto a tile with another Portal/Echo token. If that would happen, simply leave the Portal/Echo token on its previous tile. This rule can't be overwritten by cards (it's an exception to the Golden Rule).

Campaign Score

If just completing the game isn't enough, you may always strive for a higher score. When the Campaign ends, check your Campaign score and write it on your Campaign sheet:

- Gain 100 points
- Subtract 1 point for each mark on the Goblin track
- Subtract 5 points for each Easy mode modification.
- Add 5 points for each Challenge mode modification.



Modifications

There are several ways to change Chronicles games. Feel free to use any combination of the following modifications.

NOTE *It's not recommended to play with modifications during your first Campaign playthrough.*

EASY MODE

Discount Spree: Scroll tokens cost 1  each.

Time Manipulation: You no longer play in clockwise order. Decide together which Character should resolve their Turn next (this can be the same Character who has just finished their Turn).

Not-So-Pesky Goblins: Ignore – 5  effects on the Goblin track.

Hard-Working Villagers – Whenever you draw a Fairy Folk card do not draw the next Event card.

CHALLENGE MODE

Greedy Merchants: Scroll tokens cost 4  each.

Challenging Adventure: Treat each Chapter requirement as 3  higher.

Tough Goblins: You can't Move through a tile containing a Goblin Looter (you may still end your Movement on their tile to knock them out).

Focused Mind: **SETUP** Choose 1 building. You may only complete Quests from that building during the game.

Things Happen So Fast: Whenever you roll  on a Labyrinth die, draw and resolve 2 Event cards instead of 1.

Limited Scrolls: **SETUP** Assign all purchased Scroll tokens to chosen Characters. Only the Character with an assigned Scroll may use its effect.

One-Way Paths: You cannot enter the same tile more than once in a single Move.

NEW GAME+

After you've completed the whole Campaign at least once, you may try the New Game+ variant. During Campaign setup, make sure to find the New Game+ Campaign sheet instead of a regular one. It allows you to repair buildings in any order.



When the last  of a building's slot is filled, choose any unrepaired building, write its name in the slot, mark it, and open its box.

Scriptbook

SCRIPT 2

Ouch! What was that? A bee sting?

Oh, another one! It is quite painful! What is going on?

You look around, scratching the aching, reddening spots, when you notice the bushes waving. Could there be someone hiding there?

A second later, a goblin emerges from behind a tree and grins maliciously. Another second later, they stretch a slingshot. The air whooshes, and a small rock misses your head by an inch!

Unbelievable! You wave your fist angrily, but the goblin flees, giggling, obviously happy with the prank.

1. Open the **GO** bag from the Chronicles box.
 2. Add 1 random Event card to the Event deck.
 3. Leave the remaining cards in the bag and return it to the Chronicles box.
 4. Close the Chronicles box and return it to the game box.
-

SCRIPT 3

All of a sudden, you hear sounds that do not fit the atmosphere of the village. You strain your ears, and after a while, you are sure that this is the hoarse panting of a few creatures. Goblins? And if so, what are they busy with?

You sneak toward the sound and realize that these indeed are goblins, busy digging in the ground with shovels, bowls, and even their hands. It looks like they are trying to set a trap for anyone coming close to the entrance to the Labyrinth. They are so focused that none of them even looks up.

Good.

You jump out and yell at the top of your lungs. The terrified goblins drop the tools and flee.

You approach the hole and burst out laughing. It is not one deep hole but many shallow ones. It could have been an effective trap if the goblins had started digging in more or less the same place.

Praised be their tiny brains!

1. Open the **GO** bag from the Chronicles box.
 2. Add 1 random Event card to the Event deck.
 3. Leave the remaining cards in the bag and return it to the Chronicles box.
 4. Close the Chronicles box and return it to the game box.
-

SCRIPT 4

Adventuring is a hungry job. When your stomach begins to rumble, you look around to find the sack with your food, and your eyes widen when you see it... moving away from you.

You hop closer to catch it, but the distance between you and the sack increases, and the faster you run, the farther away your food is.

What is it? Some kind of magic?

But no! You notice a rope skipping on the grass! Someone has tied a rope to the food sack, and they are just pulling it away from you! A second later, you hear the nervous, hoarse giggle of goblins.

Are they stealing your food? Outrageous!

Your stomach rumbles again, urging you to action. You leap forward and grab the fleeing sack. You untie the rope and retrieve the food you almost lost. Still pinning the sack to the ground, you see the goblins running away from the nearby bushes.

It seems that they get bolder and bolder.

1. Open the **GO** bag from the Chronicles box.
 2. Add 1 random Event card to the Event deck.
 3. Leave the remaining cards in the bag and return it to the Chronicles box.
 4. Close the Chronicles box and return it to the game box.
-

SCRIPT 5

The moment has finally come for you to finally rest your head on a folded blanket and take a well-earned nap. You close your eyes, and soft darkness embraces you, gifting you with dreams about the rebuilt village.

Suddenly, the blissful nap is interrupted by a terrible roar. You spring up, terrified, your heart beating fast, and it takes you a minute to realize that you have been pranked. It wasn't a lion or a dragon! That terrible sound must have been the hoarse sound of a trumpet!

As you narrow your eyes and look around, you spot the proof. In the distance, you see a pack of goblins running away and chuckling. They are carrying a rusty trumpet that dangles precariously.

Goblins... You wish there was a way to lock them in the Labyrinth forever.

1. Open the **GO** bag from the Chronicles box.
 2. Add the remaining 2 Event cards to the Event deck.
 3. Leave the empty bag in the Chronicles box.
 4. Close the Chronicles box and return it to the game box.
-

SCRIPT 6

Rumor says that there is another layer of the Labyrinth with a great many cursed items to find.

It makes you wonder. Since the items indeed are cursed, maybe it is true that William the Dragon has been cursed as well?

On your way, then. Collect those cursed items and bring them back to the village for examination. Beware, though! The goblins have already learned their lesson, and now they work in pairs!

1. Mark Chapter 1 on the Campaign sheet.
2. Open the **CH 1** bag from the Chronicles box.
3. Add the **Cursed**  Item set to the game.
4. Sleeve the Item cards.
5. Add the *Merchant: Shaman* Objective card to the other Merchant cards (if you haven't unlocked the Merchants yet, keep this card behind the Unlocked Objectives divider).
6. Add 2 *Double Trouble* Event cards to the Event deck.
7. Take the Setup reminder card and exchange it with the corresponding card on the first page of the Campaign binder. From now on, Echo tokens setup changes according to that card.
8. Leave the empty bag in the Chronicles box.
9. Close the Chronicles box and return it to the game box.

SCRIPT 7

As you were busy exploring the Labyrinth, the residents of the Fairy Vale have cleared away some of the rubble, making it possible to erect new buildings. There are many ruins to take care of, so rebuilding the entire village will still take a lot of time.

To complete the task, you will have to bring more items and earn more magical stones. However, there are newcomers in the Labyrinth: notorious Goblin Wardens! It is impossible to get past them, but luckily, they are as easy to scare away as their looting cousins.

Your expeditions may get more dangerous now. Are you still up to them, adventurers?

1. Mark Chapter 2 on the Campaign sheet. From now on, you may repair buildings in the green area.
2. Open the **CH 2** bag from the Chronicles box.
3. Add 1 *Warden Spotted!* and 4 *Wardens' Patrol* Event cards to the Event deck.
4. Take the Setup reminder card and exchange it with the corresponding card on the first page of the Campaign binder.
5. Add the new Help cards to the game. They contain an updated game structure.
6. Leave the empty bag in the Chronicles box.
7. Close the Chronicles box and return it to the game box.

From now on, during the Labyrinth phase, you will **roll 2 dice**, and Goblin Wardens may appear in the Labyrinth.

Keep the basic Help cards as a reminder for Icons.

Goblin Wardens

Even though they're not as nimble as their looting friends, you may soon find out that Wardens can become quite troublesome. A Warden's objective isn't collecting Items but rather making sure you will not.

Goblin Wardens introduce a few new rules:

- You can't Move through Labyrinth tiles with Goblin Wardens on them.
- You may still knock them out by ending your Move on their tile (or by any other possible means).
- The Wardens' activity is tied to the Event deck. Usually, they are placed on the immovable Labyrinth tiles and only move around the Labyrinth from time to time.
- If you would place a 5th Goblin Warden in the Labyrinth, you are forced to leave the Labyrinth, and the game immediately ends.

SCRIPT 8

As the most experienced Labyrinth explorers ever, you enter another level of search. Your next challenge will be to locate and find dragon items. William the Dragon has no doubt left some stuff behind. A scale, a fang, a talon maybe?

Once you have found them, bring them to Fairy Vale where they will be thoroughly examined. There is a likelihood that William has been cursed. These findings could help you make sure about that.

You are close to revealing the secret of William's anger. On your way, adventurers!

1. Mark Chapter 3 on the Campaign sheet.
2. Open the **CH 3** bag from the Chronicles box.
3. Add the **Dragon**  Item set to the game.
4. Sleeve the Item cards.
5. Add the *Merchant: Curio Collector* Objective card to the other Merchant cards (if you haven't unlocked the Merchants yet, keep this card behind the Unlocked Objectives divider).
6. Add *Stinky Goblin Day!*, *Snatching Madness!*, and *Goblins Everywhere!* Events to the Event deck.
7. Take the Setup reminder card and exchange it with the corresponding card on the first page of the Campaign binder. From now on, Echo tokens setup changes according to that card.
8. Leave the empty bag in the Chronicles box.
9. Close the Chronicles box and return it to the game box.

SCRIPT 9

The exploration of the Labyrinth is reaching its most dramatic moment. Together with the other fairy folk, you are ready to do your best to lift the curse off good, old William the Dragon. And yes, you have an idea of how to do it.

You are not sure if it will work, but there is only one way to find out. The evil spell must be lifted as fast as you can. Forward, adventurers!

1. Mark Chapter 4 on the Campaign sheet.
2. Open the **DR** bag from the Chronicles box.
3. Take the Setup reminder card and exchange it with the corresponding card on the first page of the Campaign binder.
4. From the standard-sized Ritual cards, take the cards numbered 1 and 2 and insert them into the Campaign binder.
5. From the remaining Ritual cards, find 6 corresponding to the buildings you've repaired throughout the Campaign and insert them into the Campaign binder.
6. Leave the remaining Ritual cards in the **DR** bag.

If you want to play the final game immediately, take out 9 Dragon Event cards and 1 oversized *Cleansing the Dragon* Help card and place them next to the board as they will be needed for the setup. Otherwise, leave them in the bag. Leave the bag in the Chronicles box. Close the Chronicles box and return it to the game box.

SETUP From now on, you may decide to either play a standard game (and complete the remaining Quests) or you may try to Cleanse the Dragon.

To play the *Cleansing the Dragon* scenario, follow the standard setup instructions, but apply the changes found on the oversized *Cleansing the Dragon* Help card.

During the final game, you will try to complete various Rituals suggested by the villagers. If you complete all of them before the game ends, you will emerge victorious. If you fail to do so, do not worry because you will have another shot. Still, remember that the Goblins won't be slacking. If they manage to collect enough Items, you may lose the Campaign.

SCRIPT 10

William the Dragon flutters his eyelids, and his eyes regain their focus. He looks at you with keen interest.

"Who are you?" he asks. "And what has happened to me?" He narrows his eyes. "I have this strange memory of destroying buildings... Really? Me? I haven't ruined a single thing in my life! I hope it was just a bad dream." He yawns, presenting his large, yellowed teeth.

"I am so tired," he murmurs. "Now, I need to go back to sleep, even if there is another nightmare waiting for me."

He shuts his eyelids as if they were too heavy for him to bear. You try to wake the dragon and yes! William opens his eyes.

Suddenly, you wish you hadn't done this, because there is evil fire burning in them.

Goblins appear all around you, nasty and gloating. "You think that the curse is so easy to lift?" they mock you.

Scared, you run away, and all the fairy folk join you. Once all of you are safe back in the village, you see the triumphant goblins returning to the Labyrinth together with William the Dragon, angrily puffing clouds of smoke.

"The goblins were too strong and cheeky," someone says.

"Luckily, they haven't destroyed anything," someone else adds.

You clasp your fists and take a deep breath. Yes, the goblins are victorious, but the quest is not over yet. You will come back.

Unfortunately you weren't able to lift the curse from the Dragon. But you aren't an adventurer of faint heart, are you? Surely, you won't give up so easily. And it looks like some Rituals still affect the Dragon.

1. Perform the End of the Game procedure as usual and clear the game, but mark 5 additional spaces on the Goblin track in addition to the ones marked from looting Items.
2. For each Script space on the Goblin track you've marked you may keep 1 of the completed Rituals. Flip all remaining Rituals back to their fronts and discard all  from Rituals.
3. You may try to Cleanse the Dragon again or you may try to complete more Quests before you return to the Dragon.

If you don't replay the final game immediately, separate the Dragon Event cards from the other Event cards and return the Dragon Event cards and *Cleansing the Dragon* Help card to the

DR bag in the Chronicles box.

SCRIPT 11

William the Dragon flutters his eyelids, and his eyes regain their focus. He looks at you with keen interest.

"Who are you?" he asks. "And what has happened to me?" He narrows his eyes. "I have this strange memory of destroying buildings... Really? Me? I haven't ruined a single thing in my life! I hope it was just a bad dream."

Seeing his deeply concerned face, you decide not to tell the dragon that he is responsible for all the damage in the village. After all, it was not his fault. The dragon was bewitched, so why break his heart?

"Oh, no," you say in a reassuring voice. "It was just a surprisingly strong wind. And you must have eaten something off and had nightmares."

"Raimund's pies," the dragon agrees. "I knew there was too much ginger in them. All right, what is the status of the village? Can I help?"

You kindly refuse and tell William to stay there and rest. After that, you hurry back to the village. With a light heart, you join the fairy folk. Now that William is no longer cursed, you can relax for a while before you return to the Labyrinth. It will still take time before the whole Fairy Vale is repaired, but you can now begin to enjoy its charm and magic.

Not to mention the pies, of course.

Congratulations! You've successfully completed the Labyrinth: Chronicles Campaign! From the  bag take William magnet and place it anywhere in the Village area on the inside of the box cover.

Check your Campaign score according to rules found on page 17 and write it on your Campaign sheet.

You've finished the game, but you haven't tried everything yet. What's hidden in the other boxes? Which building combination suits you best? Which arrangement of building magnets creates the most beautiful village? There are many questions to which you may want to find answers. And we encourage you to do so.

To reset the Campaign, group the unlocked components according to the box and bag tags. Return them to the correct bags. The contents list of each bag is also located on the insides of each building box.

We recommend leaving the magnets in the Village area and to try complete the Village with all of the magnets during future playthroughs.

To start a new Campaign, simply follow the First Game setup on page 4 or skip it, gain 16 , and follow the Campaign setup on page 8.

Now that you know the game quite well you may want to try a few modifications, which can be found on page 17.

SCRIPT 12

Suddenly, there is a tremor, so mighty that you lose your balance and fall down. Surprised and frightened, you sit up and realize that there is a massive cloud of dust where the entrance to the Labyrinth once was.

You can't believe your eyes. You approach and see that the entrance has turned into a heap of rubble. In the deep silence, you think you can hear the triumphant giggle of the goblins. They have grown too strong and you should have seen that coming. The entrance to the Labyrinth is sealed for good. There is no way you can enter it again.

Or is there?

Your disappointment quickly gives way to hope and enthusiasm. Wait a second, you are adventurers! You have been to the Labyrinth a number of times and you have dealt with many dangerous situations. You are too brave to give up!

And the Fairy Vale is counting on you.

This time you have failed, but it happens to everybody. Still, you are Fairy Vale's hope, and its folk count on you to come back.

You will, won't you?

Unfortunately, you let the Goblins do as they pleased for too long. The Labyrinth has collapsed, and with it all hope for rebuilding the Fairy Vale soon. This time you have failed, but you aren't an adventurer of faint heart, are you? You won't give up so easily.

You've failed to complete the Labyrinth: Chronicles Campaign. But you haven't tried everything yet. What's hidden in the other boxes? Maybe another building combination would suit you better? There are many questions to which you may want to find answers. And we encourage you to do so.

To reset the Campaign, group the unlocked components according to the box and bag tags. Return them to the correct bags. The contents list of each bag is also located on the insides of each building box.

We recommend leaving the magnets in the Village area and to try complete the Village with all of the magnets during future playthroughs.

To start a new Campaign, simply follow the First Game setup on page 4 or skip it, gain 16 , and follow the Campaign setup on page 8.

You may want to try a few modifications making the game more accessible. Game modifications can be found on page 17.

Instructions Sheets Envelope

After you open a building box, insert its instruction sheet in the envelope on the next page for easy reach.

NOTE You may always read the instructions sheet for rules clarification.

NOTE The back page of each instruction sheet should only be read after you complete the required number of Quests.

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Quick Rules Reference

Labyrinth: Chronicles

Turn Structure

1. Roll 1 Labyrinth die and resolve the corresponding effect.
 -     Activate a Goblin Looter.
 - **?** Draw and resolve the top card of the Event deck. Then, depending on its icon:
 -  - Place that Event card on the bottom of the Event deck.
 -  - Shuffle that Event into the Event deck.
 -  - Discard that Event card. It won't be used again during this game.
2. **Action Phase:** Perform up to 1 Move action, up to 1 Shift action and an unlimited number of bonus actions **in any order**.
 - **Move** - Move your Character along the Labyrinth path.
 - **Shift** - Slide the extra Labyrinth tile into the Labyrinth along any movable column.
 - **Bonus action** - Use the effects of your Skills and Scrolls.



Collecting Items

You may collect an Item from a Portal if you end your Movement on its tile or a Portal appears on your tile.

Activating a Goblin Looter

When you have to Activate a Goblin Looter, place 1 Goblin Looter on the tile with the Portal of the color specified by a die or an Event card.

If a Goblin Looter is already there, it collects the Item from that Portal instead and returns to the campfire.

If the Portal of the specified color is no longer present in the Labyrinth (fewer than 4 Items remain), use the next available color on the Portal board ( ->  ->  ->  ->  etc.)

Goblins

You knock out a Goblin (return it to the Goblin board) if you end your Movement on its tile.

Quests

Remember to check your current Quests. Mark their completion with Checkmark tokens.

End of the Game

The game immediately ends when the last Item in the Labyrinth has been collected. Follow the End of the Game procedure on the last page of the Campaign binder or page 13 of Rulebook.

