

# Fool's



Fool's Labyrinth is bluffing game for 2-4 players. Each player controls a pawn, moving it around a randomized tile labyrinth, trying to pick up the best treasure tokens. Treasure tokens are placed by players throughout the game, face down on the board. The trick is then to be able to tell whether what other players have placed is actually a treasure or a trap, and to bluff other players into misreading your plays.

## Contents

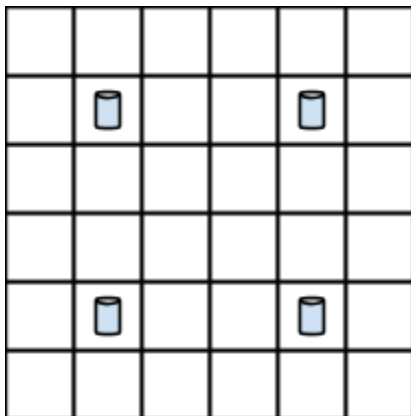
The game consists of a cloth game bag containing:

- This rulebook.
- 4 player pawns, in 4 colours.
- 32 glass player markers, in 4 colours.
- 36 two sided square game tiles, forming the paths of the labyrinth.
- 88 square treasure tokens, with various traps and treasures printed on them.

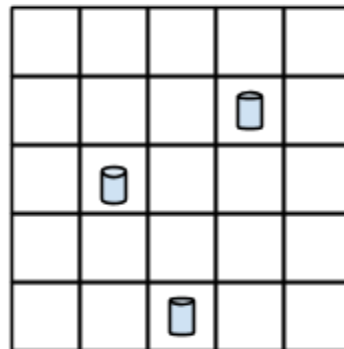
## Setup

For a 4 player game, randomly place all 36 tiles in a 6x6 square. For a two or three player game, place 25 of the tiles in a 5x5 square. Each player selects a colour and takes the pawn, and 8 glass markers of that colour. Place all the treasure tokens in the bag, and shake it. Randomly determine who goes first. Each player places their pawn on the board, according to these diagrams:

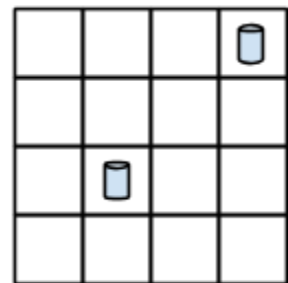
4 Player Game



3 Player Game



2 Player Game



The green portions of the tiles are the grass paths, surrounded by brick walls. Players move along contiguous paths, with the board wrapping, so a path that leads to one edge of the board is connected to a path leading to the opposite point on the board. Optional Rule: players choose their starting location.



Placing a treasure token - The labyrinth is populated with tokens by the players. At the end of a player's turn, they draw two tokens from the bag, unseen. They look at both of them, without showing them to any other players. They then discard one of the tokens, off to the side, and place the other one on the board. Tokens cannot be placed on tiles that already have a token on them. They cannot be placed on tiles with a player pawn, either. Finally, players may not place tokens on the four tiles immediately adjacent to their own pawn. It does not matter whether or not they are connected by a path. Players can place tokens on tiles that are already connected to them by a path, as long as it isn't one of the four non-diagonal, adjacent tiles. As the board wraps, and the edges of the board are considered adjacent, a player on the edge of the board cannot place a token on the opposite edge, next to themselves. Once a player has placed a token face down on the board, they mark it by placing one of their glass markers on the back. The turn passes to the next player. It is important to note that players are free to tell people anything they want about the tokens they draw and place, however they cannot show them the token to prove that they are telling the truth. Lying is encouraged!

### Treasures and Traps

Each token represents either a treasure or a trap. Treasures are highlighted in green, and help you. Traps are highlighted in red, and will hinder you. The most common type of treasure or trap will simply add or subtract from your score.



#### **Crystal Ball**

Look at any one face down treasure or trap token on the board, without showing anyone.



#### **Speed Potion**

Take another turn immediately, including all three phases of the turn.



#### **Plus One**

Gain one point.



#### **Plus Two**

Gain two points.



#### **Plus Three**

Gain three points.



#### **Plus Five**

Gain five points.



#### **Stun Trap**

Lose your next turn, including all three phases.



#### Truth Potion

Reveal the trap/treasure token you place this turn, before placing it.



#### Minus One

Lose one point.



#### Minus Two

Lose two points.



#### Minus Three

Lose three points.



#### Key

Gain one point. When all five of these have been found, the game ends immediately. **Reveal this token if you discard it!!**

### First Turn

For the first turn of the game, each player skips the normal first two phases of the turn, and instead goes to phase three, hiding treasure / setting traps. This means that there will be tokens on the board before players make their first move. In a 2 player game, players do this twice, so there will be 4 tokens on the board, rather than 2.

### Game End

Fool's Labyrinth ends when all 5 key tokens have been picked up, or discarded. Keys are worth one point to the person who picked them up, but give no other special bonuses. If you wish to play a shorter game, you may decide to play until just three or four of the keys have been found. It is possible that the game will end after only a few turns, or go right until the last token is picked up, but it is unlikely. If you draw a key from the treasure/trap bag, but choose not to place it (remember, you draw two tiles, place one, and remove the other one from the game), **then you MUST reveal it!** Otherwise, the game might go well after the last key has been found, as people don't realize that one of them was discarded. When all 5 keys have been found or discarded, players count up the total value of all treasures they found, and subtract their loss from traps. Negative scores are possible. The player with the highest score wins!

### Credits

Game Design: Cullam Bruce-Lockhart

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Printing: Print and Play Productions

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