

Detailed Rule Guide



LABYRINTH

As a prisoner of the LABYRINTH, you've long waited for your chance to escape. You know of the monsters and dangers that lurk in this dank maze, but freedom is worth the risk. Breaking your chains, you set off in search of the EXIT...

Fold-out Tracker Sheets

Get ready to play by unfolding the tracker sheets at the back of your notebook!

Player Stats

HP
10

COINS
0

DEATH TALLY

KNIFE 1 DMG ☒

SWORD 2 DMG ☐

MACE 3 DMG ☐

AXE 3 DMG 1 RE-ROLL PER ENEMY ☐

SHIELD IGNORE FIRST ENEMY ATTACK ☐

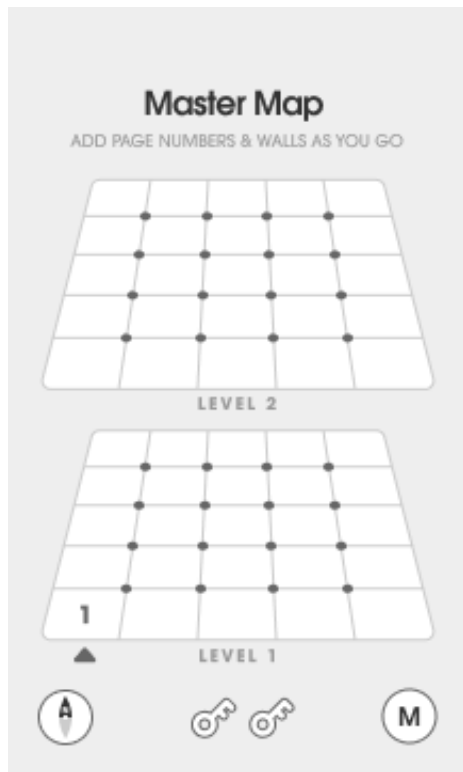
This is the **Player Stats** page.

Here you will track your HP and COINS (¢).

You begin the game with 10 HP and 0¢. At the end of each encounter or battle, you will record the updated values here.

If ever your HP reaches 0, tally a death in the DEATH TALLY section. Then start a new box with 10 HP. You also lose 5¢ when you die. You can't go below 0 ¢.

At the bottom of the page are your weapon upgrades. You will have opportunities throughout the game to upgrade the amount of DMG that your attacks do. Upgrades are sequential (except for the SHIELD which can be bought any time) The AXE allows one re-roll per enemy battle. The SHIELD makes it so you block the first enemy attack.



The other fold-out page is your **Master Map**. Use this to track the layout of the maze as you move from room to room. ROOM 1 will always be in the bottom-left corner of LEVEL 1.

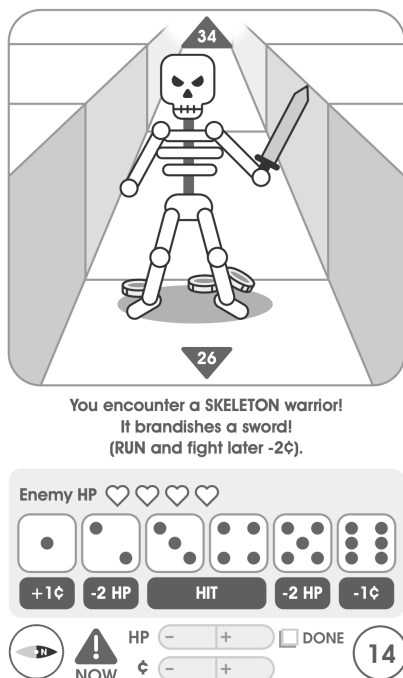
The orientation of this map has North pointing up, but not all rooms are oriented this way, so keep your eye on the COMPASS throughout the game.

Mark each wall with a dark line over the light grey lines of the grid. It is also helpful to mark the location of encounters that you may want to return to like a P for Peasant, or K for Knight.

At the bottom of the page is an area for the keys you'll find to unlock doors. Fill in keys when found, check them off when used.

NOTE: When you use a LADDER to go up to LEVEL 2, the location of that new room will be directly above the room you came from.

Page Example

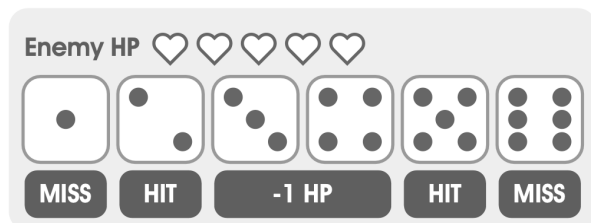


The top of the page is your viewport. It shows what you've encountered, with a message beneath. There will be arrows that show which ROOMS are adjacent to your current ROOM, by number. It is often helpful to fill these in on your map right away, keeping a close eye on the COMPASS. Beneath the message is the BattleSystem, or a list of choices. We will explain the BattleSystem below.

If you see the NOW! Indicator it means that you have to engage with this encounter right now. If it is not there, you can leave and come back to this encounter, though you generally can't pass an encounter unless it indicates so.

You can tally any HP or ¢ lost or gained at the bottom. If there is a LOOT number, that shows how many ¢ you gain by winning the battle. (If it says d6, roll for the amount). Check off the DONE box when you are finished with the page.

Battling enemies

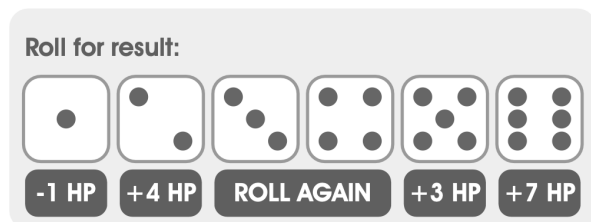


Behold the BattleSystem! To battle, you will continue rolling your d6 repeatedly until the battle is over. If you roll a MISS, nothing happens. If you roll a "-1 HP" you would lose 1 HP. Note that this number can be higher than 1 with some enemies.

If you roll a HIT, you will deal DMG to the enemy based on your current weapon level. Along the top, the enemy's HP is listed. You will cross off hearts as you deal DMG to the enemy.

Winning a battle: If you cross off all the enemy hearts, the battle is over and you win. You will mark your new HP and ¢ in the tracker sheet, making sure to add LOOT to your ¢, if there is any.

Losing a battle: If at any point during a battle you reach 0 HP, you die immediately. This means the battle is over and you can start from any previously explored room with a replenished total of 10 HP (making sure to mark this in the DEATH TALLY). When you return to battle an enemy that killed you previously, the enemy's HP will remain at whatever amount it was when the battle ended (meaning that the enemy's HP wouldn't refill or reset).



Roll for result: Some encounters are not battles, but situations where you will roll to find out what happens. (Usually you only roll once unless something indicates you should roll again)

☐ Accept the deal. Give her 4¢.

☐ Try to sneak past. Roll for HP lost.

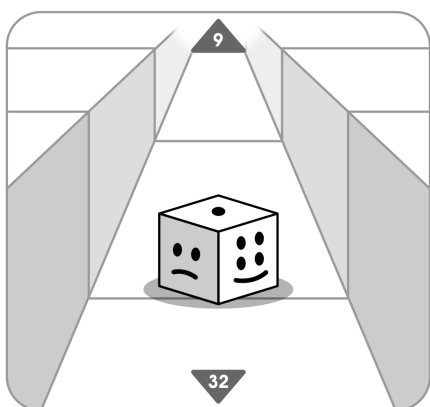
☐ Dungeon Cola - 5¢ (+4 HP)

☐ DragonBar - 7¢ (+5 HP)

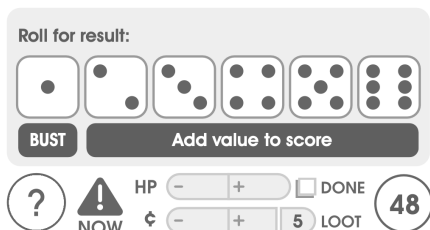
☐ Chainmail Chips - 9¢ (+6 HP)

Multiple choice: These allow you to choose what you will do. Circular checkboxes mean you can only choose one option, while square checkboxes mean you can choose as many options as you'd like to, now or later.

Traversing the maze: You may instantly travel to any previously explored room on your map. You don't have to go through room by room to reach a certain point if you can "quick travel" there instead.



A big ol' D6 stops you. "Let's get rolling."
Add the value of your rolls up until you get 21 + points. If you BUST, lose 1¢ and start over at 0.



Detailed directions for the dice game:

This game is a push-your-luck minigame that you will likely encounter. If you roll a 2 or higher, you will add the value of your roll to your running total. As long as you don't roll a 1, this total can keep going up. If you make it to 21 or higher, you win!

However if you roll a 1, you bust, and have to start again at 0. Additionally, you lose 1¢. Mark this down at the bottom of the page.

Note that you can't bust on your first roll, so if your first roll is a 1, you won't lose 1¢.

When you win, you get the amount of LOOT listed at the bottom of the page as your reward.



NOTE on the COMPASS:

The compass indicates which way you are currently facing in the viewport. If you get mixed up, here's a helpful guide. Remember, your COMPASS doesn't work in some rooms!

Winning the game: You win the game when you find the EXIT and beat the MINI-TAUR, keeper of the LABYRINTH. Note that there are bonuses for exploring every room and beating every enemy. See how high you can score!

Thanks for playing!

-Tom Brinton, Designer of Paper Apps™ LABYRINTH

