

The Lady and the Tiger: Labyrinth

A maze game for 2 players

*The Queen of the Underground Maze
soon learned of the ten tiger strays.*

“Find them!” she cried.

*“Bring them to my side,
or I’ll set the whole labyrinth ablaze!”*

— Peter C. Hayward

Gems used: 5 blue

5 red

1 white

1 yellow

Objective

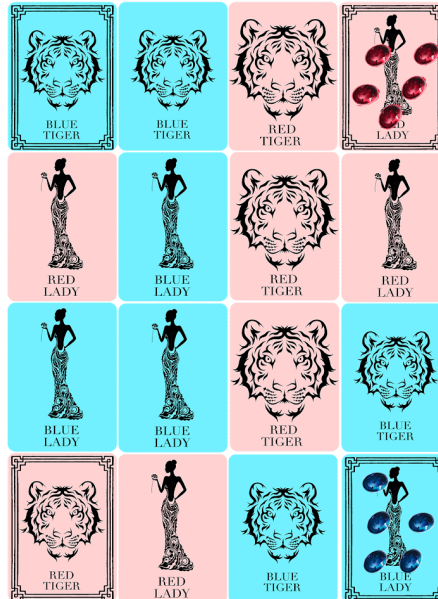
To win, help your 5 tiger cubs escape by moving them onto the Tiger Door card of your color. But watch out: the labyrinth shifts every turn!

Setup

Place the Wild Clue cards (**Blue/Red** and **Lady/Tiger**) to the side. These are the **Switch** cards. Place a **yellow** gem on the blue half of the **Blue/Red card**. Place a **white** gem on the Lady on the **Lady/Tiger card**.

Then, create a 4x4 grid of cards by placing the 4 Door cards face-up in the corners, with Door cards of the same color in opposite corners. Shuffle the remaining Clue cards, then place them face-up in the grid to fill the remaining spaces.

Choose a player to be red and a player to be blue. Place 5 **red** gems on the **Red Lady** Door card and 5 **blue** gems on the **Blue Lady** Door card. These are your tiger cubs. The other gems are not used in this game.



Gameplay

Players alternate turns. The player who most recently asked for directions takes the first turn.

On your turn, you must take the following two actions, in order:

1. Move a cub.

Each turn, first move 1 of your tiger cubs to any directly adjacent card (up, down, left, or right). Tiger cubs can move onto cards of any color and any role.

You **must** move 1 of your tiger cubs each turn. Any number of tiger cubs can share a card.

2. Move the labyrinth.

Then, choose either the **Blue/Red** or **Lady/Tiger** Switch card.

If you choose the **Blue/Red** card, switch 2 Clue cards of the **color** the yellow gem is currently on. (On the first turn, this will be blue.)

If you choose the **Lady/Tiger** card, switch 2 Clue cards of the **role** the white gem is currently on. (On the first turn, this will be Lady.)

The Door cards cannot be switched.

Switching cards:

The 2 Clue cards switched must be either in the **same row** or the **same column**.

At least 1 of the Clue cards *must have a tiger cub on it*, although it does not have to be yours.

All tiger cubs on the switched cards move with the card they're on.

Once you have switched the cards, move the gem on the Switch card you chose to the opposite color or role.

Whenever you switch 2 identical cards, move the gem on **both** Switch cards instead of just 1.

If you are unable to switch any cards, move the gem on **both** Switch cards instead.

For example, if you choose the **Blue/Red** card and the yellow gem is on **Red**, you can switch 2 **Red** Clue cards. Then, move the yellow gem to **Blue**.

For example, at the start of the game you can switch 2 **Blue** cards, or 2 **Lady** cards.

If you chose to switch **Blue** cards, at the end of your turn you'd move the **yellow** gem to Red.

If you chose to switch **Lady** cards, at the end of your turn you would move the **white** gem to Tiger.

If you were unable to switch cards, at the end of your turn you would instead move **both** gems.

If you switched 2 identical cards (2 **Blue Lady** cards, 2 **Blue Tiger** cards, or 2 **Red Lady** cards) you would move **both** gems at the end of your turn.

You would not be able to switch **Red Tiger** cards because neither Red nor Tiger is covered on a Switch card.

Game End

As soon as you have all 5 of your tiger cubs on the Tiger Door card of your color, you win!