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!