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**English rule book** 

## Story

*Sparkling... glistening...*

*The labyrinth is full of treasures. But in the darkness also exist many shining eyes. You will need the help of allies to stay alive! Welcome to the Guru Guru Labyrinth.*

*Peek at stacks of face-down room cards in the labyrinth and choose whether to leave or stay put. If you leave, take all the cards you just saw. If you stay put, return the cards you just saw face-down to the labyrinth. Then, all players compare the combat power of the monsters in your stack versus the allies in the stack. If you win, you receive all the treasure, but if you lose, you receive nothing. Who will bring back the most treasure and become the greatest adventurer?*



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**Game Contents**

30 Level Floor 1 Labyrinth cards  
30 Level Floor 2 Labyrinth cards  
12 Level Floor 3 Labyrinth cards



Front Back

1 Door token  
30 1 Gold Coin tokens  
15 5 Gold Coin tokens  
10 10 Gold Coin tokens  
5 20 Gold Coin tokens  
15 Sword tokens  
1 +100 Sword token  
5 Sword Dice tokens  
3 Sword dice

5 Treasure Chest Cards



Front Back

3 Floor Cards  
(1 each for Basement 1, Basement 2, and Basement 3)



Front Back

1 Rulebook

**迷宮カードの種類**

**TREASURE**



- Number
- Card Type (Treasure)
- Floor
- Gold Coin Icon
- Special Effect

**ALLY**



- Number
- Card Type (ALLY)
- Floor
- Sword Icon
- Sword Die Icon

**MONSTER**



- Number
- Card Type (Monster)
- Floor
- Gold Coin Icon
- Special Effect

Exclusion Icon for 2-Players (See page 14)

\*The rulebook contains rules for 3-5 players.  
The differences in the 2-player rules are explained on page (14).

**Flow of the Game**

The game progresses over three rounds, following the order below. At the end of each round, a battle takes place and gold coins are awarded to players. The game ends at the end of Round 3. The player with the most gold coins at the end of the game wins.

Round 1: Level 1 → Round 2: Level 2 → Round 3: Level 3

**Round 1 (Level 1)**

**Setup for Round 1**

- Shuffle the 30 Level 1 Labyrinth Cards and place them in 15 face-down stacks of 2 as shown in the diagram. Each of these stacks is called a room. Set aside the Sword dice, Sword tokens, +100 Sword token, and remaining Labyrinth cards. Place the Basement 1 Floor card in the center of the table.
- Create a supply area for Gold Coin tokens and Sword Dice tokens and separate the tokens by type.
- Each player receives one Treasure Chest card and places it face up in front of them. The player who most recently entered a labyrinth is the starting player, or decide by any method you like. The starting player receives the Door token.



Round 1 (Level 1)

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**Turn Sequence**

Beginning with the starting player, players take turns clockwise. During a turn, players perform the following steps in order:

- 1. Check the number of rooms.**

Important: If there are (number of players) or fewer rooms at the start of your turn, you must choose B: Leave in step 3.

3 players: 3 or fewer rooms / 4 players: 4 or fewer rooms / 5 players: 5 or fewer rooms

- 2. Choose a room and look at the cards in that room.**

Choose a room. Turn any face-up cards face-down (see below), then take all cards from that room and look at them in secret. **Place the Door token where the cards were, then look at the cards in secret.**

**A: Stay**      Do the following steps in order:

- 1. Sort the cards by number.**

Sort the cards in the room by lowest number to the highest.

- 2. Place the cards in rooms in clockwise order.**

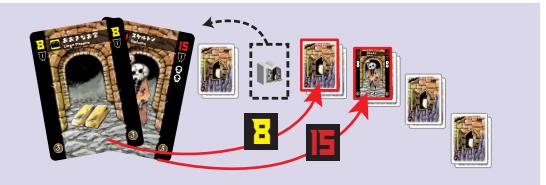
Starting with the lowest numbered card, place the cards face-down in the rooms one by one clockwise. Place the first card in the next room clockwise from the Door token and keep placing one card per room until all cards are placed.

*Note: Keep going even if there are cards remaining after completing one round.*

**3. Turn the last card you placed face-up.**

Turn the last card you placed face-up. Then, pass the Door token clockwise to the next player in turn.

*Note: Place the room cards slightly offset from each other. You may check the number of cards and the details of the face-up cards at any time.*



Example: There were two cards in the room Emma chose. She picked up the two cards and looked at them. The cards were numbered 8 and 15. After arranging the cards in ascending order, she placed the 8 face-down in the room clockwise from the room she chose, followed by the 15 face-down in the room after that. Then, she turns the last card, 15, face-up.

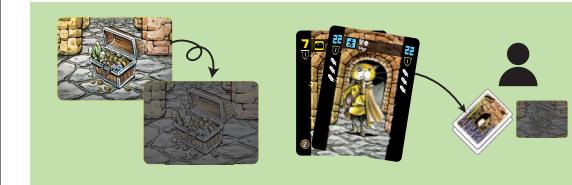


Example: Lucas chose a room with four cards. Two of the cards were face-up, so he turned them face-down before picking up the whole stack. The cards were numbered 5, 11, 22, and 28. After arranging the cards in ascending order, he placed the cards in clockwise order from the room he chose, turning the 28 face-up.

Round 1 (Level 1)
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**B: Leave**

Flip your Treasure Chest card face-down and take back all the cards from the room. Place these cards in a stack face-down in front of you. Then, pass the Door token clockwise to the next player in turn. Players who choose Leave will not take any further turns until the end of the round.



**End of the Round**

When all players have chosen B: Leave, the current round ends. After the round ends, perform a combat check and collect gold coins.

**Combat Check**

Compare the total number of  skull icons on the cards you collected in the round with the total number of  Sword icons. Players with more skull icons are knocked out. Players with the same number or more Sword icons survive. A knocked out player receives one Sword Dice token and places it on top of their Treasure Chest card (place it into their Treasure Chest).

*Note: If you run out of Sword Dice tokens, use a suitable substitute.*

*Example: The cards Noah brought back had a total of 4 (Skulls) and 3 (Swords). Since Noah was knocked out, he placed one Sword Die token into his Treasure Chest. The cards Emma brought back had a total of 5 (Skulls) and 5 (Swords). Emma survived.*

**Collecting Gold Coins**

A surviving player receives Gold Coin tokens (Gold Coins) equal to the total of the Gold Coin icons on the treasure they brought back and the Gold Coin icons on the monster defeat reward, and places them in their Treasure Chest.

*Note: You can exchange your gold coins for different gold coins of the same value at any time when necessary. If you run out of gold coins, substitute them with something suitable.*

*Example: Emma had 1 gold coin icon on her treasure and 11 gold coin icons on her Monster Defeat rewards. Emma collects 12 gold coins. Noah had 14 gold coin icons in total, but he did not survive. Noah does not collect any gold coins.*

Once players have finished collecting gold coins, collect all of their Level 1 Labyrinth Cards, including the cards they brought back this round, set them aside, and proceed to Round 2 (Level 2).

*Note: Any remaining Skull and Sword icons will be lost.*

*Note: Gold Coins and Sword Dice tokens in Treasure Chests will carry over from round to round.*



Round 1 (Level 1)
Round 1 (Level 1)

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### Round 2 (Level 2)

\*The rules are the same as Level 1 except for the following changes:

**Setup for Round2**

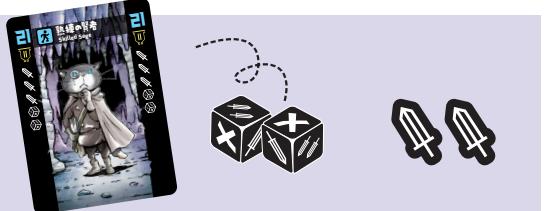
1. Shuffle the 30 Level 2  Labyrinth cards. Create 15 stacks of 2 cards each, stacking them face down in pairs as shown in the diagram. Set the other Labyrinth cards aside. Leave space next to the Labyrinth cards for a discard pile. Place the Basement 2 Floor card in the center of the table.
2. Add the Sword tokens and the +100 Sword token to the supply. Place the Sword dice next to the stock.
3. The player with the most Gold Coins in Level 1 becomes the new starting player. If there are multiple players eligible, the player who was last to play amongst these players becomes the starting player. The starting player receives the Door token.

 **Sword Dice**

If the card you brought back has  on it, roll one Sword die for each  during the combat check and receive the number of  tokens corresponding to the result. Each Sword token counts as one Sword icon during combat checks. Also, during the combat check, you can reroll the Sword dice once by returning one of your Sword Dice tokens from your Treasure Chest to the supply at any time.

 Gain 1 Sword token.
 Gain 2 Sword tokens.
 Do not gain any Sword tokens.

Note: If you run out of Sword tokens, substitute them with other tokens.  
Note: If you run out of Sword dice, roll the dice multiple times.



Example: Emma took back the 21: Skilled Sage card. Emma rolls two Sword dice. The results are  and . Emma receives two Sword tokens.

 **Equipping Treasure Cards**

If the card you took back has  on it, you can use the special effect depicted on it. However, if you do not have any Ally cards, you cannot use this effect.

 **Consuming Treasure Cards**

If the card you bring back has  on it, you can discard it to use the special effect depicted on it. You will not receive gold coins from discarded treasure cards. However, if you do not have any Ally cards, you cannot use this effect.

Note: Consuming a card is optional.

Round 2 (Level 2)
Round 2 (Level 2)

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Round 2 (Level 2)

## Equipping the Hero and the Ancient Holy Sword

Hero – Card Type (Hero)

The Hero is also an Ally card. It has a special effect on levels B2 and B3.

If you bring back the cards 1: Ancient Holy Sword and Hero  , you will receive one +100 Sword token. The +100 Sword token can be used as 100 Sword icons during the combat check.

Note: Even if you have more than one Hero Icon, you will only receive one +100 Sword token.

## End of the Round

### Combat Check

During the combat check, you can roll the Sword dice, and equip or consume Treasure cards at any time.

Note: Equipping or consuming Treasure cards or using Sword Dice tokens in Treasure Chests are optional.

### Collecting Gold Coins

Survived players receive the total number of gold coins equal to the gold coin icons on the treasures they brought back and the gold coin icons depicted on the Monster Defeat rewards. They do not receive gold coins from consumed treasure cards.

Once gold coin collection is complete, the player with the most gold coins collected in Level 2 becomes the starting player for Round 3 (Level 3). If there are multiple players eligible, the player who played later becomes the starting player. The starting player receives the Door token.

Collect all Level 2 Labyrinth Cards, including any cards brought back by players, and set them aside. Return any Sword tokens or +100 Sword tokens that players received to the Sword token area. Then, proceed to Round 3 (Level 3).

*Note: If you do not use your Sword Dice tokens in your Treasure Chest, they will carry over to the next round. You may have two Sword Dice tokens in your Treasure Chest.*

## Round 3 (Level 3)

\*The rules are the same as Level 1 and Level 2, except for the following changes:

### Setup for Round 3

1. Shuffle the 30 Level 2  Labyrinth cards face-down, then remove 6 cards face-down without looking and return them to the box.

2. Shuffle the 12 Level 3  Labyrinth cards, then turn 6 cards face-up. After everyone has looked at the face-up cards, shuffle them together with the Level 2  Labyrinth cards to create a face-down deck. Then, create 15 face-down stacks of 2 cards each. Set any remaining Labyrinth cards aside. Place the Basement 3 Floor card in the center of the table.

### Ranking numbers

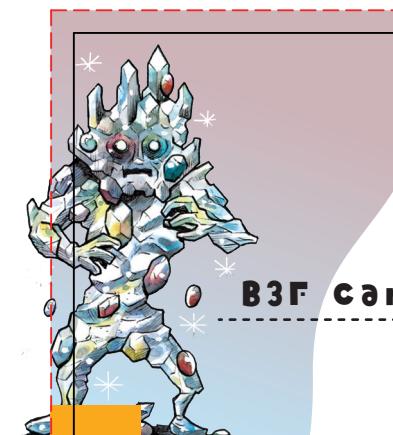
When ranking cards with the same number in A: Stay, the numbers for Level 2 are considered lower than the numbers for Level 3.

*Example: The room Emma chose had 3 cards. The numbers were  7,  11, and  7. These cards are arranged from lowest to highest:  7,  7, and  11.*

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Round 3 (Level 3)

 <p><b>B3F Cards</b></p> <p>Round 3 (Level 3)</p> <p>12</p> <p><b>7. Ancient Spellbook</b> Consume to discard one Monster card you took back and return it to the box.</p> <p><b>8. Encourage Bangle</b> Use to roll one Sword die for each Ally card you brought back.</p> <p><b>9. Hero's Helmet</b> Use to gain three Sword icons and a Hero icon.</p>	<p><b>7. Ancient Spellbook</b> 7 7 6 6</p> <p><b>20. Abyss Giant</b> Has infinite Skull icons. Note: You can discard this card with the Ancient Spellbook box.</p> <p><b>22. Legendary Berserker</b> Roll one Sword die and gain a Sword token. Repeat this as many times as you like. If you roll a X, stop rolling.</p> <p><b>23. Repacious Thieves</b> Roll one Sword die for each Treasure card you bring back. Note: Treasure cards you discarded do not count towards this number.</p> <p><b>24. Savage Assassin</b> Roll one Sword die for each Monster card you bring back. Note: Monster cards you discarded do not count towards this number.</p> <p>Round 3 (Level 3)</p> <p>13</p>
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## End of the Game

The game ends after gold coins have been collected in Round 3 (Level 3). The player with the most gold coins wins the game. If multiple players have the most gold coins, the player with the most gold coins in Round 3 wins the game. If there is a tie, the players share the victory.



## Changes to the Rules for a 2-Player Game

The rules are the same as for 3-5 players, with the following changes:

Setup for Each Round

Return all Labyrinth cards with to the box.

This should bring the total number of rooms to 12.

Turn Sequence

**Important: If there are four or fewer rooms remaining at the start of your turn, you must choose B: Leave.**

Round 2 (Level 2)

14

## Optional Rules

### Short Labyrinth

Choose either Level 1, Level 2, or Level 3 and play only that round.

### Chaos Labyrinth

Game Setup

Shuffle all cards from Level 1 and Level 2, then split them into decks of 30 cards each to create decks A and B.

Round 1: Use deck A.

Round 2: Use deck B.

Round 3: Shuffle deck B face-down, then remove 6 cards face-down to the box without looking. Randomly draw 6 cards from the 12 Level 3 cards and shuffle them face-down with deck B to create the deck for Round 3.

Note: When ranking cards with the same number in A: Stay, Level 1 is considered to have a lower number than Level 2, and Level 2 is considered to have a lower number than Level 3.



Round 3 (Level 3)

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