Theseus Vs Minotaurs

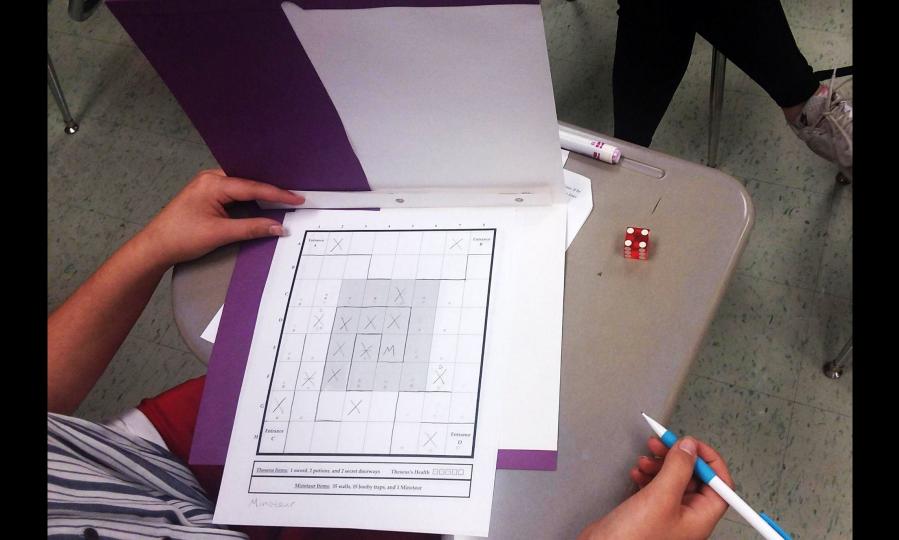
LORD OF THE LABYRINTH











MINOTAUR ITEMS



35 WALLS These can be placed on any line



IS BOOBY TRAPS X Any space but the entrance spaces

MUST BE IN ONE OF THE 16 CENTRAL SPACES

THESEUS ITEMS



2 DOORWAYS D Outside the 16 central spaces



I SWORD S Inside the 16 central spaces



2 POTIONS P Any space except the four entrances

GAMEPLAY

- 1. THESEUS ENTERS FROM ANY OF THE FOUR ENTRANCES AND MOVES ONE SPACE AT A TIME IN FOUR DIRECTIONS (NOT DIAGONALLY.)
- 2. The Minotaur tells Theseus when he encounters a wall or a booby trap.
- 3. When Theseus lands on a booby trap, he rolls a die.



• IF THESEUS ROLLS A 5-6, THE BOOBY TRAP IS DEACTIVATED AND CAN NO LONGER HARM HIM. • IF THESEUS ROLLS A 1-4, THE BOOBY TRAP HARMS HIM I HP. • THESEUS IS FREE TO MOVE ON FROM THAT SPACE, BUT IF HE RETURNS HE WILL HAVE TO ROLL AGAINST THE BOOBY TRAP AGAIN.

WINNING THE GAME

- \rightarrow Theseus continues until he reaches the Minotaur.
- → IF THESEUS HAS THE SWORD, THE MINOTAUR DIES AUTOMATICALLY.
- \rightarrow Otherwise, Theseus must roll a 5-6 to defeat the Minotaur.
- \rightarrow Each time he does not, he loses I hp.
- \rightarrow IF Theseus's HP reaches 0, the Minotaur wins.



FOR MORE INFORMATION ON THE GAME: <u>HTTPS://BIT.LY/LORDLABYRINTHGAME</u>

