

GAME INSTRUCTIONS AND RULES

1. Story of the game

The Hero and his/her team travel across Romania. On their journey through the labyrinth, they have to overcome a series of obstacles to move forward. Helping each other, they succeed in covering all the three levels of the game and exiting the labyrinth.

2. Purpose of the game

The goal of the players is to exit the labyrinth by traveling across Romania within a fixed time limit. All the team members should join forces to help the Hero reach the country exit point, namely the Western border. They have 45 minutes to overcome all obstacles.

3. Preparation of the game

At the beginning of the game, each player draws a role/character card under the Gamemaster's supervision; then they form teams as follows:

Team 1. Green Team: Green Hero + Green Advisor + Green Storyteller + Blue Guardian

Team 2. Blue Team: Blue Hero + Blue Advisor + Blue Storyteller + Green Guardian

Before the game starts, each player presents his/her character by reading what is written on the role card.

Each team receives a map board on which they will draw, with a marker, the team's path as they move forward through the labyrinth.

4. Playing the game

There are 3 Levels in the Labyrinth, designed with growing task difficulty. At the end of each Level, at the Exit point, the Storyteller and his team have to make a story and tell it to the Guardian. The story should be approximately 150-200 words. After hearing the story, the Guardian allows them to exit the respective level and start the next level of the labyrinth. Before starting the next level, the players change roles by drawing different role cards under the Gamemaster's supervision, making sure that they have now drawn a different role. However, swapping roles before a new level is not compulsory as the members are allowed to negotiate roles inside the team. The Guardian keeps the same role throughout the entire game.

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The Hero follows the Labyrinth Map (Entrance + Houses + Gates + Exit) and, according to each task specifications, he/she may do one of the following actions:

- 1. Answers/performs the task all by himself/herself;**
- 2. Asks for Resources from the Advisor;**
- 3. Finds the answer by solving a puzzle from the Guardian;**
- 4. Finds the answer on the map;**
- 5. Searches for clues on the Internet to be able to perform the task.**

The tasks are not always connected to the region with which they have been associated in the game. The Hero enters the Labyrinth with 1 LEU (the banknote/Romanian currency). Throughout the game, the Hero can buy only 1 answer. Some tasks require the Hero to find a strict answer by solving a puzzle, tasks that require the Hero to perform or describe an action and tasks that require the Hero to search the map for clues.

The Hero is rewarded by the Guardian with 1 LEU for each task that he/she solves all by himself/herself (namely, without any resources from the Advisor, puzzles, or map). There is no monetary reward for the Gates and puzzle tasks.

The Advisor holds the Book of Resources and provides help to the Hero. The Advisor is not allowed to provide the Hero with the answer but helps the Hero to achieve all tasks by providing the Hero with resources upon the Hero's request, helping the Hero solve puzzles, finding clues on the map, searching for clues on the Internet, searching for and playing songs on the Internet for certain tasks.

The Guardian holds the Treasure chest and the puzzles and can sell only 1 answer to the Hero throughout the entire game. The Guardian also holds 15 LEI, to be able to reward the Hero (with 1 Leu per right answer). The Guardian also keeps track of the total amount of time for finishing the game by exiting all the 3 Levels of the labyrinth: 45 minutes. As the team moves forward through the labyrinth, the Guardian also draws the path on the board map with a (whiteboard/washable) marker.

The use of information technology devices to find the answers to the tasks is allowed only for those tasks where this is mentioned. For the rest of the tasks, this is forbidden.

5. Ending the game

The game ends when one of the teams exits the labyrinth first after having overcome all the obstacles from the 3 Levels.

The game also ends when the 45-minute time limit for playing the game has expired, irrespective of whether the teams have completed all the 3 levels and exited the labyrinth. The game also ends if the Hero and his team cannot find the answer to a task, thus losing the game.

In the least likely situation when the 2 teams exit the labyrinth at the same time, or if the 2 teams fail to exit the labyrinth in the 45 minutes, the winning team will be settled by counting the used resources. The team that has used the fewest resources wins the game.

6. Versions of the game

There are two versions of the game:

Version 1: a game for 2-4 players, with no competitive team and no competition element; the game ends either when the 45-minute time limit is up, or when the players exit the labyrinth;

Version 2: a game for 6-8 players, forming two teams that will be competing to exit the labyrinth first.