

ESCAPE THE LABYRINTH

RULEBOOK

The game theme of escaping a labyrinth is intended to reflect the challenges faced by interdisciplinary teams, when the people working together have limited knowledge of each other's fields and need to learn how to better communicate with each other, make decision collectively, and solve problems using diverse contributions.

Number of Players: 4-8

Average Playtime: 40 minutes

GAME OVERVIEW

You and your colleagues have been trapped in a shifting labyrinth. Working together, you must move through the labyrinth and overcome its challenges before it seals and traps you all inside.

The game gives you a short amount of time to make collective decisions about cards to play from your hand. It requires you to communicate without mentioning card numbers, encouraging alternative forms of communication and problem solving.

At certain points during the game, you will be prompted to discuss challenges and experiences you have had working in interdisciplinary projects.

The objective of the game is to foster teamwork, communication and understanding between researchers, to support the success of the project you are working on.

To play, you will need a deck of standard playing cards, a timer, and the printed game elements of the GRID Game.

PRINTING ADVICE

This is a print and play game. It requires someone to print off the 15-page PDF GRID Game document. It must be printed **A4 double sided along the long edge**, in colour (recommended). You will end up with 8 sheets. Trim lines are provided to help with cutting out the game components.

This Rulebook can be printed A4 single or double sided along the long edge.

CREDITS

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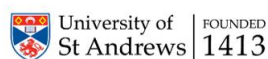
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GAME COMPONENTS

After you print the game, you will have the following components:

<p>17 Labyrinth tiles</p> <p>All the tiles except the Labyrinth Exit tile have 'Next Chamber' written on the reverse. On the front side there is artwork depicting the type of labyrinth Chamber you are entering:</p> <p>8x Challenge Chamber 4x Challenge Bridge 4x Empty Chamber 1x Labyrinth Exit</p>	 <p>Challenge Bridge Challenge Labyrinth Exit Empty Chamber</p>
<p>12 Challenge Cards</p>	 <p>1. Play cards with a total value of between 10 and 20 2. Play cards with a total value of between 16 and 20 3. Play cards with a total value of 10 or less 4. Play cards with a total value of more than 20</p>
<p>18 Discussion Cards</p>	 <p>IGNORED WARNING ONE-SIDED PROFESSOR</p>
<p>8 Character Cards</p> <p>Each player has a unique character card. The card explains the Action cards the player will use in their game, and their Special Ability. A player can use their Special Ability on themselves or on another member of the team (hence it's important that everyone is aware at the start of the game of everyone else's ability).</p> <p>A Special Ability can only be used once per game!</p>	 <p>PROFESSOR RABBIT TECH ZEBRA DOCTOR DUCK FIELDWORKER FISH DOCTOR ROOSTER POKEY ROBIN CO-COORDINATOR COW LAB RACCOON</p>
<p>4 Chit-Chat Cards</p>	 <p>CHI-CHAT Coordinator Cow and Lab Raccoon: Tell the team about your favourite film or TV show. CHI-CHAT Doctor Duck and Fieldworker Fish: Tell the team about your favourite hobby.</p>
<p>1 Deadline track and marker</p>	 <p>START FAIL</p>
<p>1 Team Leader Card (Fold down the middle to create a stand)</p>	 <p>TEAM LEADER The Team Leader leads this round</p>
<p>1 Standard Pack of Playing Cards</p>	<p>As described</p>
<p>1 Timer (phone or stopwatch)</p>	<p>As described</p>

SETTING UP THE GAME

LABYRINTH TILES:

Place the Labyrinth Exit tile at the centre of the play area. Shuffle the other Labyrinth tiles together, then place them face-down (so 'Next Chamber' is showing) in a pile on top of the Labyrinth Exit card.



DEADLINE AND MARKER:

Place the deadline track at the top or bottom of your play area. Place the Deadline marker arrow so it points to the 'Start'. During gameplay it will be moved forward and backward pointing at the time tracking boxes.

CHARACTER CARDS:

In a 4-player game, use Professor Rabbit, Doctor Duck, Director Mouse, and Lab Raccoon. These are the core four Character cards. Randomly assign Character cards to each player.

For games with more than four players, randomly assign the remaining four Character cards (Fieldworker Fish, Coordinator Yak, Rookie Robin and Tech Zebra) to each additional player.



ACTION CARDS:



Cards in the standard playing card deck are called Action cards. The card deck is split into the four suits (the jokers aren't used).

A Jack, Queen and King Action card has a value of 10. An Ace has a value of 1.

CHALLENGE CARDS:

The 12 Challenge cards are shuffled and placed face-down near the playing area.

DISCUSSION CARDS:

The 18 Discussion cards are shuffled and placed face-down near the playing area.

Each player takes the Action cards assigned to them, as written down on their Character card.

They hold their Action cards in their hand, such that no other player can see the cards they are holding. Any leftover Action cards are not used in the game.

CHIT-CHAT CARDS:

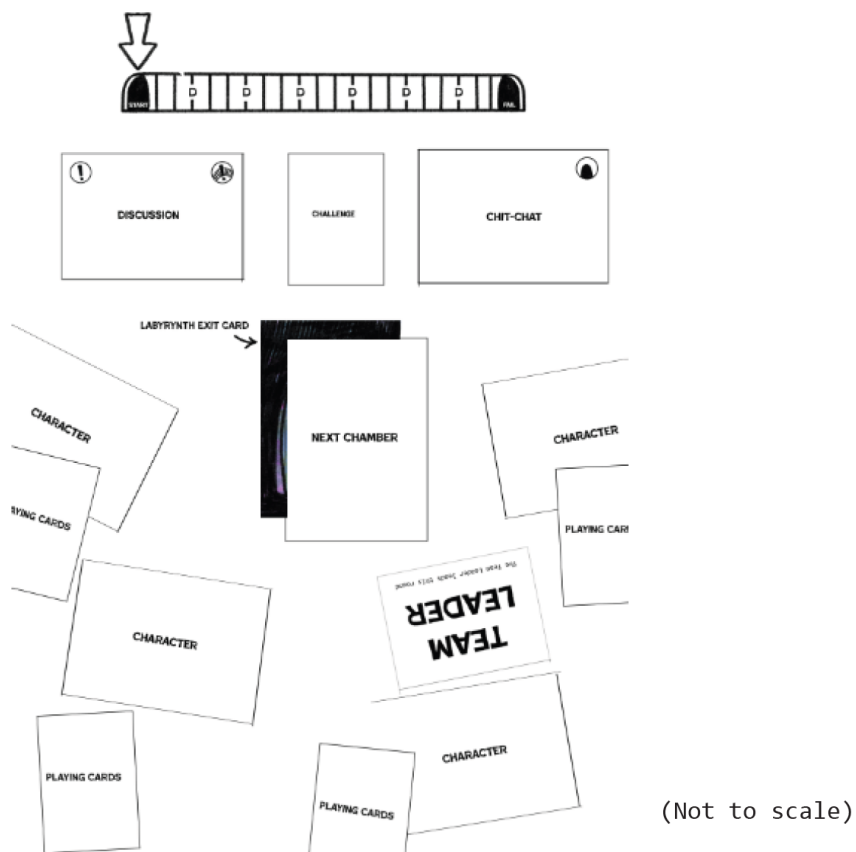
The 4 Chit-chat cards are shuffled and placed face-down near the playing area.

TEAM LEADER CARD:

Randomly assign the Team Leader card to a player. The player with the Team Leader card is referred to for the Round as the 'Team Leader'.

Note: Decide who will be timing the game challenges and give them the timer.

VISUAL REPRESENTATION OF GAME SET-UP



HOW TO PLAY

The game is played in Rounds until the players have won or lost. Before beginning the first round, each player, starting with the Team Leader and going clockwise, explains which character they are, which Action cards they have, and which Special Ability they have. Then play begins.

HOW TO WIN

To win the game you need to reveal the Labyrinth Exit tile before the Deadline marker reaches the 'Fail' box on the Deadline Track. If you do not achieve this, you have lost, failing to exit the labyrinth.

ROUND STRUCTURE

Each round consists of four phases:

Phase 1: Reveal the Next Chamber tile

1. The Team Leader moves the Deadline marker forward 1 box (towards fail).
2. They then reveal the Next Chamber tile in the pile by flipping it face-up.

Phase 2: Resolve the revealed tile

The revealed tile will be one of:

- A Challenge Chamber
- A Challenge Bridge
- An Empty Chamber

Challenge Chamber (1 minute)

1. The player with the timer starts it with a **1-minute countdown**.
2. The Team Leader draws the top Challenge card and reads the text aloud. The players attempt to resolve the Challenge before the 1-minute elapses (see Resolving Challenge cards below).
3. If the players **fail the Challenge**, the Team Leader moves the Deadline Track Marker forward depending on the number of players.
4. If the players **succeed solving the Challenge**, the Deadline Track Marker does not move. In the following round, **you may reveal two Labyrinth tiles**, ignoring the effect of the first revealed chamber. Skipping one tile makes the game easier and is optional. To continue at normal difficulty, reveal one Labyrinth tile.

<p>4 players = 2 boxes 5-6 players = 3 boxes 7-8 players = 4 boxes</p>
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Note: Playing with more players is easier, hence the larger Deadline penalty for failing a challenge.

Challenge Bridge (45 seconds)

This is resolved exactly the same as a Challenge Chamber, except the countdown is set at **45 seconds** instead of 1 minute.



Empty Chamber (2 minutes)

1. The Team Leader moves the Deadline marker back 1 box (towards 'Start').
2. They then draw the top Chit-chat card and read the text aloud. If both characters mentioned on the card are in the game, both must respond to the talking point on the card, otherwise just the first Character talks.
3. The suggested duration for this is 2 minutes, but the Team Leader can choose to allow more time.

Phase 3: Resolve a Discussion card (5 minutes)

The Deadline Tracker is marked 'D' on every third line. If during Phase 1 or 2 of the Round the Deadline marker passes through one or more 'D' lines, the game is paused in Phase 3 to resolve a Discussion card (see Resolving Discussion cards below).

Note: The recommended duration is 5 minutes, but the Team Leader decides when to conclude the discussion.

Phase 4: Clean-up

1. The Team Leader discards both the revealed Chamber tile and the Chit-chat / Challenge / Discussion card. They will not be used again in the game.
2. **If a Challenge card was resolved in the Round**, the Team Leader passes the Team Leader card to the next player clockwise, who will be the Team Leader for the next Round (the Team Leader doesn't change if an Empty Chamber tile was revealed).
3. A new Round begins.

RESOLVING CHALLENGE CARDS

1. After the Team Leader has read aloud the challenge instruction on the Challenge card, the players have 1 minute (or 45 seconds if it's a Bridge Challenge) to resolve it.
2. To resolve a Challenge, exactly **four players must simultaneously play an Action card** from their hand (or two if permitted by their Character Special Ability). If there are more than four players, **the other players must discard an Action card** from their hand face-down in their play area **at the same time**. The Action cards played by the four players must collectively meet the challenge.
3. A Challenge is failed if the players do not play their cards within the 1m / 45s deadline, OR the cards played do not meet the Challenge requirement.

It is the role of the Team Leader to help the other players decide who is playing what to meet the challenge, and in a game with more than four players, which players are playing cards to resolve the challenge, and which players are discarding cards facedown.

4. After having resolved the Challenge, each player's Action cards that were played or discarded remain discarded until the player runs out of cards in their hand (or uses a Character Special Ability to retrieve them). A player's discard pile cannot be examined by any other player. If a player has no cards left in their hand at the end of a Challenge, they pick up all their discarded cards to form a new hand.

Playnote:

Each player has a discard pile of their own Action cards. Cards are placed in the pile after being played to resolve a Challenge. If playing with more than four players, cards are also placed directly in the discard pile facedown by players that did not participate in the challenge. Players only redraw their hand of cards after they have discarded the last card from their hand.

Rules for resolving a Challenge card:

- The Jack, Queen and King Action card have values of 11, 12 and 13, respectively.
- An Ace has a value of 1.
- Players can discuss general strategy.
- Players cannot discuss or reveal specific card values.
- Allowed: "I can try and meet the lower number required" or "I can help with even cards"
- Forbidden: "I have a 4" or "My highest value card is a Jack."

RESOLVING DISCUSSION CARDS

To resolve a Discussion card, the Team Leader draws the top Discussion card and reads aloud the situation text in the left column and then chooses one of the two talking points in the right column.

The players collectively discuss the issues raised, with the Team Leader leading the discussion and ensuring that all players have an opportunity to speak.

There is no time limit on the discussion, but the recommended duration is 5 minutes to

ensure the game is completed within one session.

The players are encouraged to use the opportunity to better understand the experiences and perspectives of the other players.

Once the Team Leader feels the talking point has been sufficiently explored by all members of the group, they declare the Discussion card as resolved and play moves to Phase 4.

Rules for resolving a Discussion card:

- If the Deadline marker passes two 'D' lines inside a single Round (only possible in games with more than 5 players), only one Discussion card is resolved.
- Each 'D' is only triggered once in a game. This means that if an Empty Chamber tile pushes the Deadline marker back and passes a 'D' that has already been triggered, it is not required to draw another Discussion card.

Playnote:

The Discussion cards cover issues that can emerge in interdisciplinary research projects. These discussions are in some ways the heart of the game, as they are the medium through which team members on the project get to better understand each other's perspectives and experiences.

EXAMPLE OF PLAY

It's the start of the Round so the Team Leader moves the Deadline marker forward one box, then reveals the top Chamber tile. It is an 'Empty Chamber', so they move the marker back one box, then draw the top Chit-chat card. This requires Doctor Duck to tell the rest of the players about their favourite hobby. Having done so, the Team Leader then discards the Chamber tile and Chit-chat card and a new Round begins. As no Challenge card was resolved during the Round, the Team Leader stays the same.

The Deadline marker is moved forward one box, and the next Chamber is revealed. It is a Challenge Bridge! The timer is set to 45 seconds and started, then the Team Leader reveals the top Challenge card. It has the following challenge: "Play cards with a total value of between 15 and 18."

As there are five players in the game, one player will need to discard a card rather than playing it. The Team Leader leads the discussion on who should play cards. All players are careful not to mention any specific card numbers during the discussion. After about 30 seconds they agree they are

ready to play. Four players play Action cards, and the fifth discards a card.

The Action cards played are a 1, 2, Jack and 6. This is a failure, as the value of the four cards played is 20, two higher than permitted. As a consequence, the Deadline marker is moved forward by 3 boxes (as required in a 5-6 player game). The players place their played Action cards face-down in their own discard piles.

When the Deadline was moved forward by the failed challenge, it passed a 'D' on the Deadline track. The game is now paused, and the Team Leader draws the top Discussion card. They read the situation text and choose one of the talking points, leading the subsequent discussion. After around 5 minutes the discussion comes to a natural conclusion, and the game begins again with the Clean-up Phase.

The Team Leader removes the Chamber tile, Challenge card and Discussion card. Since a Challenge was resolved this Round, they also pass on the Team Leader card to the next player clockwise from them. A new Round begins...

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