

LIBRARY LABYRINTH

1-5
Players



Age
12+

30-45
Minutes

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DISSENT

You and your companions have accidentally unleashed a Magical Bookwyrm, which is wreaking havoc in the library! It's opening all the books, bringing literary Terrors to life, and moving the shelves around!

You'd better fix this before the library is overrun with terrible things...

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Objective

You and your companions must work as a team to defeat the Bookwyrm before time runs out or the library is overrun with Terrors.

You will each gather a team of inspirational fictional and historical Book Characters who will help you to capture the escaped literary Terrors and return them to the right Shelves, before it's too late!

How To Win

You win the game together when you return one captured literary Terror to each of the six Shelf genres.

You lose the game if:

- 1) the Disturbance Deck runs out of cards
- or*
- 2) there are ever six Terrors on the grid of Floor tiles

What's In The Box

30 octagonal Floor tiles

- 1 double sided centre tile
- 4 blank crossroads
- 15 Terror (8 T-junction, 7 corner)
- 7 Shelf (3 T-junction, 4 corner)
- 3 Reward (1 T-junction, 2 corner)

Backs of 29 tiles are dark, see back and examples of fronts below



15 Reward cards

- 6 magical items
- 9 boosters for actions

Uniform backs, example front



60 Book cards

- 9 red Children's Fiction
- 9 pink Classic Fiction
- 11 orange Legends
- 7 green Science
- 12 blue Historical Leaders
- 12 purple Amazing Lives



Also included are 6 additional blank cards to create your own characters

31 Disturbance cards

- 8 standard curse cards
- 2 optional double cards
- 1 Out of Time card

Uniform backs, example front



24 square Terror tokens

Uniform back, example fronts



6 square Shelf tokens

Uniform back, example fronts



1 Current Player token

1 Pass-An-Action token



5 colourful player meeples

- 1 white Trolley meeple
- 1 grey Bookwyrm meeple



5 Player Aid cards and

1 solo Player Aid card

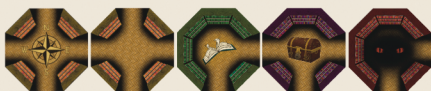


Also included: this rulebook, a background booklet, and a small cloth bag for the meeples.

How To Set Up

- 1 Start with the octagonal Floor tiles. Choose 25 tiles based on the desired difficulty level below, and put the remaining five tiles back in the box.

(See page 12 for more information about the five different types of Floor tiles. Some tiles have both corner and T-junction versions, which are counted as the same during set up.)



Novice/Solo	1	4	7	3	10
Standard	1	3	6	3	12
Advanced	1	2	6	3	13
Expert	1	2	6	2	14

Place the double-sided compass tile in the centre of the playing space. Shuffle together the rest of your chosen Floor tiles, and place them face down in a 5x5 grid, with the compass tile in the centre. See the picture opposite.

Ensure the face-down Floor tiles are placed so that the semi-lit pathways align on the sides where the tiles meet, leaving a small gap.

- 2 Shuffle the small square Terror tokens and place this stack face-down beside the grid.
- 3 Shuffle the six small square Shelf tokens and place this stack face-down beside the grid.
- 4 Shuffle the Reward cards and place this deck face-down near the grid.

- 5 Separate the Book cards according to their different coloured backs (genres). Shuffle each deck separately and place the six decks face down to one side of the grid of Floor tiles.

- 6 Remove the “Out of Time” card and place face down near the grid of Floor tiles. Now remove the optional “double curse” cards from the Disturbance deck.

Shuffle the remainder of the Disturbance cards and count out the number of cards appropriate for the number of players.


Players	1	2	3	4	5
Cards	16	18	21	24	25

Place these face down on top of the “Out of Time” card. Put the remaining cards back in the box.

- 7 Place the grey wooden Bookwyrm in one of the outer junctions between tiles. (See opposite.)
- 8 Place a coloured wooden meeple for each player on the central compass tile. Give each player the appropriately coloured Player Aid card to remind them which colour is theirs!
- 9 Each player takes one Reward card and three Book cards from any combination of genres. This is your starting hand, and it’s a good idea to have a range of genres.

Use open hands (placing the cards in front of you rather than keeping them hidden) and wait until all players have taken cards before revealing.

Your hand limit is six.

The Bookworm can be placed in any of the junctions in this outer ring, which are marked here with faint gold stars. You don't need to start in this specific junction. 

Place the Floor tiles close enough that you can easily see the path from one to another, but far enough apart that you'll be able to **flip** and **rotate** them.

TURN ORDER

1. Pick up the Bookworm.
2. Pick up the Bookworm.
3. Pick up the Bookworm.
4. Pick up the Bookworm.
5. Pick up the Bookworm.
6. Pick up the Bookworm.
7. Pick up the Bookworm.
8. Pick up the Bookworm.

9 Positivity
Flexibility
Stamina
Curiosity
Alice

8 Strength
Compassion
Judgement
Deborah

7 Courage
Solidarity
Kindness
Leadership
Gracia Mendes Nasi

6 Children's Fiction

5 Classic Fiction

Legends

Science

Historical Leaders

Amazing Lives

1 "Drink Me"
This card may be used in place of two green logic symbols.

How To Play: Turn Order

The person who most recently read part of a book goes first. Audio books and e-books count too — this rulebook does not.

Each player's turn consists of three phases.

1 Action Phase. Carry out up to three actions. The actions you can take are explained in detail on the opposite page. Throughout the rulebook, actions are in **bold**.

You may carry out the same action more than once during a turn. For example, you may decide to use your three actions to **flip** three Floor tiles.

You may give one of your actions to the next player, using the Pass-An-Action token to keep track. You can only pass on one action.

Because this is a cooperative game, it's a good idea to discuss your actions! However, the final decision belongs to the person taking the action.

The solo game has one extra action, and a few different rules. See page 17.

Activation! Floor tiles containing Terrors or Shelves are activated as soon as they are **flipped** — regardless of whether this was caused by a player or a Disturbance card. This means that a Terror or Shelf token is taken from the stack and placed face up on that Floor tile.

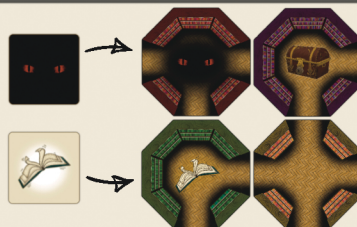
2 Disturbance Phase. Reveal the top card from the Disturbance deck and carry out the action as directed on the card.

The Disturbance card shows you which of the four Floor tiles around the Bookwurm has been cursed (ie disturbed) this turn. To identify the correct tile, align the compass on the card with the compass in the centre of the library and the Bookwurm on the card with the Bookwurm meeple. The chosen tile is highlighted in pink.

Once you've taken the action which is appropriate for that specific Floor tile, discard the Disturbance card. The final card in the Disturbance deck is the "Out of Time" card, which ends the game immediately when revealed.

3 Bookwurm Phase. **Move** the Bookwurm piece clockwise to the next outer junction between the octagonal Floor tiles. In the example on page 9 that means **moving** one space to the right, which is marked with a star.

Beware! The Bookwurm is likely to make more than one circuit of the grid during your game...



Reward and Crossroad tiles do not have tokens, so they do not activate.

Actions

You can do any of the actions in any order, and you may do the same action more than once in a turn.



Take a Book card from any of the six genre decks. You must have space in your hand for this card. (Your hand limit is six, and you can discard cards at any time for free.)



Flip an adjacent (not diagonal) dark (face down) Floor tile to its lit side. If a red Terror or green Shelf icon is revealed, immediately activate it by placing a Terror or Shelf token face up on that location; whichever is specified by the icon.

You do not need to have a clear pathway leading from your current tile to the adjacent tile in order to **flip** it. (You can look through the bookcases on the edges of the Floor tiles, but not walk through them!)

Whether you **flip** vertically or horizontally, be careful not to **rotate** the tile as you do so, as this could change the direction of the pathways. Looking at the Floor tile and then deliberately choosing its orientation is not allowed.



Rotate your own or an adjacent (not diagonal) lit tile 90° in either direction. You do not need a clear path from your location to **rotate** a Floor tile.



Pass a card or cards between yourself and another player on your Floor tile. You may give one card, or receive one card, or swap one card for one card.

Both Book cards and Reward cards may be **passed**. In the multiplayer game you cannot **pass** captured Terrors, but you may do so in the solo game.



Move as far as you wish along an unblocked and lit pathway. You may **move** around corners. Terrors and Shelf tokens block your path. You also cannot **move** through the bookcases on the edges of the Floor tiles or through dark (face down) Floor tiles.

Move actions may also contain a second, automatic part. This does NOT cost an additional action, but is included in your **move** action. In the multiplayer game, the three possibilities are:



Move and capture. To **capture** a Terror, you must have the cards to defeat it in your hand. This means that you must be able to match all the symbols on the Terror with symbols on your cards. See page 8 for an example.



Move and return a Terror. To win the game, you must **return** six captured Terrors to the six Shelves. One of the symbols on the Terror must match the Shelf symbol. When you **return** a Terror, you draw a Reward card. See page 8 for an example.



If you land (finish your **move**) on a purple Reward tile, you may draw a Reward card.

Example of Capturing and Returning

In this example, you'll be taken step by step through how to **capture** the Basilisk and then **return** it to the purple shelf. This takes two actions: first **move and capture**, and then **move and return**.

The Book cards, Terrors, and Shelf tokens feature combinations of colourful symbols, which you need to match in order to **capture** and **return** Terrors. See page 16 for details.



To **capture** the Basilisk you need one blue hourglass, one purple fist, and one orange athlete. Combining the Book cards for Jo March and Nzinga gives you the required symbols. (You don't have enough to **capture** the Kraken, as it requires two of each type.)

First, **move and capture**.

1. **Move** on to the Basilisk's Floor tile by following Arrow 1, from the purple meeple to the Terror token.
2. Gather all the cards used in a pile. (As if Nzinga and Jo are now guarding the Basilisk.)
3. Remove the Terror token (the Basilisk) from the library, and place it on top of the gathered cards. The Basilisk is now **captured**, and it and the cards used to **capture** it together take up one of the six slots in your hand. (See FAQs on page 18 for why.)

The Floor tile is now empty and safe to **move** through or finish a **move** on. Your first action is complete.

8



Then, **move and return**.

1. **Move** to the purple Shelf token following Arrow 2. (The Basilisk could be **returned** to the blue Shelf, but the paths are blocked.)
2. Take the **captured** Terror from your hand and the Shelf token from the library, and place them together beside their corresponding Book genre deck ("Amazing Lives" in this case). The Shelf space on that Floor tile is now empty and safe to **move** through or finish a **move** on.
3. Discard the cards used to **capture** the Terror and draw a card from the Reward deck. You have now completed your second action.

Example of Disturbance Cards

Once you have identified the Floor tile chosen by checking the compass and the location of the Bookwurm, then the specific disturbance depends on the current state of that tile.

Only one of these disturbances will ever be relevant to any Floor tile, and so you only carry out that one. Don't attempt to do all four!

- IF the highlighted tile is currently dark (such as the tile south west of the Bookwurm), THEN you must **flip** it to its lit side. If it is a Terror or Shelf, it automatically activates. See page 6 about activating.
- IF the highlighted tile is currently occupied by either a Terror token Shelf token or a player (such as the tile south east of the Bookwurm), THEN you must **rotate** it 90° clockwise.
- IF the highlighted tile is an empty Terror space (such as the tile north west of the Bookwurm, where the original Terror has been captured), THEN you must re-activate it by taking a new Terror token and placing it on the Floor tile.
- IF the highlighted tile is an empty Floor tile which is NOT a Terror space (such as the tile north east of the Bookwurm where the original Shelf has already been filled with a captured Terror), THEN you must **flip** it back to its dark side. This applies to empty Crossroad tiles and Reward tiles as well as Shelf tiles.



This game includes two extra “double curse” cards, which are for those players who wish to add more tension! If you use these, then make sure you apply a disturbance to both tiles highlighted.



Two Example Turns

In this game, there are two players. They have set up the games as on page 4 with 18 Disturbance cards and with the Floor tiles for a standard game. They are a few moves in, and now it is the Blue Player's turn.

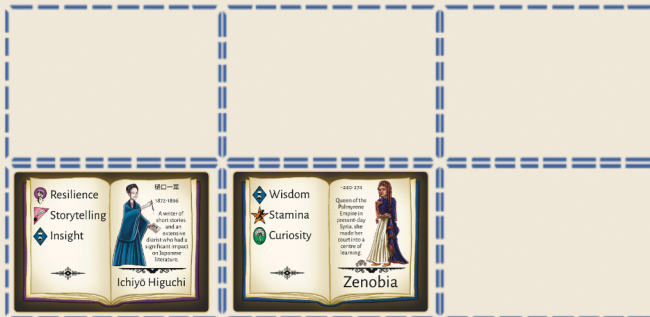
The main picture on this page shows part of the library grid, and beneath these paragraphs are the two players' hands.

This example will show two turns, step by step. These aren't the only choices these players could make, but it does demonstrate how turns might work in practice.

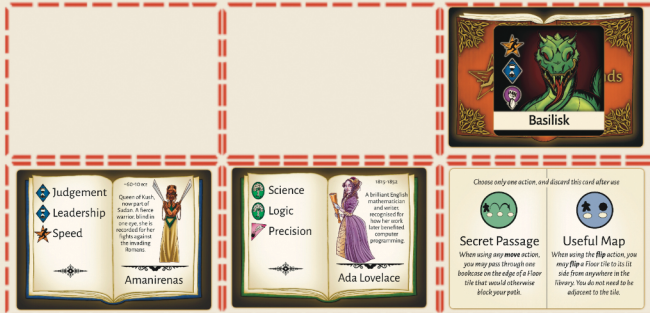
This example also shows the Disturbance and Bookworm phases, which happen after each player has taken their actions.



Blue Player's hand



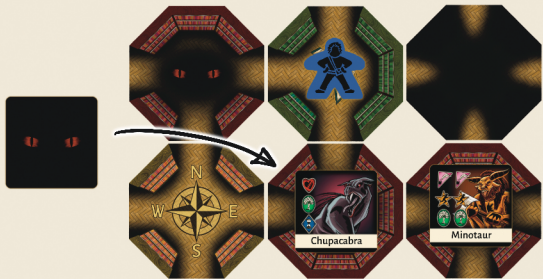
Red Player's hand



Action Phase — Blue Player

Action 1. The Blue Player cannot **capture** any of the Terrors with the cards currently in their hand. They decide to use their first action to **flip** over a dark Floor tile to explore the library further. They **flip** the Floor tile to the south of them (note the compass symbol on the central tile).

The **flipped** Floor tile reveals a Terror icon and so the Blue Player activates the tile by taking a new Terror from the stack. In this example, that Terror is the Chupacabra. They place it face up on the Floor tile revealed.



Action 2. For their second action the Blue Player chooses to **take a Book** card. They could **capture** the Chupacabra if they added a red empathy symbol to their hand. So, the Blue Player **takes** a Children's Fiction Book card, as this is guaranteed to provide at least one heart symbol. The Blue Player's new card is Anne Shirley.



Action 3. For their third action the Blue Player can **capture** the Chupacabra. They need one each of the red, green, and blue symbols. They can combine their Anne Shirley and Zenobia cards to get these symbols and **capture** the Chupacabra.



They **move** their player meeple to the Floor tile with the Chupacabra token. They must automatically **capture** it as part of the **move** action. They gather the two cards (Anne and Zenobia) and the Chupacabra token in one pile. This pile now goes into their hand and fills one slot, just as if it was a single object. The Blue Player's meeple stays on the empty Floor tile.

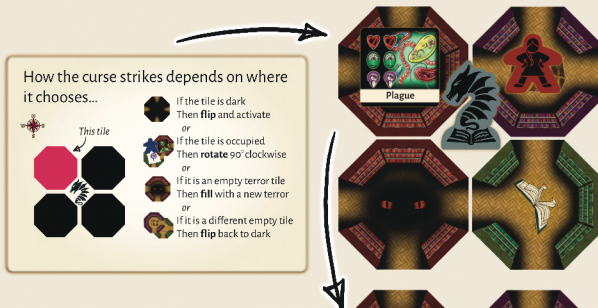
Blue Player's new hand



Disturbance Phase

The Blue Player reveals the top card of the Disturbance deck. It highlights the north west tile.

The Blue Player identifies the Floor tile by noting where the Bookworm is and the direction of the compass in the centre of the library.



As this tile is occupied by a Terror token, it is **rotated** 90° clockwise.

Bookworm Phase

The Bookworm **moves** one space clockwise to the next outer junction.



That is the end of the Blue Player's turn.

It is now the Red Player's turn.

Action Phase — Red Player

The Red Player has two cards and one captured Terror (the Basilisk) in their hand. They would like to **return** the Basilisk to a Shelf, as filling all six Shelves will win the game.

There are three Shelves on the library grid at the moment — purple, blue, and red. (See the original grid on page 11.) The Basilisk doesn't have a red symbol, so it can't be **returned** to the red Shelf. The blue Shelf is blocked by the Minotaur on one side and the purple Shelf on the other side. (Even though the Shelf tokens are “friendly”, they still block the path.)

Action 1.

For their first action, the Red Player **rotates** the tile they are occupying. This creates a path.



Action 2. For their second action, the Red Player **moves** and **returns**.

There is a bookcase in the way, but they discard their Secret Passage card in order to **move** through it. (This card only allows you to pass through one bookcase, which is why they needed to **rotate** their Floor tile earlier.) They finish their **move** action on the purple Shelf token.

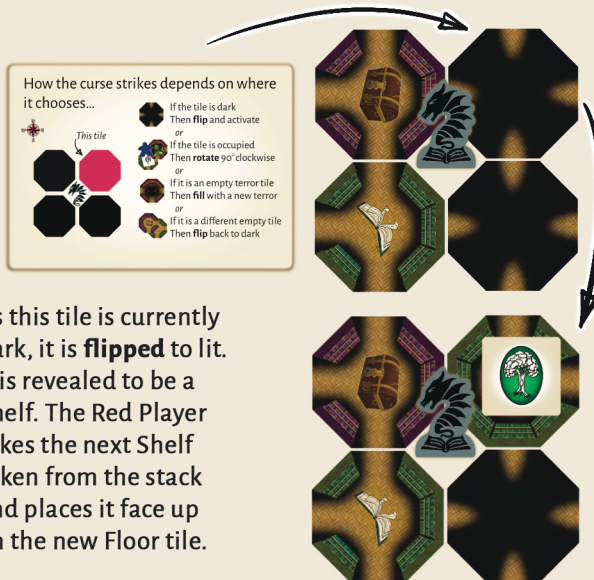
They take the purple Shelf token and the Basilisk token and place them together next to the deck of purple cards. They discard the cards which were used to capture the Basilisk (ie the ones which were part of the combined pile). Finally, they **take a Reward** card into their hand.



Action 3. For their third action, they **move** to the same Floor tile as the Blue Player. Perhaps the Blue Player could use some of their cards next turn?

Disturbance Phase

The Red Player reveals the top card of the Disturbance deck. It highlights the north east tile. The Red Player identifies the Floor tile.



As this tile is currently dark, it is **flipped** to lit. It is revealed to be a Shelf. The Red Player takes the next Shelf token from the stack and places it face up on the new Floor tile.

Bookworm Phase

The Bookworm **moves** on one outer junction.

Remember that the Disturbance and Bookworm phases happen after each player's turn.



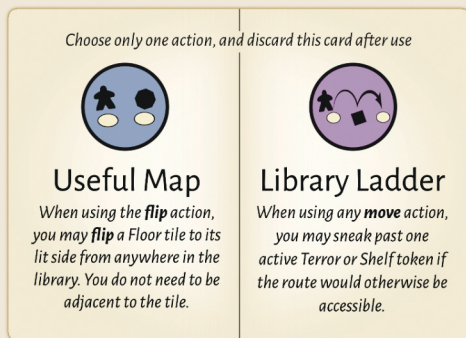
Reward Cards

There are two types of cards in the Reward deck – Magical Item cards and Booster cards.

Magical Item cards. These objects have fallen out of books. Each card has two symbols in the bottom right corner. Use these alongside the symbols on the Book cards in order to **capture** Terrors. There is one Magical Item card per genre.



Booster cards. These are played on your turn and enhance your action in the way specified on the card. Each card has two options and you choose which option to use when you play the card.



Boosters enhance your action as follows:



Time Machine – Take an additional action during your Action phase.



Trolley Service – When using the **pass** cards action, the two players (or solo player and Trolley) may be on different Floor tiles.



Library Ladder – When using the **move** action (including **move and capture** or **move and return**), you may **move** sneakily past an active Terror tile or Shelf token if the route would otherwise be accessible.



Secret Passage – When using the **move** action (including **move and capture** or **move and return**), you may **move** through ONE bookcase on the edge of a Floor tile that would otherwise be blocking your path. To **move** through two bookcases, you would need two Secret Passage cards.



Useful Map – When using the **flip** action, you may **flip** a tile to lit side from anywhere: you do not need to be adjacent.



Library Card – When using the **take a Book** action, take one additional card from any of the genre decks.



Photocopier – When using the **move and capture** action, you may mimic a Book card in your own hand to double symbols.

Each Reward card can only be used once, and is then discarded. You may use multiple Reward cards at the same time on the same action.

Hand Management

As suggested on page 4, we recommend that you show your fellow players what you hold in your hand by playing with your cards face up in front of you where all players can see.

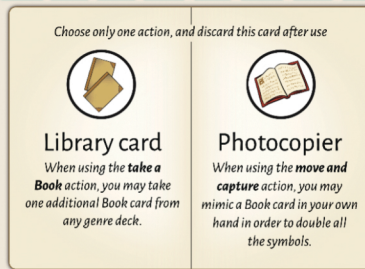
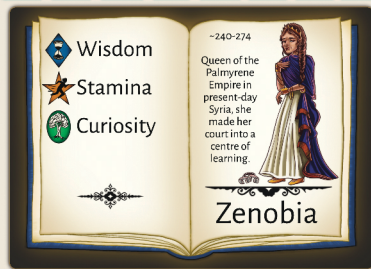
Each player has space for six card slots in their hand at any time. This could be any combination of Book cards, Reward cards, or Terrors — they all count towards the hand limit.

All your cards must be placed into your hand in front of you as soon as you draw them. You may not keep any cards or captured Terrors elsewhere.

You may discard cards from your hand for free at any time. This doesn't cost an action, and can be done even when it's not your turn. You may not draw or receive any additional cards if you don't have space for them.

A captured Terror fills one "slot" in your hand and counts towards your six card limit. The cards you used to **capture** the Terror cannot be used again, so place them under the Terror token in your hand and discard them when you return the Terror.

You may not discard a captured Terror, even if you cannot **return** it. You cannot **pass** a Terror to another player in the multiplayer game. You can **pass** Terrors to the Trolley in the solo game.

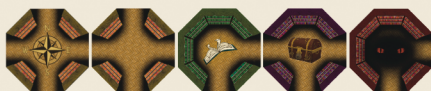


This hand has five slots - two Book cards, two Reward cards, and one captured Terror. This is one slot empty (where this text is).

Adjusting The Difficulty

The most effective way to make the game harder or easier is by using different combinations of Floor tiles.

There are 30 Floor tiles in the box. Each game uses 25 tiles, in these quantities:



Solo	1	4	7	3	10
Novice	1	4	7	3	10
Standard	1	3	6	3	12
Advanced	1	2	6	3	13
Expert	1	2	6	2	14

Different Floor tiles also have different pathways — gold tiles are crossroads, while the Shelf, Terror, and Reward tiles are corners or T-junctions.

When choosing your Shelf, Terror, and Reward Floor tiles, pick a random combination of corners and T-junctions. However, if you wish to tweak the difficulty even more precisely, choose mainly corners for a slightly harder game!

It is also possible to make the game harder or more tense by substituting some of the Disturbance cards for the “double curse” cards, as these mean that it’s possible for the Bookwurm to reveal two Terrors at once.

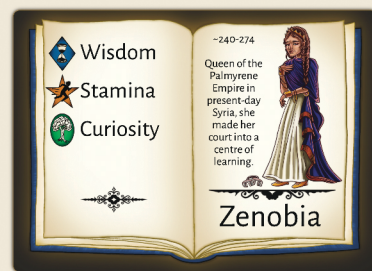
You can also make the game easier by increasing the number of cards in the Disturbance deck. This increases the number of turns for each player.

Symbols & Colours

Six colourful symbols appear on the Book cards, as well as on the Terrors and Shelf tokens.



Each Book card has three or four symbols, and the first symbol always matches the cover of the card. (The accompanying words simply tell you about the character.)



Each Terror has three different symbols, or two pairs, or three pairs. To **capture**, you must match every symbol and can combine any number of cards to do so. To **return**, one of the many symbols on the Terror must match the symbol on the Shelf token.



Solo Game

So, you got trapped in the library alone? Never fear, your semi-sentient Trolley companion is here!

Yes, really. Your Trolley acts like a cross between a second player and an overflow hand. It can **move** independently to you and you can **pass** cards and Terrors to it.



During your turn (which is every turn!) you can **move** either your player piece or your Trolley, or a combination of the two. You still have three actions per turn. Remember the Disturbance and Bookworm phases after you take your three actions.

Solo Set Up

The set up is the same as on pages 4-5, using the solo mode ratio of different Floor tiles and starting both Trolley and player meeple on the central compass. Use more corner shaped Terror Floor tiles for a harder game and more T-junctions to make the game easier.

Solo Actions

There are four key differences when playing solo:

- 1 You may **pass** captured Terrors
- 2 It does NOT cost an action to **pass** cards or captured Terrors (on the same Floor tile)
- 3 The Trolley cannot **capture** or **return** Terrors without your player meeple
- 4 You can use the special **move and ride** action, where your Trolley and player meeple **move** together



Flip an adjacent (not diagonal) Floor tile from dark to lit.



Rotate your own or an adjacent Floor tile.



Pass cards or captured Terrors between you and the Trolley when on the same Floor tile. (This is free, so does not count towards your three actions per turn.)



Take a Book card from any genre deck.



Move along a lit, unblocked pathway. Depending on where you finish your **move** and what you have in your hand, you may also carry out the automatic, bonus parts detailed below.



Move and take a Reward card by ending your **move** on a Reward Floor tile.



Move and capture a Terror. Example on page 7. Only your player can do this: the Trolley may not **capture** alone.



Move and return a captured Terror. See page 7. Only your player can do this: the Trolley may not **return** alone.



Move and ride, moving both your player meeple and the Trolley meeple at the same time. If the two meeples start on the same Floor tile then they may be **moved** together. You may combine **move** actions to create a single **move and ride and capture** action where some or all of the cards used to **capture** the Terror come from the Trolley. You may also **move and ride and return** with a **captured** Terror held by the Trolley.

Frequently Asked Questions

What counts as 'adjacent'?

In Library Labyrinth the Floor tiles diagonal from your tile do not count as adjacent. Only the orthogonal Floor tiles are adjacent.

Can I land on a Terror token without capturing it?

No. You may only move on to a Floor tile containing a Terror if you are immediately capturing it. You may only move on to a Floor tile containing a Shelf if you are immediately returning a captured Terror.

Do all Floor tiles activate when revealed?

All Terror and Shelf Floor tiles get a face up Terror/ Shelf token when flipped from dark to lit side. Floor tiles depicting the Reward icon do nothing until you end your move on one.

Can I still take Book cards from a deck which has had its Shelf filled with a Terror?

Yes. When returning a Terror, you place the Terror and Shelf tokens next to the corresponding deck of Book cards simply for convenience. It does not impact your ability to take Book cards of that genre.

Can I move past another player?

Yes. Your path is not blocked by other players. It is only blocked by Terror or Shelf tokens, or by dark (face down) Floor tiles. There's also no pathway through the bookcases on the edges of Floor tiles.

What if a deck runs out?

That depends on the deck.

— If a Book genre deck runs out and there are Book cards of that genre in the discard pile, then these can be reshuffled to form a new deck for that genre.

— If the Reward deck runs out, and there are Reward cards in a discard pile, these can be reshuffled to form a new Rewards deck.

— If the Disturbance deck runs out, you'll draw the Out of Time card, and the game ends.

Does the Bookwyrm ever help players?

Occasionally, yes. For example, if an empty Floor tile depicting a Shelf icon is flipped to dark by a Disturbance card, it will re-activate with a new Shelf tile when flipped back to its lit side!

Why keep cards used to capture a Terror in my hand?

Keeping the cards helps you to remember that one of the slots in your hand is a captured Terror.

What happens if all Floor tiles around the centre are Shelves?

There is a very, very slim chance that the first four tiles will be Shelves. If this happens, reshuffle the Floor tiles and start again.

Who has the final say?

If there's ever any disagreement about strategy, the current player has the final decision about what happens on their turn.

Where can I find out more?

There is a background book included which provides more detail, particularly about the literary Terrors. There is also a website, www.librarylabyrinth.com, which contains workshop materials for those who want to play Library Labyrinth in schools and youth clubs. And do feel free to reach out to us!

Where are the Book characters and Terrors from?

All fictional works are in the public domain: either by virtue of the author having been dead for 70 years, or the works having been made into films which are out of copyright, or because the story is a folktale.

All historical figures have been dead for at least 50 years, with the majority having died more than 100 years ago.

We are all British, and so much of what is on the cards will be familiar to a British audience. However, a library is supposed to stretch our knowledge. We have sought advice from people who do know about these historical figures. We have read the books in which fictional characters feature and have asked cultural consultants how the character is generally imagined or portrayed.

About The Team

Dissent Games is based in the UK.

Library Labyrinth was designed by Jessica Metheringham and Mill Goble, with art by Samantha Grieve, Ella Royer, and Jessica Metheringham.

Thank you to those who helped during the testing of the game and with getting the word out, especially Ann Jones, David Wells, Oliver Robertson, Alexi McCreedy, Sepi Madamba, Imogen Hewlett, Jason Perez, and many playtesters including the Virtual Playtesting group and Protospiel Online.

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LibraryLabyrinth

www.librarylabyrinth.com

Play online at Screentop.gg

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Quick Rules

1. Action phase.

Take three actions.
Actions are listed in the opposite column.

2. Disturbance phase.

Reveal the top card from the Disturbance deck and follow the instructions on the card. Discard the card afterwards.



3. Bookwurm phase.

Move the Bookwurm one junction clockwise.

How To Win

You win the game when you return one captured literary Terror to each of the six Shelf genres on the tokens.

You lose the game if either the Disturbance deck runs out of cards, or if there are ever six Terrors on the grid of Floor tiles.



Prefer a different format?

Scan this QR code or visit www.librarylabyrinth.com to watch a video and find a searchable PDF.



Flip an adjacent (not diagonal) dark (face down) Floor tile.



Rotate your own or adjacent Floor tile 90° in either direction.



Pass card/s between two players on the same Floor tile.



Take a Book card of any colour from the top of any of the different genre decks.



Move as far as you choose along an unblocked, lit path. (Including round corners.)

Depending on where you choose to land, there may be a second, bonus part included in your **move** action.



You can end a **move** on a Terror only if you use cards in your hand to **capture** it. **Capturing** a Terror is automatic and doesn't cost an additional action. The Terror and the cards you used to **capture** it go into your hand and take up one of your six slots.



You can end a **move** on a Shelf only if you immediately **return** a captured Terror. Those Terror and Shelf tokens are placed together next to the relevant genre deck. The cards used to **capture** are discarded. This is automatic, not an additional action. **Take a Reward** card when you **return** a Terror.



You may choose to **take a Reward** card if you finish a move on a Floor tile with a Reward icon. It is not an additional action.