

# DÉDALE

1-4 players    10 minutes    age 8+



more Labors



FESTIVAL   
ALCHIMIE  
DU JEU  
TOULOUSE

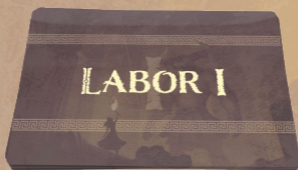
# COMPONENTS



**1 Minotaur card**



**24 Labyrinth cards**



**10 Labor cards**

According to Greek mythology, King Minos of Crete entrusted a daunting task to the architect **Daedalus**: to construct an inescapable labyrinth from which no one could ever escape.

The purpose of this structure was to eternally imprison the fearsome half-man, half-bull creature known as the **Minotaur**.



## GAME GOAL

In this **cooperative** game, you play as the assistants of the architect Daedalus.

Your goal is to succeed in locking the Minotaur in a labyrinth by completing **increasingly difficult Labors**.


# SETUP

1. Place the **Minotaur card** **A** into the middle of the table.
2. Shuffle the **24 Labyrinth cards**.
3. Deal **all the Labyrinth cards** evenly between the players.  
*These cards form a draw pile in front of each person, with the face showing a unique Tile visible **B**.*
4. Choose a **Labor card** **C** and reveal the conditions to meet in order to win.



5. Each person takes **2 Labyrinth cards** from their draw pile.



 For the first Labor, only take one Labyrinth card in hand!

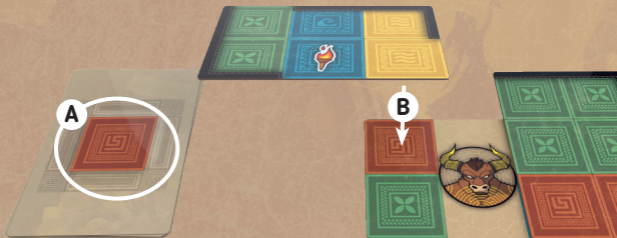
6. Determine the order of play: choose who starts, then **play in turn clockwise**.

# GAME TURN

*A turn consists of playing a card from your hand to build the Minotaur's labyrinth.*

1. Look at the **type of Tile represented above your draw pile** **A**.
2. Place your **Labyrinth card** by covering at least one **Tile of the indicated type** **B**.

*If there is no Tile of this type in the labyrinth, you can place your card on another Tile.*





## PLACING RULES

- It is always mandatory to **cover at least one Tile!**
- It is allowed to cover multiple Tiles, even of a different type than the one indicated.
- It is forbidden to cover all or part of the **Minotaur**.

*All other elements present on the cards can be covered.*

- It is allowed to create **holes** in the labyrinth.

*Holes do not block the Minotaur.*



3. Draw a new Labyrinth card.  
*When your **deck is empty**, continue playing your turns with the cards in your hand. You can place these last cards wherever you want as long as you follow the placing rules.*
4. Once your Labyrinth card is placed your turn ends. It is then the next person's turn to play.





# ARIADNE & THESEUS

*Theseus and Ariadne will help you in your adventure!*

When you have a **Labyrinth card with one of these characters** in your hand, you can place it wherever you want without considering the type of Tile on top of your drawing pile!



# THE LABORS

The Labors' difficulty is progressive.

*It is advisable to do them in order to avoid flying too close to the sun, like Icarus.*

Each Labor card asks you to lock the Minotaur in a room, which means that there must be **black walls all around the room** where you lock him up so that there is no possible exit.



## Tile Zone

Group of Tiles connected to each other and not separated by any walls or the Minotaur.

*Example : zone of 10 red Tiles*

# END OF THE GAME

A game can end in two different ways.

- If you meet all the conditions of the Labor card: hurray, it's a **victory!**  
Move on to the next Labor card.
- If all Labyrinth cards have been placed without fulfilling the Labor card requirements: sorry, it's a **failure.**  
Try again with the same Labor card.





# + MORE LABORS

***New Labors awaits you online!***

We invite the brave people who have reached the end of the **10 Labor cards** to visit our site regularly to discover **new Labors**.

And if you have the soul of an architect, you can even suggest yours!



<https://subverti.com/en/dedale/app>

# FROM THE FESTIVAL

For over 20 years, **the Alchimie du Jeu** association in Toulouse, France has been organizing the festival of the same name with the aim of promoting game practices to all audiences.

With over **500 volunteers** who are active for some all year round, the festival aims to create an alchemy between all the components of the gaming community in the Toulouse region. And it works so well that we are often asked:

«**How can we support the festival?**».

That's how one day, the slightly crazy idea of **publishing a 100% local game** came to us as an obvious choice!

This project has led to a tremendous collective synergy (between associations, authors, publisher and illustrator) and has given us a lot of pleasure.



By purchasing this game, you will leave with an original and reusable souvenir while supporting the festival (and its free admission) as well as local game players. **We sincerely thank you for this!**

We would like to thank all the people who made the creation of Dédale possible: the MALT (Mouvement des Auteurs Ludiques Toulousains), the authors Jérémy Partinico and Romaric Galonnier, the publisher Subverti (represented by Yoann Brogol) and the illustrator Baptiste Perez.



**The Alchimie du jeu  
organizing committee**



## CREDITS

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