Chabyrinthe

A game by Antoine Bauza, illustrated by Stéphane Escapa
From 1 to 4 players
from 6 to 116 years old

Material

26 Gutter cards



15 Cat cards



2 Home cards



Goal of the game

Totaling the largest number of points on the Cat cards. A Cat card is won when the player has succeeded in creating a path without obstacles between a home and a cat.

Preparing the game

1. Form a square consisting of 16 Gutter cards (4X4) placed randomly with the exception of the 2 cards in the lower left corner and upper right corner, which represent a gutter elbow.



2. Place the 2 Home cards and 2 Cat cards outside the square.
3. Form 2 separate decks on the table with Gutter and Cat cards. The Gutter deck is placed face-up but the Cat deck is placed face down.

The red squares around the cards specify the mandatory positioning of the cards. All other Gutter cards can be placed randomly.

We advise you to leave a space of about 1 cm between each of the cards.

The game

The player who has seen a black cat most recently begins the game. The players play in turn clockwise. In turn, a player can perform 2 of the 2 possible actions (one can do 2 times the same):

- ROTATION: Turn a Gutter card

He turns the selected card either a quarter turn (90 °) in the direction of its choice, or one half turn (180 °).

- INSERTION: Bring into play a Gutter card



He removes a Gutter card located at the periphery of the game board, and put it under the Gutter deck.
(NB: This action is possible even if there is a Home or Cat card next to it).

Then he takes the Gutter card from the top of the deck and pushes the row or column concerned to insert the gutter card.

If an action allows the creation of a continuous path of gutters connecting a Cat card to one of the 2 Home cards, the Cat card is won by the player concerned. He takes it and lays it in front of him face up. The Home card is then moved one notch in a clockwise direction and a new Cat card drawn from the deck is placed one step further than the one just won. The Cat and Home cards cannot be superimposed: if necessary, the card that shifts will have to jump over the next card.

✓Valid itinerary. The cat is won by the player concerned.



The Home card is shifted and a new Cat card is put into play.



NB: - Chain reactions are possible and it can happen that a player wins 2, 3 or 4 cats in a single round of play!

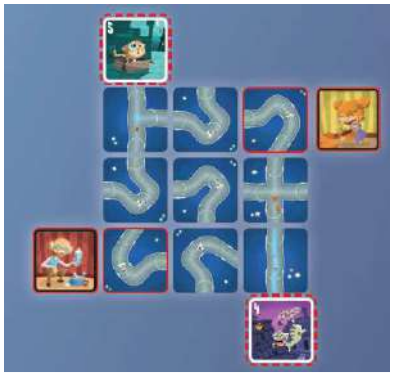
- Two cats can be won in a single action. They must then be replaced and shifted in the same way as the Home cards.

The next player in clockwise direction proceeds as before and so on for all players until the last of the 15 Cat cards has been won.

End of the game

The game stops as soon as all Cat cards have been won. Players total their points. The player with the highest number of points is called Best Friend of Cats.

Kittens version



For the youngest

The rules of the game are exactly the same, only the set up of the game changes (the gutters form a square of 3X3 and not 4X4).

Solitaire Version

Find a home for all cats as soon as possible! Play a game alone, according to the rules, counting the number of turns you need to bring all the felines from the deck into the Homes.

Cooperative version

Mutualize your efforts and count the number of rounds you need to find a home for all felines.

Success Scale



- 7 turns or less: Incredible !
- 8-9 laps: great performance!
- 10-11 rounds: Very good!
- 12-13 laps: Good!
- 14-15 laps: "Cat" do better...
- 16-17 laps: OK for this time ...
- 18 or more turns: ...

Team version (4 players)

The players form teams of 2 players (partners must be seated side by side). The team that accumulates the most points on their Cat cards wins the game.

Acknowledgments:
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