SIEGELKLARHEIT-LABYRINTH
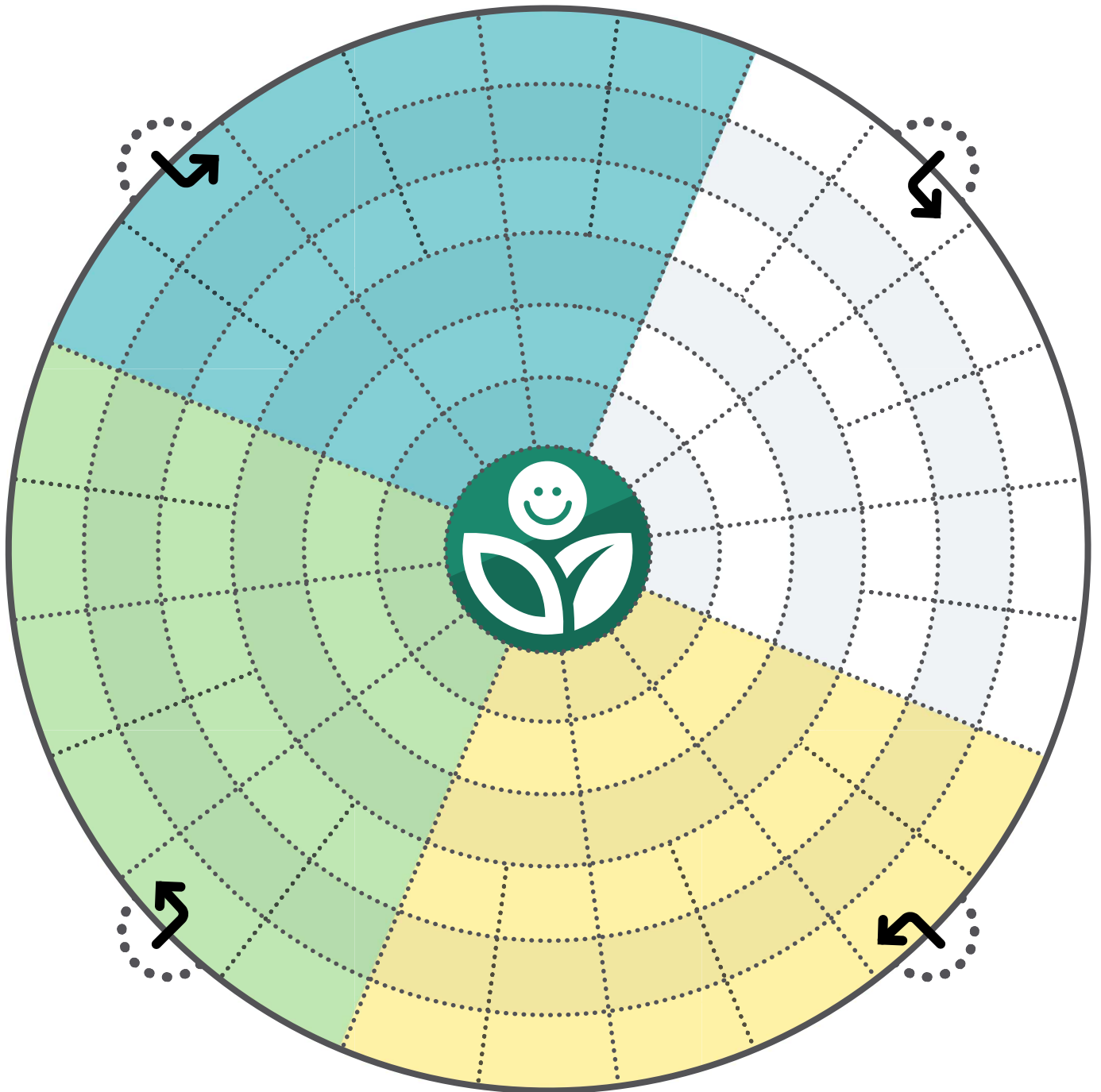
Alternately mark crossing points on the dotted circle lines (4 on the outer three rings, 2 on the inner 3 rings), e.g. with an object or felt-tip pen.

The youngest player starts rolling the dice and places the pawn in the indicated direction of travel, then it's the next player's turn.

When a crossing point is reached, a question of the current field colour must be answered. If the answer is correct, the player moves to the next inner ring, otherwise they remain standing.

Then it's the next player's turn. The player who reaches the innermost ring (Siegelklarheit logo) first, wins the game.