

Laberinto is a type of book-form game, invented by Andrea Ghisi, and first printed in 1607. A second version was printed in 1616 and includes all the characters of the so-called tarocchi of Mantegna, with the addition of a new series of ten cards (following the logic of composition of the tarocchi). Another two versions of Laberinto (printed in 1607 and 1610) contain none of the Mantegna tarocchi characters. The rules of the game are based on the art of mathematical combinations. The aim of the game is to move through a visual labyrinth and discover which figure the opponent has in mind. The focus of this work will be on the 1616 version; my intention is to describe the problematic of the repetition of the original game concept a century and a half later, examining the conditions under which players used the allegorical field of the so-called Mantegna Tarocchi, and under which the cosmological meaning was secularized and the new series of ten cards added.