MAGIC MAZE

1-8

15'

8+

SIT DOWN! welcome on board

Kasper Lapp

Gyom

After being stripped of all their possessions, a mage, a barbarian, an elf, and a dwarf are forced to go rob the local Magic Maze shopping mall for all the necessary equipment they need for their next adventure. They agree to pull off their heists simultaneously, then dash to the exits in order to evade the guards who eyed their arrival suspiciously.

REMARK

In order to make this game accessible to people with altered colour perception, each colour is associated with a symbol.
In this rulebook, whenever a colour is mentioned, it can be identified by the orresponding symbol.

Hero **Barbarian**
Colour **yellow**
Symbol **sword**

Hero **Mage**
Colour **purple**
Symbol **vial**

Hero **Elf**
Colour **green**
Symbol **bow**

Hero **Dwarf**
Colour **orange**
Symbol **axe**

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Kasper Lapp: *"From an early age, I had a passion for developing my own board games, but since the future seemed to be digital, I went into the computer game industry instead. Then, a couple of years ago, I stumbled upon a community of aspiring board game designers, and I realized that board games were far from dying. Since then, I haven't been able to stop developing. Magic Maze is my first published board game, but hopefully not my last!"*

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GAME CONCEPT

Magic Maze is a real-time, co-operative game. Each player can control **any of the 4 Hero pawns whenever he wants** in order to make that hero perform a very specific action, to which other players do not have access: move north, explore a new area, ride an escalator... all of this requires rigorous co-operation between the players in order to succeed at moving the heroes wisely, and complete your mission before the sand timer runs out.

Moreover, you will only be allowed to communicate for short periods during the game. The rest of the time, you must play **without giving any visual or audio cues to each other**.

GOAL OF THE GAME

All of the players win the game if all of the Hero pawns succeed in leaving the shopping mall in the limited time allotted for the game, each having stolen an item.

You have 3 minutes at the start of the game. Sand Timer spaces you encounter along the way will give you more time. If the sand timer ever completely runs out before the Hero pawns escape, all of the players lose the game: your loitering has aroused suspicion, and the mall security guards nab you!

GAMEPLAY

A game of Magic Maze follows this gameplay sequence:

1. Explore the shopping mall, partially or completely.
2. Move each Hero pawn onto the Item space of that hero's colour.

3. When all four Hero pawns are simultaneously on their respective Item spaces, they steal the items, the alarm is triggered, and the four Hero pawns must quickly reach the exit without being caught (i.e. without the sand timer running out). At this moment, flip the Theft tile B-side-up.

4. When a Hero pawn reaches an Exit space he can use, remove that Hero pawn from the board. Once all four Hero pawns have left the board, you have achieved victory! However, if the sand timer runs out at any moment during the game, you have met defeat!

COMPONENTS

- 24 Mall tiles
- 4 Hero pawns in different colours
- 12 Out of Order tokens
- 9 Action tiles for 2- to 8-player games, and 7 Action tiles for 1-player games
- 1 3-minute sand timer
- 1 "Do Something!" pawn
- 1 Score-sheet *The Great Book of Challenges* (also available on our website, in case you need a new sheet)
- 1 Theft tile
- 1 sheet of stickers to stick on the Hero pawns (if you wish) which allows people with altered colour perception to recognise them. The two stickers are not used until Scenario 3 (see page 7).

SETUP

Follow the instructions for the scenario you choose to play, which will tell you how to set up the Mall tile deck 1, usually face down; start with Scenarios 1 – 7 (initiation campaign), then continue with Scenarios 8 – 17. After that, feel free to come up with your own scenarios!

Place the starting tile (Tile 1) 2 in the middle of the table (A-side-up if you are new to the game; otherwise, however you like), and randomly place the 4 Hero pawns on the 4 central spaces 3. Set aside the Theft tile 4 (A-side-up) as well as the Out of Order tokens 5.

Take the Action tiles corresponding to the number of players (number in the lower-right corner) and give one to each player 6.

Place your Action card in front of you so everyone can see it, with its North arrow pointing in the same direction 7 as the one on the starting tile. Make sure the Action tiles stay in the same direction as the starting tile throughout the entire game!

4-player setup.

You can chat, plot, and scheme as much as you want during the setup, but as soon as the sand timer is turned over, you have begun your heist, and silence and subtlety are required: you cannot communicate in any way whatsoever!

TIP

Are there too many of you to fit around your table? Not everyone can reach the pawns? No worries! Get rid of the chairs and play standing up! When everyone is supposed to pass their Action tile to the left (see page 7, Scenario 3), everyone can simply step to the left instead.

SOLO GAME

The setup of the tiles is identical to the multiplayer version. Take the 7 Action tiles for 1-player games (number in the lower-right corner), make sure their North arrow is pointing in the same direction as the arrow on the starting tile, shuffle them, and place them as a face-down deck.

Once you flip the sand timer, the game begins. Using only one hand, you must reveal the Action tiles one by one onto a discard pile until the action you wish to use is visible on top of the discard pile. You can then use that one action with any number of the Hero pawns, and as many times as you wish. You cannot hold the deck in your hand!

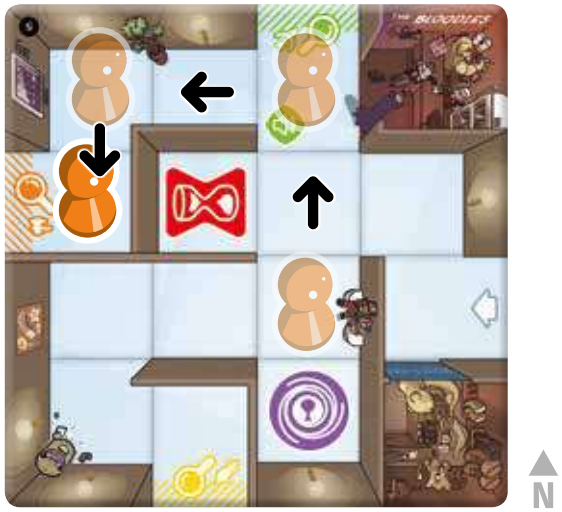
To perform another action, you must continue to reveal and discard the other Action tiles from the deck until the action you want comes up. If you empty the deck, flip the discard pile face down (without shuffling it) and start revealing tiles again, one by one, looking for the action you want.

Whenever you flip the sand timer (see "Time Restriction" page 6), you must shuffle the deck and discard pile together to form a new deck.

- During the game, you can perform the action(s) depicted on your own Action tile **at any time**, and **as often as you wish**; however, you cannot perform any actions that are not on your Action tile.
- In this game, **there are no "turns"**: you act whenever you notice that one of your actions may be useful. You are never allowed to stop another player's movement: that player must decide when it is the appropriate time to stop.
- Each action is described in detail below...

MOVE

The Move action allows you to move a Hero pawn as many spaces as you want in the direction indicated by the arrow. The Hero pawn's movement must end before it hits an obstacle (wall, another hero, etc.). There can never be two Hero pawns on the same space.



In this example, moving the orange Hero pawn to the orange Exploration space requires three actions:

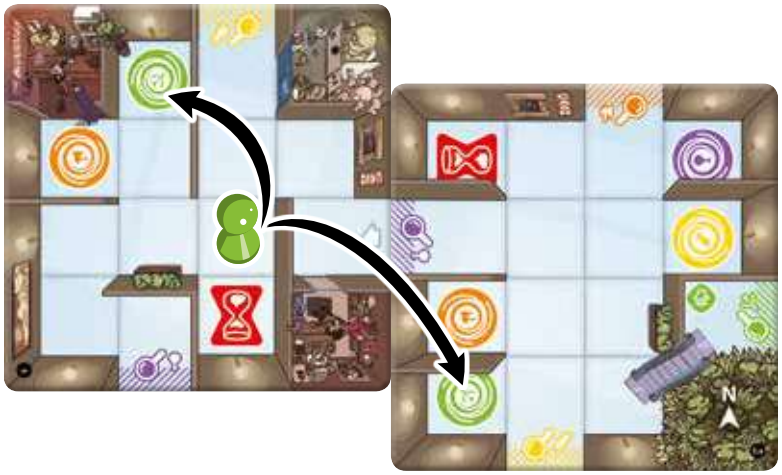
- *Brian, who has the NORTH arrow, moves the hero 2 spaces north.*
- *Alice, who has the WEST arrow, moves the hero 2 spaces west.*
- *Finally, Marc, who has the SOUTH arrow, moves the hero 1 space south, onto the orange Exploration space.*

REMARK

With 5 players or more, several players will have access to the same Move action.

USE A VORTEX

The player with the Use a Vortex action (and only this player) can move any Hero pawn **from wherever it is** to **any** Vortex space of its colour. This is a very quick way to travel long distances.



IMPORTANT

Once the theft has occurred, the Vortex system will be automatically shut down; this means that the Use a Vortex action cannot be used during your escape!

TAKE THE ESCALATOR

The player with the Take the Escalator action (and only this player) can move a Hero pawn from one side of an escalator to the other, no matter which way the escalator is oriented. A Hero pawn can never stop on an escalator.

EXPLORE

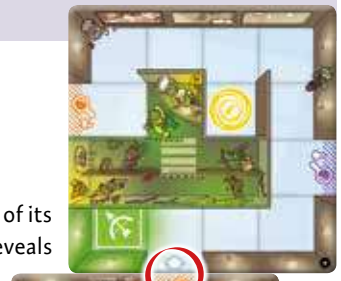
The player with the Explore action has the responsibility of adding new tiles to the board. He/She can only do this when **a Hero pawn is standing on an Exploration space of its own colour** that leads to an unexplored area.

The four types of Exploration spaces.

- *First Brian, who has the NORTH arrow, moves the orange Hero pawn north;*
- *Then Chris, who has the EAST arrow, moves the orange Hero pawn east, onto the orange Exploration space;*
- *Finally, Anne, who has the magnifying glass, can reveal the next tile.*

N

Once a Hero pawn is on an Exploration space of its colour, the player with the Explore action reveals the top tile from the deck, and places it so **the white arrow** continues from the Exploration space used.



Once a passage has been explored, any Hero pawn can move through it, in either direction, regardless of their colour.

SPECIAL CASES

After placing a new tile *5 at A*, one of its Exploration spaces may be connected to an Exploration space of a tile that was already in place *B*. The passage created that way is valid, and can be used by all the Hero pawns, in both directions.

Following the placement of a new tile, it is also possible that one of its Exploration spaces connects to a wall of an existing tile *C*. Of course, it is a dead end.

Note: the layout of the Exploration spaces and white arrows makes it impossible for two Mall tiles to overlap.

STEALING IS NOT AN ACTION!

The theft occurs automatically when all four Hero pawns are simultaneously standing on the Object spaces corresponding to their respective colours (i.e. yellow on yellow, etc.).

To visually signal that the theft has occurred, flip the Theft tile B-side-up. Now you have to escape to the exit... **without the help of the Vortex system, which has been deactivated** (flip the Action tile with the Use a Vortex action on it)!

TIME RESTRICTION

If the sand timer runs out, you have lost the game! But each time a Hero pawn is moved onto an available Sand Timer space, you must immediately flip the sand timer, regardless of whether that gets you more or less time. **Important:** do not use a regular timer instead of a sand timer; the result is not the same!

The Hero pawn can be moved onto the Sand Timer space to flip the sand timer.

Each Sand Timer space can only be used once, after which you must place an Out of Order token on it, beneath the Hero pawn standing on it. For your information, there are four Sand Timer spaces in the shopping mall.

COMMUNICATION RESTRICTION

During most of the game, you cannot communicate. You are not allowed to speak, point at something, make signs or signals, or make sounds. The only permitted forms of communication allowed are as follows:

- Staring intensely at another player.
- Taking the "Do Something!" pawn and placing it in front of a player to tell this player that it is time to, well, do something! But this player might not agree, and may immediately place the pawn in front of another player.

Each time the sand timer is flipped over, the players are allowed to speak for as long as they wish **while the sand continues to flow**. No actions can be performed during this discussion time.

As soon as any player performs any action, all communication must cease again!

REMARKS

If a player has just completed a regrettable action, but did not break the rules of the game *(for example, he has moved a Hero pawn too far north)*, only the player with the appropriate action can fix this error *(the player with the South arrow in this example)*.

If you notice that a player has infringed upon the rules of the game, you are allowed to point this out verbally. Return the game components to the situation before the mistake was made, but the timer is running the whole time; you do not get back the lost time of the mistake, the explanation, or the fix, so fix it quickly!

TIATION CAMPAIGN INITIATION CAMPAIGN

This initiation campaign consists of seven scenarios that will gradually introduce you to the basic rules of the game. When you fail a scenario, you can either try again or skip to the next one.

SCENARIO 1 ◆ *Discovery* Ignore the Loud-Speaker symbols.

*Shuffle Mall tiles 2 – 9, and place tile 1 **A**-side-up.*

Explore the shopping mall, steal the items, then flee through the only exit (purple). Once a Hero pawn has fled through the exit, place that Hero pawn at the right place on the Theft tile.

SPECIAL EXCEPTION

If you wish, for this introductory scenario, you are allowed to talk as much as you want, **throughout the entire game**. This may help you understand the game concepts.

REMEMBER THE ESSENTIALS

Here are some important rules to keep in mind before starting the game:

- Players do not "take turns" and you do not "play" or discard the Action tiles when you use their effects. You just perform the action(s) that your Action tile allows you to do, as many times as you wish, at the moments that you deem appropriate.
- In order to explore a passage to an unexplored tile, a Hero pawn must be on an Exploration space of its own colour. After the passage has been explored, any hero can pass through in both ways.
- Hero pawns can neither pass through walls nor other heroes. There can never be two Hero pawns on the same space.
- The Use a Vortex action allows you to move the Hero pawns from anywhere to any Vortex space of that hero's colour.
- When all four Hero pawns are standing on the Item spaces of their respective colours, turn the Theft tile over and run for the exit!
- You are not allowed to use the Vortex system during your escape (after having stolen the items)!
- The plan is simple: explore, steal the four items, run to the exit!

SCENARIO 2 ◆ *Several exits* Ignore the Loud-Speaker symbols.

*Shuffle Mall tiles 2 – 12, and place tile 1 **A**-side-up.*

NEW PERMANENT RULE

Each Hero pawn must escape through the exit of its own colour.

SCENARIO 3 ◆ *Pass your Action tile* Ignore the Loud-Speaker symbols.

*Shuffle Mall tiles 2 – 12, place tile 1 **A**-side-up, and **follow the previous permanent rule**.*

NEW PERMANENT RULE 2 players or more

Every time the sand timer is flipped, the players pass their Action tile to the player on their left. Make sure the North arrow on the Action tiles stays oriented in the same direction as the one on the starting tile.

Stick the stickers on both ends of the sand timer as a reminder.

SCENARIO 4 ◆ *Dwarf & Elf special abilities*

*Shuffle Mall tiles 2 – 14, place tile 1 **A**-side-up, and **follow all of the previous permanent rules**.*

NEW PERMANENT RULE

The Dwarf (orange Hero pawn) is the only one who is able to move through the small passages in the orange walls.

NEW PERMANENT RULE

When you use The Elf (green Hero pawn) to explore a new tile, **all players are allowed to communicate**, following the same rules as when the sand timer is flipped. The LoudSpeaker symbol is there to remind you.

SCENARIO 5 ◆ *Mage special ability*

*Shuffle Mall tiles 2 – 14, **place tile 15 on top of them**, place tile 1 **B**-side-up, and **follow all of the previous permanent rules**.*

NEW PERMANENT RULE

When The Mage (purple Hero pawn) is standing on a Crystal Ball space, the player who has the Explore action may add up to two new tiles to the mall, at valid positions (connected to unused Exploration spaces, but of **any** colour); you are allowed to connect the second tile to the first one placed this way. That exploration does not need to take place immediately, it can be done later, provided that The Mage is still on the Crystal Ball space. Once the Crystal Ball space has been used (if one or two tiles have been added to the mall that way), place an Out of Order token on it, beneath the Mage pawn.

- *Alice, who has the WEST arrow, moves The Mage (purple) onto the Crystal Ball space **A**.*
- *Anne, who has the Explore action, understands that she can add two tiles to the mall "for free": she draws and places tile 5 **B**, then draws again and connects tile 9 directly to tile 5 **C** (she could have placed tile 9 somewhere else if she had wished to).*

If a Hero pawn other than the purple one moves onto a Crystal Ball space, nothing happens.

SCENARIO 6 ◆ *Barbarian special ability*

*Shuffle Mall tiles 2 – 17, place tile 1 **B**-side-up, and **follow all of the previous permanent rules**.*

In this scenario, there are 2 Security Cameras in the deck of Mall tiles.

All the spaces on a tile that contains a Security Camera are yellow, in order to make them easier to spot.

NEW PERMANENT RULE

If **two or more** Security Camera are functional (revealed and not covered by an Out of Order token), **you are not allowed to move any Hero pawn onto any Sand Timer space**. To disable a Security Camera, the Barbarian (yellow Hero pawn) must move onto it. Then, place an Out of Order token onto it, beneath The Barbarian.

This means that once the first camera is revealed, you must be careful: if other cameras are revealed before you disable the first camera, you will be unable to flip the sand timer until you disable all but one of the cameras!

If a Hero pawn other than the yellow one moves onto a Security Camera space, nothing happens.

SCENARIO 7 ◆ *Maximum Surveillance*

*Shuffle Mall tiles 2 – 19, place tile 1 **B**-side-up, and **follow all of the previous permanent rules**.*

This scenario doesn't add any new rules, but there are now 4 Security Camera spaces in the deck of Mall tiles. You must be extra, extra careful once a Security Camera space appears!

YOU NOW KNOW ALL THE RULES OF MAGIC MAZE. IT IS TIME FOR YOU TO FACE THE CHALLENGES ON THE NEXT PAGE!

SCENARIOS

Now that you know all the rules of Magic Maze, you are ready to face challenges worthy of your abilities! Here is a series of scenarios at different difficulty levels. Each of them appears on the score sheet (*The Great Book of Challenges*) on its own line with a series of increasingly difficult levels (involving more and more Mall tiles). Fill out that sheet as you play, by writing the names of the people, who successfully took the challenge, in the corresponding scenario box. A small box on the right of each also allows you to record the number of Sand Timer spaces you used (the fewer the better!). You are free to choose for each scenario whether to use the A or B side of the starting tile (tile 1). The back of the score sheet contains blank title boxes so you can create your own scenarios (share them with us!) or add those that you find on our website.

SCENARIO 8 ◆ *Divination*

The Mall tile deck is placed **face up**, so you can always see the upcoming tile that will be added to the mall.

SCENARIO 9 ◆ *Follow the leader!* 3 players or more.

During the setup, use the Action tiles corresponding to a game with one player fewer; give one of them to each player, except one player, who doesn't get any. Instead, that player is the only one allowed to use the "Do Something!" pawn.

REMARK

This scenario allows 9 players to play!

SCENARIO 10 ◆ *Trick the Guards*

In order to deceive the guards, the heroes must **steal an item that's not theirs**, then escape through an exit that's not theirs. Each exit can only be taken by one hero; therefore, leave the Hero pawns on them.

SCENARIO 11 ◆ *Rearrangement mode*

The walls never stop moving. Before the items are stolen, each time the sand timer is flipped, discard two revealed tiles that were already placed in the shopping mall. In order to be able to discard a tile, it must meet the following requirements:

- It must have no Hero pawns and no Out of Order tokens on it.
- Tile 1 can never be removed from the mall.
- After the tile is discarded, it must still be possible to get everywhere in the shopping mall without using the Vortex spaces (i.e. so you can escape).

If you cannot remove two tiles without infringing upon these conditions, you lose the game.

Tuck the two discarded tiles face down under the deck. If the deck was already exhausted, these two tiles become the new deck.

SCENARIO 12 ◆ *Gestures only*

When you are allowed to communicate, you can only communicate with gestures: you **can never** use language!

SCENARIO 13 ◆ *Multidimensional mall*

The shopping center occupies two planes of existence.

Setup: place the orange and green Hero pawns on tile 1 as usual. Place tile 3 on the table a little farther away, and place the yellow and purple Hero pawns anywhere on it. These two tiles represent the two dimensions that can never be connected after exploring a new tile (push them farther away if necessary). The Mall tile deck is placed **face up** so you can always see the upcoming tile that will be added to the mall.

In order to distract the guards, **the four Hero pawns can never be in the same dimension all at the same time**. A Hero pawn can only travel between the dimensions with the Use a Vortex action, moving from a Vortex space of its colour in the dimension where it is to a Vortex space of its colour in the other dimension. **This is the only valid way to use a vortex during this scenario.**

Caution: if you place the tiles badly during the game, you may not be able to escape the mall. Do not forget that the Vortex system is disabled after the theft has occurred!

SCENARIO 14 ◆ *No communication*

No communication is allowed at all, at any time. You are still allowed to stare intensely at an other player and to use the "Do Something!" pawn.

SCENARIO 15 ◆ *You have beautiful eyes*

No communication is allowed at all, at any time, and you are not allowed to use the "Do Something!" pawn. You can still stare at another player... even more intensely.

SCENARIO 16 ◆ *Vortex out of service*

The entire Vortex system is out of service during the whole game. Therefore, you can never use the Use a Vortex action.

SCENARIO 17 ◆ *Groups forbidden*

The guards are suspicious of groups of people: during the game, two or more Hero pawns can never be on the same Mall tile, except for tile 1, where any number of Hero pawns can stand simultaneously. Do not remove the Hero pawns from the board once they reach their exit; that way, they still prevent other Hero pawns from entering that tile.