

Waddingtons

Rules for

HEROES of the MAZE

Players 2-4 | Ages 7-Adult

Contents

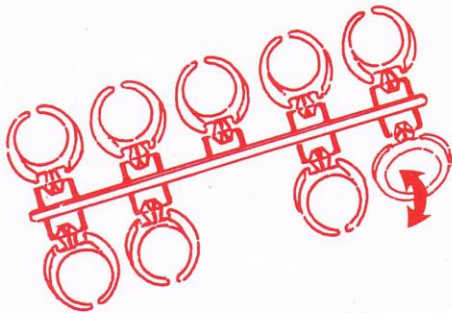
Magic Maze, 4 arches, Evil Ogre, 4 Adventurers, 9 rings, 1 standard number die, 2 duelling dice, 1 Label sheet.

Object of the game

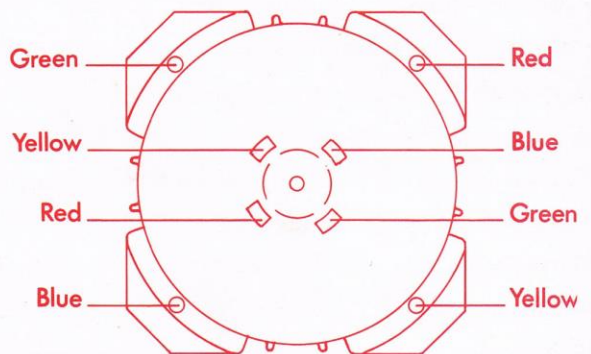
To be the first to acquire three magic rings by winning duels and so become the Hero of the Maze.

Assembly

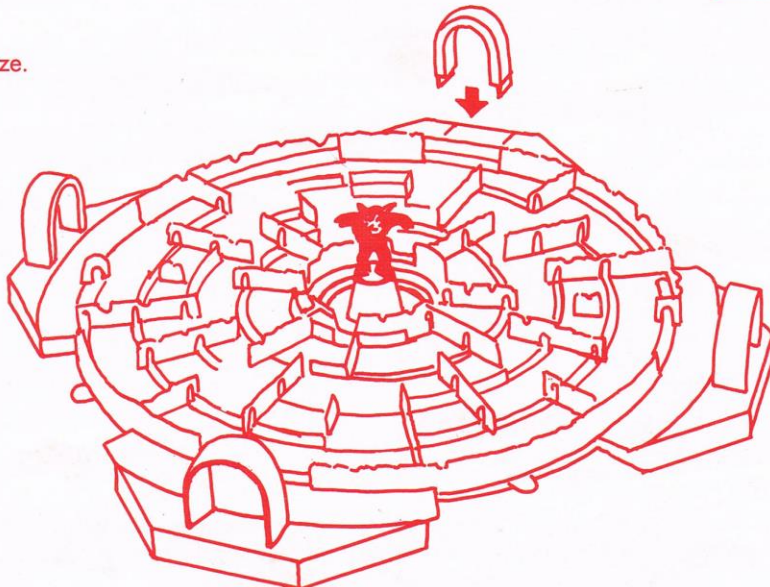
Remove the rings as shown. Ensure any surplus plastic is carefully disposed of.



Applying the sticky labels.



Fix arches to maze.



Setting up the game

1. Place the Magic Maze between the players. Align the walls at random before play, by moving one of the light-grey tabs several times to the left or right with your eyes closed.
2. Push the arches into the slots at each corner of the Maze.
3. Place the Evil Ogre on the "Rock" in the centre of the Maze.
4. Put the rings in the "Pool" around the Rock.
5. Each player chooses an Adventurer and puts him in front of an arch with a matching coloured circle.
6. Decide who will start. Take turns to play clockwise.

Rules for turning the Magic Maze

Move one of the light-grey tabs to the left or the right as far as it will go. This changes the position of the maze walls by exactly one segment. You are not allowed to test which direction is best - your first choice is final.

Playing the game

Your first aim is to get to your coloured gate-space in the centre on the opposite side of the Maze before the other players reach theirs.

1. First, throw the number die. The score indicates how many segments you may move the Maze in this turn.
2. Next, if the entrance to the Maze is open, move your Adventurer as far through the Maze as you wish. You may **not** jump over any wall.
3. Turn the Magic Maze one segment and move your Adventurer again as far as possible, or as far as you want him to go. This uses up the first spot on your die score.
4. Turn the Maze and move your Adventurer once more for each remaining spot you have thrown on the die.

Example:

- You throw a 2.
- Set off through the maze.
- Turn the maze one segment and move your Adventurer (= 1 spot).
- Turn the maze a second time and move your Adventurer again (= 2 spots).

Rules for moving through the Maze

You may move in any direction, but not over a wall.

You may move as far as you wish until you reach a dead end.

You may choose **not** to move your Adventurer, if you so wish.

You may pass over but not land on an opponent in the maze providing the path beyond is clear.

You may not pass the Ogre in the Maze.

You may pass over, but not land on an opponent's central coloured gate-space.

You may move into the coloured space in front of your arch during the game, if you wish. You cannot be attacked when on this "home" space.

You may not move into an opponent's coloured arch space.

Fighting and Winning Duels

You win rings by making your Adventurer fight duels. You can also gain control of the Evil Ogre and use it to win rings for you.

There are three ways of winning rings:

- a) If you win a duel with the Ogre when it is on its Rock in the centre.
- b) If you control the Ogre and it wins a duel after attacking another Adventurer in the Maze.
- c) If you win a duel with an Adventurer when he is on the Rock in the centre.

You may challenge an Adventurer or the Ogre to a duel by moving alongside. There must be no walls separating you.

First Duel

When you reach your coloured centre space, you may immediately attack the Ogre **providing the gate to the centre is completely open**. If it is shut, or half shut, use any points you have left on your die-throw to turn the maze to open it, otherwise wait for your next turn.

Adventurer challenges Ogre at centre



Face the Ogre **away** from your Adventurer to indicate that you are on the attack.

Your Adventurer now attacks:

Throw one duelling die. If you throw:



Adventurer wins! Take a ring. Take control of the Ogre and place it in front of your arch. Place your Adventurer on the Rock. On your next turns, you will move the Ogre instead of Your Adventurer.



or



A draw! You must now defend yourself against the Ogre. Turn it to face you to show that it is attacking.

Your Adventurer defends himself:

Throw one duelling die again to defend yourself. If you throw:



or



You have defended yourself successfully. You can attack again. Turn the Ogre away from you and go back to



The Ogre wins because you had no defence against it. It remains on the Rock. You go back to your arch. Your turn ends.

Other Duels

These take place as the game progresses.

Ogre challenges Adventurer in Maze

If you control the Ogre and meet an opponent's Adventurer, you may, *if you wish*, challenge him to a duel. If so, any left-over moves are forfeited.



Turn the Ogre to face your opponent's Adventurer in the "attack" position.

Your opponent's Adventurer now defends himself:

He throws one duelling die. If he throws:



The Ogre wins. You, as Controller of the Ogre, take a ring from the pool. The Ogre stays put and the defeated Adventurer goes back to his arch. Your turn ends.



or



A draw! The Ogre is turned to face away. Your opponent must now throw the die to attack the Ogre.

Your opponent's Adventurer attacks:

He throws one duelling die. If he throws:



or



A draw! He goes back to



Your opponent's Adventurer wins. He stays put. The Ogre returns to your arch as you are still its Controller.

Adventurer challenges Ogre in Maze

If your path is blocked by the Ogre, you may challenge it, if you wish, by moving up next to it.



Face the Ogre away from you to indicate that you are attacking.

Your Adventurer attacks:

Throw one duelling die. If you throw:



You win. Stay put and send the Ogre back to its Controller's arch. Your turn ends.



or



A draw! The Ogre turns to face you. Prepare to fight again!

Your Adventurer defends himself:

Throw one duelling die. If you throw:



or



A draw! You may attack again. Go back to



The Ogre wins. Your Adventurer returns to his arch. The Ogre stays put. Your turn ends.

Adventurer challenges Adventurer at centre

If you arrive at your central coloured space and the gate to the Pool is open, you may attack the Adventurer on the Rock.

Both you and your opponent take a duelling die and throw simultaneously.

 **plus**  Sword wins, regardless of who threw it.

If you win, take control of the Ogre by putting him in front of your arch. Take a ring. Send the other Adventurer back to his arch and take his place on the Rock.

If the Adventurer on the Rock wins you are sent back to your arch.

ANY plus ANY A draw! The duel continues. You both throw your dice again.



Any other combination of dice


*Adventurers may duel only at the centre,
not when they meet elsewhere in the Magic Maze*



Winning the Game

The first player to collect three rings wins the game and is the Hero of the Maze.

Summary of Duels

ADVENTURER CHALLENGES OGRE AT CENTRE			
Attacker	Who throws	Winning symbol	Action after winning duel
Adventurer	Adventurer		Take a ring. Take control of Ogre and place it in front of Adventurer's arch. Place Adventurer on Rock.
Ogre	Adventurer		Ogre stays put. Adventurer sent back to his arch.

OGRE CHALLENGES ADVENTURER IN MAZE			
Attacker	Who throws the dice	Winning symbol	Action after winning duel
Ogre	Opponent's Adventurer		Take a ring. Ogre stays put. Adventurer sent back to his arch.
Opponent's Adventurer	Opponent's Adventurer		Adventurer stays put. Ogre sent back to Controller's arch.

ADVENTURER CHALLENGES OGRE IN MAZE			
Attacker	Who throws the dice	Winning symbol	Action after winning duel
Adventurer	Adventurer		Adventurer stays put. Ogre sent back to Controller's arch.
Ogre	Adventurer		Ogre stays put. Adventurer sent back to his arch.

ADVENTURER CHALLENGES ADVENTURER AT CENTRE			
Attacker	Who throws the dice	Winning symbol	Action after winning duel
Attacking Adventurer	Both throw simultaneously	  = sword wins, regardless of who threw it.	Opponent's Adventurer sent back to his arch. Winner takes place on Rock and takes control of Ogre. Ogre placed at winner's own arch. Take a ring.
Adventurer on Rock			Adventurer stays put on Rock. Attacking Adventurer sent back to his arch.