

Players' leaflets for Magic Maze

Don't print this - the leaflet starts on next page



Printing

They're created at A5 size, which is half of A4, for back to back printing.

More little rules leaflets here ►



Magic Maze

Setting the scene



Four shoplifters with magical ability take a stealing trip to their local shopping centre, which is a bit of a maze. But this maze grows - like magic.

Most of the time they move around like ordinary folk - North, South, East and West - sometimes using escalators. But, **magically**, they also can ride a vortex to transport themselves in space, crossing whatever's in their way.

As their controllers, players must cooperate, and lead the shoplifters to the goods they want to grab. Once having done so, they must all get back home with their ill gotten gains.

There's no point in getting back home with no goods: some shoplifter you are!

Getting home without first having grabbed their goods equals failure - they lose the game.

Also, a sand-timer is against them: they have limited time in which to pull off their heist!

Worse still, to avoid the thieves being detected by security guards, their controllers must not communicate in anything but the most limited way. They're allowed to speak with each other (*about the game-play*) only under special circumstances, and for a brief span of time.

Silence reigns! Working together to achieve the goal is a big challenge!

The goal

- All thieves must reach their own chosen goods, then get out and get home.
It's essential to remember that all the controllers control all the thieves.

How do controllers control the shoplifters?

Any controller can move any of the shoplifters, and at any time, and as many spaces as they choose (without bumping into walls, or getting stuck at the top or bottom of elevators).

Controllers are limited in their abilities, however, and all have different control-abilities.

Each controller can move shoplifters in a only one way: sometimes two.

One controller may be able to move shoplifters only Northwards.

Another may be able to move them either Southwards or up & down escalators.

Between them, controllers will can help shoplifters make all the movements they need to make in order to find their way through the maze.

It's up to them to **integrate** their abilities and to move the shoplifters move through the centre in the most effective way, contending with the maze as it grows.

Moving shoplifters around

Directional movement

The compass on the starting tile of the shopping centre shows **North**.

The ability to make directional movements in keeping with the compass is shown on each controller's card. They **cannot** move shoplifters in any other direction.

Shoplifters cannot move on any spaces other than those with a clear **background**.

They cannot walk through walls, and can't ride **escalators** with **directional** movements.

They cannot pass through, over, or under other shoplifters, nor stand on the same space.

Riding a vortex

A vortex-controller can move a shoplifter from wherever they happen to be, placing them upon a vortex of their colour.

This ability **ceases** once all four thieves have found their goods, and are ready to rush home.

Exploring further - expanding the maze

If a thief is standing on an **exploration space** of their own colour, the explorer-controller can place a new maze tile to match up with that space: aligning the white arrow.

If more than one thief is standing on an **exploration space**, the controller may place new tiles in any order they choose - placing each **before** taking and looking at another.

Once a door has been opened between different parts of the shopping centre, any of the thieves may pass through it, as often as they choose.

Riding an escalator

An escalator-controller can move a shoplifter from the bottom of an escalator to its top, or vice versa.

The shoplifter must be in the right place to be able to step on.

The shoplifter does not move beyond the space where they step off.

Communicating - and that sand-timer

Before setting off, controllers are allowed to speak freely. But once any shoplifter has made a move, the **sand-timer** is set going, and there are limited ways to communicate.

Controllers may not speak, touch, or make gestures. The most they may do is to place the red **do something** pawn in front of another controller - or stare at another controller.

BUT, if a shoplifter lands on a sand-timer space, the sand-timer is inverted, and controllers may speak freely **until a shoplifter moves** - when the sand-timer inverts again, and they must **stop** communicating.

An **out of order** marker is placed on a visited sand-timer space.