



Maze's End Instructions

[Introduction]

MAZE'S END is a 2-4 player game where you race your way through a maze with a Deadly Minotaur chasing you. You will have to be smart as you venture through this ever changing maze.

[How To Win]

The goal of Maze's End is to escape, but first before we do that, we must collect our precious gems we have left behind. Be the first player to collect all your colored gems and have all your figures escape the maze. (Escape by having all figures go to the opposite corner of their starting zone)

Note: You must collect both of your gems before your figures can escape the maze.

When you have collected a gem set it aside.

Once all of your figures escape the Maze **YOU WIN!!**

[Game Components]

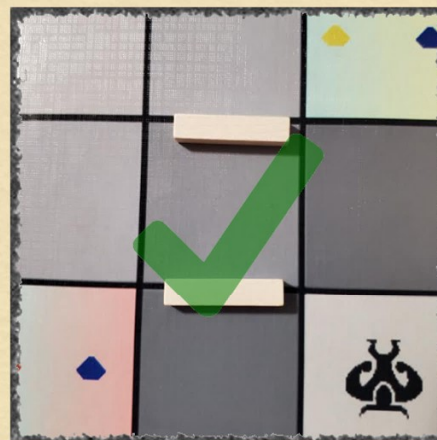
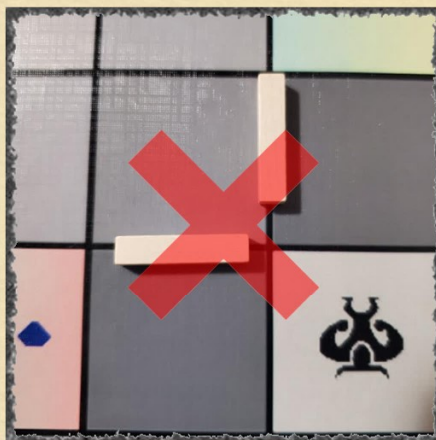
- 1 Game Board
- 30 Wall Pieces (4 Colored)
- 12 Player Figures - 3 Per Color
- 1 Minotaur Figure
- 1 Event Die & 1 Number Die
- 30 Event Cards
- 5 Event Token Pieces

[Setting Up The Game]

- Place player controlled figures in designated starting zones.
- Shuffle event cards and place them on their marked location.
- Distribute walls to players.
 - 2 Player game each player receives 6 walls.
 - 3 Player game each player receives 4 walls.
 - 4 Player game each player receives 3 walls.
- Each player receives their colored wall. Example for a 4 player game, each player receives 2 regular walls and 1 colored wall.
- Place the Minotaur figure in the center square.
- Place colored gems in their marked locations on the board
- The player wearing the most jewelry goes first. Or each player rolls the number die. Highest number goes first.

[Starting The Game]

Placement Phase: Taking turns, each player will place walls around the maze until all players are out of walls. **Note:** There should be 12 walls on the board.



While placing walls **Note** that they cannot touch each other.

Later placement of walls can touch. Walls cannot be played on starting squares during the placement phase.

Once each player has placed all of their walls the game starts. Walls can now be placed on starting areas and can be placed next to each other.

[Placing Walls]

Whenever you are indicated to place walls, take a wall from the wall pile and place it on the edge of a square in the maze.

Colored Walls: Each Color has 1 colored wall, which allows your color to pass through the wall as if it was not there. **Note:** This wall can still be moved or removed from the board.



[Turn order]

- **Place a wall:** Take a wall from the wall pile and place it anywhere in the maze. If there are **none** left skip this step.
 - If a wall is removed from the board it is added back to the wall pile and can be placed next turn.
- **Roll the event die**



Move a Wall



Draw Event



Minotaur 2



Minotaur 1

- Move a wall - Pickup a wall and move it anywhere in the maze.
 - Minotaur - Move the Minotaur a number of times equal to the die. You must use all movements. (See **Moving The Minotaur** Section)
 - Draw Event - Draw an event card and perform the action stated on the card.
- **Move your figures**
 - 3 movement points per turn.
 - Can be split between your figures.
 - **Example** - You can move one figure 1 space and another 2 spaces.
 - You cannot move diagonal.
 - You do not have to use all movement points each turn

[Event Cards]

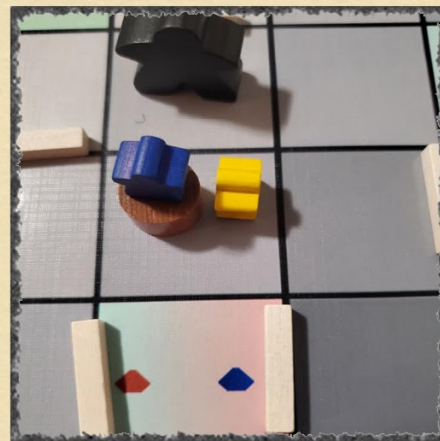
Drawn: Read event cards aloud so all players can hear.

Save This Card: Some event cards may state to save this card. Keep that card safe as it may come in handy later. These cards can also be played the turn they are drawn. **Exception:** *Event Planner* cannot be played the turn it is drawn.

Some cards will place new pieces on the board.

Discs: Disc Tokens are placed in the middle of a square in the Maze. **Note:** Only 1 Disc may Occupy a square at a time.

Minotaur: This figure replaces one of your figures on the board. It must still escape the maze and still counts as your Color. **Note:** This figure can still be slain by the Minotaur.

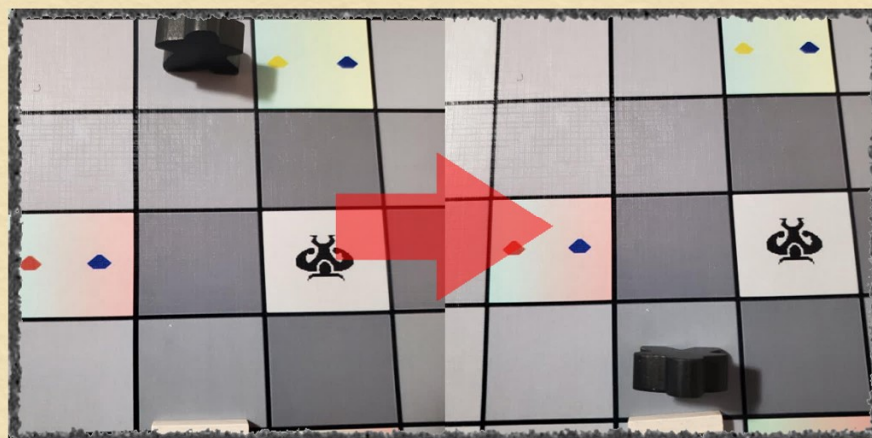


In the event that the event deck is out of cards instead **move a wall**.

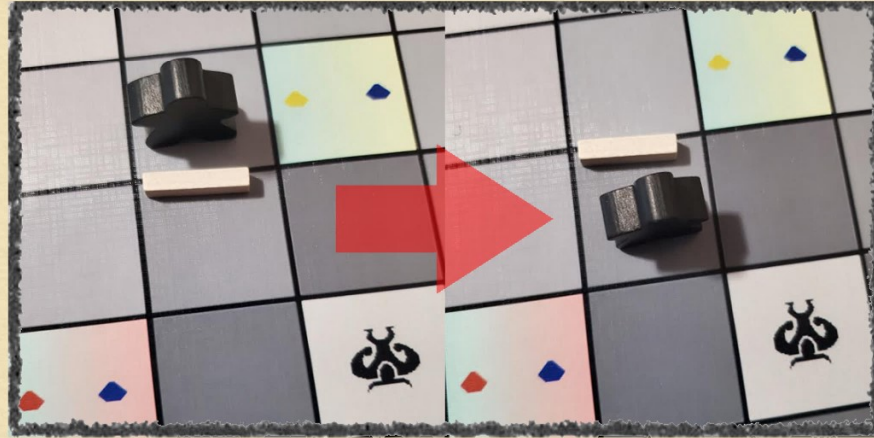
[Moving The Minotaur]

There are two different ways to move the Minotaur in a turn.

Option 1: Move the Minotaur in a straight line until hitting an edge or a wall. **Note:** The Minotaur must move all the way to the edge or wall.



Option 2: The Minotaur may jump over an adjacent wall to land on a square on the other side.



Each time you use an option, it counts as **1** minotaur movement.

While moving, if the minotaur moves through or lands on a player's figure, that figure is slain and is then sent back to their starting area.

If a figure is moved into a square with the Minotaur figure, that figure is slain and sent back to their starting area. You cannot score or collect gems while moving into the Minotaur.

Eternal Suffering: If the Minotaur is ever on a **Starting Zone**, figures on this zone are not permitted to move until the Minotaur is moved from this square. **Note:** This also takes effect when using a **Redemption Event Card**.

If the Minotaur is ever sent back to the center, any figures standing in the center are slain.

DE END IS COMING!!!

