

THE STORY

You and your friend enter a strange magical maze. The second you entered both your friend and the maze entrance disappeared. You know your friend is still there as you can hear them, and they can hear you, but you can't see or touch them. You take a step forward into the maze towards what appears to be a dead end. How can we possibly get out of here? you anxiously wonder as your heart rate increases. Suddenly, a low grating rumble sounds from deep within the maze. Your heart drops as you realise just what maze you and your friend have entered... **The Dynamic Maze.**

You have heard rumours of this place. A maze that evolves around you as you move. A maze that is impossible to solve alone. The only way out is to cooperatively work with your friend to decipher the puzzle of the maze and collect all 3 treasures hidden within its depths. Hopefully the rumours are true: the treasures have magical powers that, once collected, will teleport you both out of the maze.



SETTING UP

- Turn your board on using the switch – Alternating flashing red and green lights indicate the board is on and waiting for a connection with the other board.
- A solid red and flashing green light indicate that the boards have connected and that you should proceed with board setup. Drop the items into their places in the maze. Insert the walls into the square holes as shown in the puzzle layout.
- Place your player piece at the start of the maze below the speaker to start the game. Solid red and green lights indicate that you are waiting on the other player to setup.

PLAYING THE GAME

- When the light is green you may move your player piece. You can place it on any position, indicated by the circles, that you can reach without jumping over walls.
- A flashing green light indicates that you have not correctly placed your player piece on a position. Pick your piece up and place it down again.
- After 1 second of not moving your player piece, your turn is over, and the light will turn red.
- When the light is red, you must not move your player piece. If you do, an alarm will sound and there will be a flashing red light. Put your piece back down in the same position to stop the alarm and resume play.
- You pick up a treasure by placing your player token on the treasure and lifting it out. Place the treasure on the side of the board and continue playing. Some walls have two different activation positions to move them back and forth.
- Some walls will move back to their original orientation after the player leaves the activating position

WINNING THE GAME

- You win the game by collecting all treasure pieces. Each piece needs to be collected by only one player.
- If you are unable to proceed through the maze, then you have lost the game and should restart play by turning the boards off and on again.

WALL MOVEMENTS

- The walls will move based on the position of the player token at the end of their turn.
- If a wall has been activated to move but is blocked by another player it will not open.
- Some walls move back and forth between orientations using the same activation position.
- Some walls have two different activation positions to move them back and forth.
- Some walls will move back to their original orientation after the player leaves the activating position

LED LOOKUP TABLE

| Green | Red | Meaning |
|----------|----------|--|
| Off | Off | Board switched off |
| Flashing | Flashing | Boards connecting |
| Flashing | On | Board setup |
| On | On | Ready to play, waiting for other board to set up |
| On | Off | Your turn, move your piece |
| Flashing | Off | Board unable to detect position of your piece |
| Off | On | End of turn, wait |
| Off | Flashing | Not allowed to move your piece, put it back |