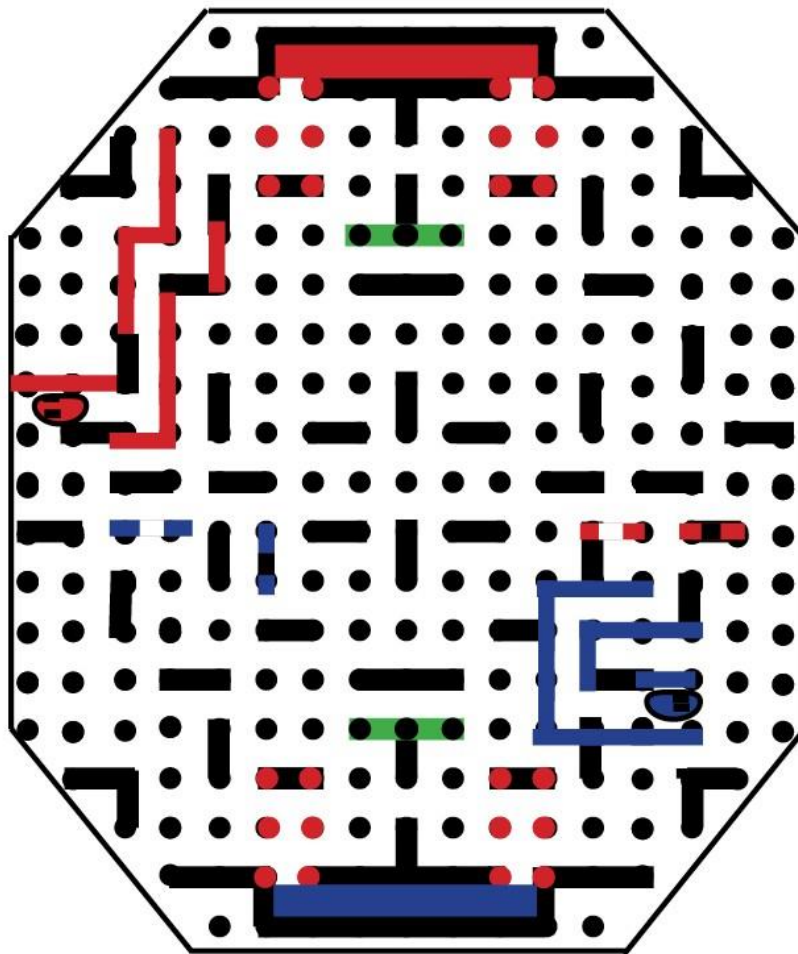


# Mazers

## The Boardgame

### OFFICIAL RULES

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## Objective

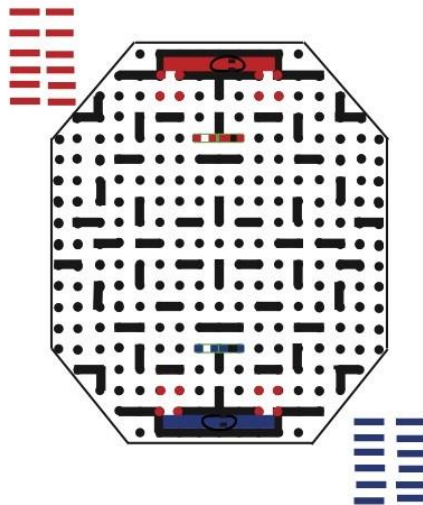
Each player will attempt to build a path from their home base to their opponent's home base. Each player will have two blockers to use to disrupt and block his opponent's path from completing his task. The first player to reach their opponent's home base and remove the walls of his path from the board is the winner.

## Equipment

- Mazers has a uniquely-shaped gameboard that allows players to move around the board and build a two-walled path from one side to the other. The octagon shape prevents players from building themselves into a corner. Black walls are built onto the board and will help players' strategies, as well as present challenges during the game.
- Mice are the placeholders in the game, used to eliminate confusion of each player's starting point of the path when it is his or her turn.
- 12 wall pieces build the path to the opposite player's home base.
- Blockers are used as obstacles to build strategy to keep players away from the opposing home base.
- Dice (one white and one black) will determine how many times blockers are moved, as well as how many wall pieces players are allowed to move during their turn.
- Shadow pieces hold the place of blockers until players have completed their turns.

## Preparation

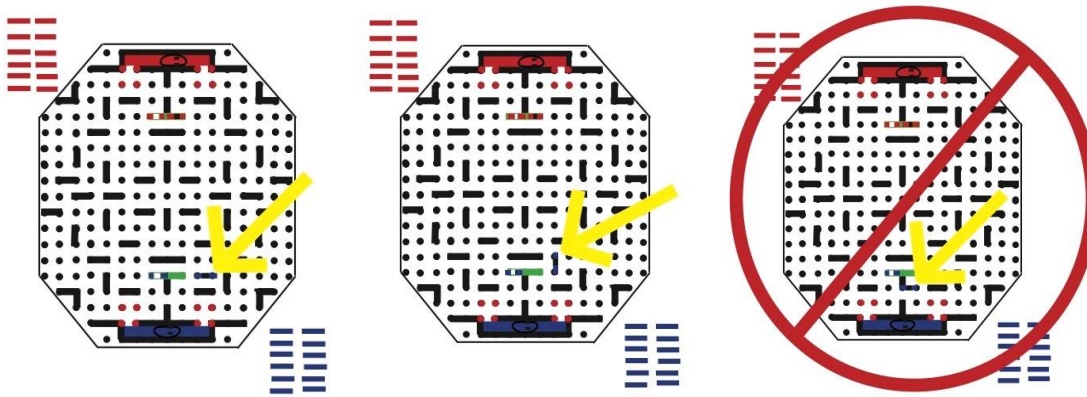
Mazers accommodates two players. The goal is to build a path to the other player's home base. Each player will put his or her mouse on home base. The wall pieces are off the board at the beginning of the game. Blockers are placed on the green lines in front of home base; these green lines are their start positions. Each player will use the blockers and wall pieces that match the color of the chosen mouse.



## Play

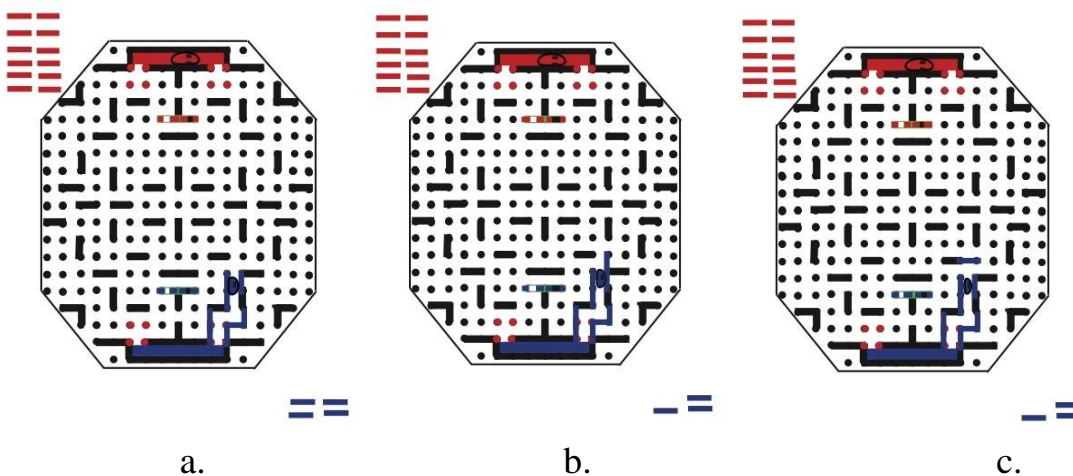
Players will roll both dice to determine who moves first. The player who rolls the highest number will be the first player.

The first player will roll the dice again. The player will move both his blockers first and then build his or her path, in that order. Blockers are moved according to the color on the dice, side-to-side or perpendicular, but not parallel. Blockers may move backwards or forwards. The black die controls the number of moves of the blocker with the black line, and the white die controls the number of moves of the blocker with the white line.



Players may use the shadows to mark their blockers' starting points in order to eliminate confusion if strategy changes several times during a particular move. Shadows are removed from the board after the player completes moving his or her blockers.

After blockers are secured, the first player will start building his or her path from either the left or right opening from home base. The combined number of both dice is the number of wall pieces the player may start with. Walls must be built in a path, and there must always remain two walls on the length of the path as far as possible (a). There may be one wall that stands out if an odd number is rolled (b). If the player would like to indicate that his or her path will turn in a right or left direction during the next turn, he or she may place the last piece at the front of the path (c). When finished moving wall pieces to form the path, the player will place his or her mouse at the beginning of the path to indicate completion of the turn.



After player one completes his or her turn, player two will roll the dice and take his or her turn.

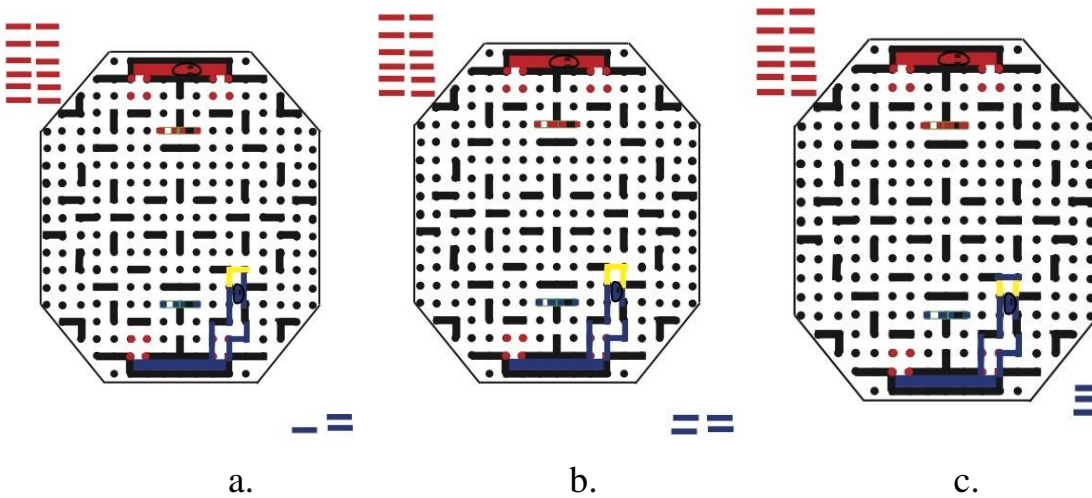
## Blocking

Offensively, blockers are used to create diversions, open corridors, and prevent attack by opponent blockers. Defensively, blockers are capable of creating several varieties of moves to misdirect, turn around and block the progress of the opponent path.

Blockers may move as dictated by the color-coded dice. Blockers may only move into empty spaces and may not move across paths or built-in wall pieces.

Players must recognize opponents' safety area around the mouse. The immediate move of the next player must be considered. If the player blocks his opponent, the back of the opponent's path becomes the new beginning of the path and safety zones of the new "beginning" must be recognized according to safety zone rules. Further, both ends of the path may not be blocked at the same time, which allows for continued play.

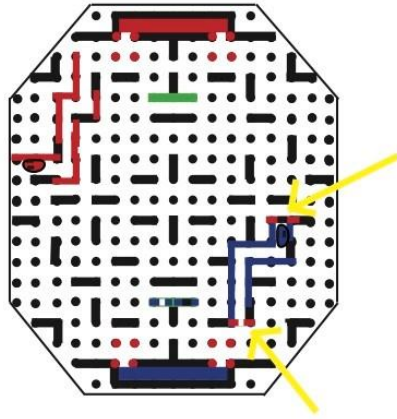
The safety area is designated in yellow in the following figures and must be avoided by opposing blockers.



Blockers may not get into safety zones at all, neither in the player's own safety zone nor in his or her opponent's safety zone.

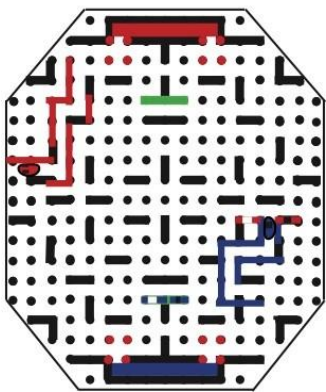
Players may block opponents directly at the end of the path, as indicated in the next figure, but they may not place their blockers at the end of their own path. When a player is blocked, he or she must move the mouse to the opposite end of the path to continue play. This often means the opponent loses ground in building his or her path. The front becomes the back of the path, in this case, and during the next turn, the path will resume from the opposite end. As the game progresses, players may realize the opportunity to block the other player in the path from both ends, which is an **illegal** move in the game.



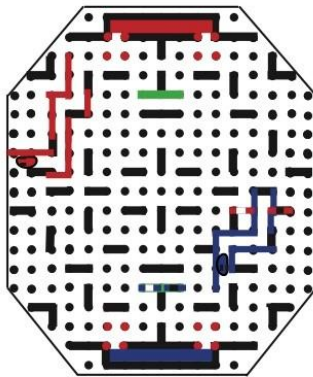


If unable to move a blocker legally (outside of the safety area of your opponent or not as part of your own wall), the player forfeits that turn on that particular blocker. The blocker will remain in place until a legal move is available.

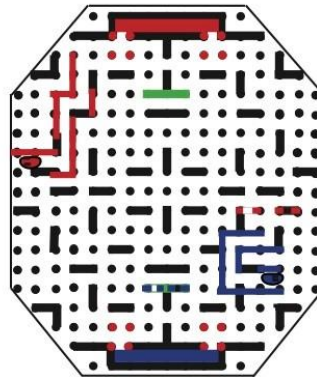
If one or both of the opponent's blockers force a block (called a forced block), the player must finish out the path to block himself or herself in, move the mouse to the opposite end of the maze and then continue building his or her path from what is then the back of the path (See figures. For this example, we assume the player rolled a six).



a.



b.



c.

*In this example, the player gets forced blocked (a). The player's first two moves must complete his or her path and force the mouse into a block. He or she then moves the mouse to the back of the path (b). Finally, the player will use the last four moves to build on the other end of the path and try another route to the opponent's home base. **In a force block situation, the player must use the maximum amount of wall pieces to play into the block before he or she begins building the path from the back.***

Blockers must not settle in the red zone of play, marked by the red pegs off the home bases. Blockers may pass through this area during a turn, but they may not remain in that area. Additionally, blockers may not land in their original place at the beginning of the turn. Blockers may move back-and-forth in the same path, if necessary for strategy, but they must not return to the same place they started within the same turn.

## **Wall Building during the game**

Once all 12 of the wall pieces are on the board, all wall moves must be made **one piece at a time**, from the back of the path to the front of the path. Players may use the black built-in walls as part of their path, but blockers may never be used to build a path. Players also may not use the opponent's wall pieces as part of his or her own path; a player may, however, use his or her own path to block the opponent's path (using the same rule as the blockers in maneuvering the path, but the path may ignore the safety zones to create forced blocks).

## **Finishing**

Players must reach the home base of the opposite player. When he or she makes a complete path to the opposite player's home base, the wall pieces must then be removed from play according to the roll of the dice. For example, if the mouse enters home base and then has two leftover moves, the player will pick up two pieces of the wall, starting from the back of the path. The next roll will dictate how many more pieces may be removed until there are no wall pieces remaining on the game board. This may be accomplished in one turn or over the course of several turns, dictated by the roll of the dice. The first player to successfully reach the opposite side of the board and remove all pieces of his or her path wins.

## **Tips**

- High dice rolls in this game are key. Roll snake eyes one time too many, and your kid brother can beat you!
- You may use your blockers or path to strategically trap your opponent's blocker/s.
- You may run your path into the back section of your opponent's path with the proper number of moves so that your opponent's next move (removing wall pieces from the rear of the path) will free up access to keep moving.