

aMAZEing Abilities Rules Summary

(v9)

Setup (on a table of sufficient size):

1. Connect the four pieces to make the game board
 - Match the colors on the outside intersections
2. Place the 4 dark corner tiles in the four corners of the board
 - There should be one color icon on each corner
3. Place 2 dark wall tiles (wall side out) on each edge (8 total)
4. Place 4 dark tiles in middle holes (rotating wall side out)
 - Place the matching color icon opposite of its color corner
5. Randomly place tiles on all remaining spaces (1 left over)
6. Randomly place all treasure tokens around the board.
7. Place Door board near the main board with 4 doors on it
8. Shuffle 12 drinks cards face down on the Door deck spot
 - Draw 4 cards and place face up on each Door space
 - Place the 4 Doors on the game board on the square containing the matching drink token
 - Remove those 4 tokens and put into the bag
9. Put the Customers Board with 4 Customers nearby.
10. Shuffle the 5 starter event cards facedown onto a side spot on the Customers board.
11. Each player places a barista meeple of their color on the matching color corner tile.
12. Choose who goes first (likely the one who knows the game)
13. Option: players each select one or two special abilities.
 - Choose your special abilities during game play.
 - Players keep each special ability for the whole game.

Game Play (clockwise beginning with first player):

- On a player's turn, **the Maze goes first!**
 - **Roll the Maze die.** Resolve its effect:
 - **2** => draw & resolve the top event card. **Then if:**
 - Here comes the mess: put it on the bottom of the deck
 - Here comes the trouble: shuffle it into the deck
 -     => activate the door of that color (use the next color if not available)
 - If a customer is already at the door of that color, they were not served so they cancel their order and leave (place the drink card for that color on the Customer board as a cancelled order)
 - Otherwise, place a customer at that color door.
 - Now (after the Maze) **the player** has two options. They may take both (or skip) in any order: **Slide** a wall tile || **Move**.
 - **Move:** move your barista along an open path to a wall tile:
 - If it has a door or drive-through, collect that color card
 - If a customer is also on the tile, return them to the Customer board (happy customer was served).
 - If the LAST drink card was collected: **Game Ends**
 - **Slide:** push the extra wall tile into a movable row (column).
 - If anything is on the wall tile that slides off the other side, place it on the wall tile that was used to slide that row.
 - Finally, **if** a drink card was collected (by a barista or by a customer who cancelled their order and left with the card):
 - Draw & place a new drink card on that color Door.
 - No more drink cards? Set aside that color door.
 - Move the Door to the tile with the matching token.

- Return that token to the bag (it now has the larger drink card in play for that door's color).
- If a player's barista is on that tile, they collect the card.

End of Game

Game ends when the last drink card is collected (by a barista or by a customer who cancelled their order and kept the card).

Perfect Victory: baristas served (collected) **ALL 12 drinks.**

- **Almost Perfect Win:** you may allow just ONE customer to leave and cancel their drink order (taking the card). **Lose** if more than 1 customer left and cancelled their drink order.

Special Abilities are your Super Powers

OPTION: Choose (and keep) as you play the game:

- ☐ **Tornado Turn:** before moving, turn the light gray wall tile where your barista currently is in any direction you wish.
 - If your barista is on a black wall tile, you may turn any one of the 4 adjacent white wall tiles..
- ☐ **Easy Exit:** At any time during your move, you may move OFF and OUT OF the maze and re-enter at any point that is accessible to the outside (no wall on the outside edge).
 - If there are several places in the maze that have an opening to OUTSIDE, you can come back via any of them.
- ☐ **Java Jumper:** you may jump over a wall at the end of your move.
 - It is allowed to not move at all and just jump over the wall next to where you are. Handy if the door is on the other side of that wall.
- ☐ **Change Places:** you may change places with any door before you begin your move
 - Put the door (and any customer at that door) where you are, then place your barista where the door formerly was.
- ☐ **Ignore It:** you may ignore the Event card that you draw
 - If your barista is in a good position but the event card says to move columns of wall tiles, you may ignore it.
- ☐ **Reroller:** any time that you roll the die, if you don't like the results, you may reroll the die until the result is different.
 - Example: If there is a customer waiting at the blue door and you roll BLUE ... you may choose to reroll the die (so that the customer doesn't leave and cancel their order).
- ☐ **Teleport Now:** you may begin your turn by teleporting your barista from anywhere to one of the two Home Color wall tiles (in the corner or opposite middle position)
 - Not just any corner or middle position ... only if it matches your barista's color.
- ☐ **Don't Do It!:** At ANY time during the game (but only ONCE each game) you may say "Don't Do It!" ... examples:
 - Don't roll the die
 - Don't draw the card
 - Don't do what the card says
 - Don't put a customer out by a door
 - Don't have the customer leave and cancel their order