MAZING
WITH MAZES

Turn Sequence

1 Explore   **2** Decipher   **3** Draw

Repeat this sequence until you escape the maze.

The Key of the Maze

The Key is a table with codes for every space in the maze, identified by:

- A capital letter for the column.

- A number for the row.

- The identifier is followed by a sequence of letters indicating the space's connections.

A2nes

column A, row 2 and code nes

The Exit

Find the exit to scape; it could be a path leading away from the border or a space containing the **'u'** letter in its code.

Find the Stars

Every time you find a space with an **'x'** letter in its code, you have found a star. Mark the star on your map. To open the exit door, you need at least **3 stars**.

1Explore

Determine which will be the new space to uncover.

Just starting out?▸ Check the Key for the space labeled START and begin there.

In a space with only one new path?▸ Follow it to see where it leads.

In a space with multiple new paths to choose from?▸ Pick any and see where it leads.

Hit a dead end?▸ It's time to backtrack and pick up any unexplored path.

2Decipher

Look up the maze Key for the code of the new space.

Does the path continue (n e s w)?▸ Nothing special here, just keep moving forward.
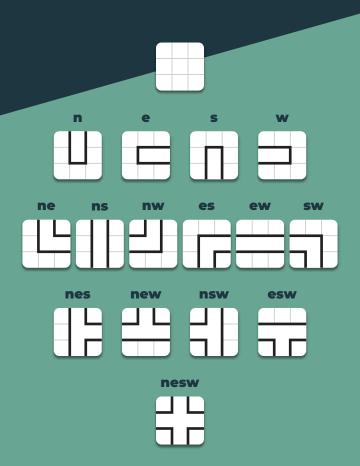
Found a star (x)?▸ Tally it on your star tracker at the top of your map and sketch it in the middle of the space.

Stumbled upon the exit (u)?▸ Ensure you have at least 3 stars. If you do, congratulations. The exit doors open, and you've completed your mission. If not, keep exploring other paths until you find the required stars.

3Draw

Sketch the new space you've just explored according to its code. Consult the Code Reference below to make sure you draw it correctly.

"Redefining the Maze Experience"

—Maze Boys

"The journey of a thousand miles begins with a single step"

—Lao Tzu

Scan the QR code below to grab the full rulebook

SCAN ME