

MAGIC MAZE TOWER



1-4



30'



9+

A game by Kasper Lapp



CONTENTS



3 Tutorial cards
with a green background



44 Quest cards
with blue^{front} & purple^{back} backgrounds



2 Help tiles



32 Quest cards
with blue^{front} & red^{back} backgrounds



5 Hero pawns



4 Orientation tiles

And 2 goodie tiles for the game Magic Maze (see page 8)!

OVERVIEW & GOAL OF THE GAME

After stealing items from the local shopping center (see the game Magic Maze and its expansions Maximum Security & Hidden Roles), our heroes were arrested and imprisoned in a tower of nearly a hundred floors.

Using all their ingenuity, our band of butterfingers thieves tries to escape by navigating the tower's labyrinthine levels one by one. Using her teleportation ability, the mage's little sister has appeared to help them out.

In Magic Maze Tower, the heroes [sometimes] go to their favorite armory before [always] escaping via either a shared or personal exit space.

Each game is an adventure made up of several quests, the last of which is the most formidable.

Main Differences from Magic Maze

If you have already played *Magic Maze*, be aware that *Magic Maze Tower* is a clearly different game, because...

- ⚠ it is **not** a stressful game:
 - ⤷ **Take your time:** There is no sand timer.
 - ⤷ There is no Do Something pawn.
- ⚠ Each level is entirely revealed at the beginning.
- ⚠ It's about puzzle solving, whether alone or with others.



APPRENTICESHIP

Learn *Magic Maze Tower* step by step by playing it! Play through the six tutorials before taking on the full adventures.

Setup

If you are playing solo, leave the Orientation and Help tiles in the box (you will move the Hero pawns as you wish). Otherwise, distribute all the Orientation tiles randomly among the players as follows:

- ♣ **2-player** game: 2 tiles each.
- ♣ **3-player** game: 1 tile each. Place the remaining tile near the play area **for everyone to use**.
- ♣ **4-player** game: 1 tile each.



The Orientation tiles must all have their North oriented the same way. The white arrows then indicate the four different directions.

Take the 3 Tutorial cards (green background; the others are not useful just yet).



Place Tutorial card 1 (its number is in a corner) in the middle of the table. Then play through the tutorials in numerical order.



The icons depicted on the cards indicate starting locations for the Hero pawns on the Quest card.



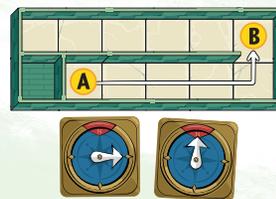
Example: Setup for 3 players. Only the dwarf and mage Hero pawns start on this Quest card.

General Rules

In *Magic Maze Tower*, you don't take turns: You move a Hero pawn whenever you consider it useful. This can be done simultaneously by several players.

You can:

- ♣ move **any** Hero pawn, **at any moment**, and **as many times as you wish**, but always respecting the movement(s) that the Orientation tile(s) allow you to perform.



Example: If a single player had both of these Orientation tiles available (2- or 3-player game), that player could move a pawn from position **A** to position **B** in one go.

- ♣ move pawns on Corridor spaces, on spaces bearing an icon (...), and on the Exit space of the pawn's color. Each space can only accommodate one Hero pawn at a time.

You cannot:

- ♣ **interrupt a player** while they are moving a Hero pawn; it is up to that player to stop when they wish.
- ♣ traverse a **wall** or a **closed door**. Doors are closed by default, and must be opened to move through them (see page 3).
- ♣ move a Hero pawn onto or over a fully illustrated area.
- ♣ jump a Hero pawn over another Hero pawn.

NOTE

There are exceptions to these rules. They are explained on the following pages....

Because you are just learning the game, you are allowed to talk as much as you wish.

Take a look at this short video to get a good idea of how a game of *Magic Maze Tower* plays.



Tutorials

Tutorial n°1

Armory Spaces



When a Quest card has Armory spaces, each hero **must** go to the one of their color, and they must **all** be on theirs **simultaneously**. Once that's done, it's time to exit....

Exit Spaces



Each hero has their own Exit space. To complete a quest, you must move **each** Hero pawn onto **its** Exit space.

When a Hero pawn is placed on its Exit space, **immediately** remove it from the Quest card and return it to the box. You cannot place a Hero pawn on an Exit space that is not its own.



Certain quests will require all the Heroes to escape via one **shared** Exit space.

Doors & Key Spaces

A door stands between two spaces and is **locked by default**, thus preventing pawns from passing through it.



A single quest may have several different types of doors. Each type of door has one or more Key spaces matching it.



To open a door to allow passage through it, a Hero pawn must be standing on a Key space matching the door. The door remains open as long as a Hero pawn is standing on a matching Key space. Any **other** Hero pawns can then pass through the door.



A door locks **immediately** when there are no more pawns standing on any Key space of its color.

There are 5 types of door.

Tutorial n°2

Ladder Spaces



You can move a Hero pawn from one Ladder space to another, as long as they are **aligned orthogonally**. The distance and obstacles between them are irrelevant.



✗ *These two Ladder spaces are not aligned orthogonally.*



✓ *These two Ladder spaces are aligned orthogonally.*

You can only move Hero pawns from one Ladder space to another in the direction(s) of the Orientation tile(s) you can use.



Anthony



Kasper



Sophie



Marie

Example: Anthony moves the Dwarf pawn east (right); Marie, south (down); Sophie, west (left); and finally, Kasper, north (up).

Enough reading! Now it's time to play Tutorial 1!

Alright, let's go! Take it away!

Tutorials

Tutorial n°3

Air Current

Due to violent air currents, certain spaces can only be crossed one way, following the arrow printed between the spaces.

IMPORTANT

You can **never** move a pawn against an air current.



Character Abilities

Dwarf Ability

Due to his small size, the dwarf is the only one who can squeeze through the narrow passages depicted by an orange wall with a little hole in it.



Elf Ability

The elf is agile; he is the only one who can jump over another Hero pawn. To do this, the pawn being jumped over must have the Elf pawn on one side, and an empty space on the other, with all three spaces forming a **straight line**.

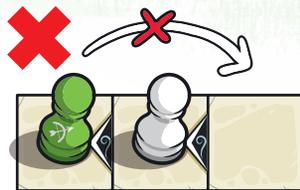


The pawn being jumped over must remain immobile during the elf's jump.

You can only jump the Elf pawn in the direction(s) of the Orientation tile(s) you can use.

NOTE

Air currents still apply: You can't jump against them.



Example: Both of these air currents prevent you from using the elf's ability.

Get back to playing!

Tutorial n°4

Barbarian's Ability

The barbarian is able to toss any other Hero pawn over **a single Trap space** (but not over other obstacles). However, he himself cannot traverse a Trap space.



The tossed hero must have the Barbarian pawn on one side, and the Trap space on the other, and then an empty space on the other side of the Trap space to land in, with all four spaces forming a **straight line**.



These four spaces form a straight line; the elf **can** be tossed.



These four spaces form an elbow; the elf **cannot** be tossed.

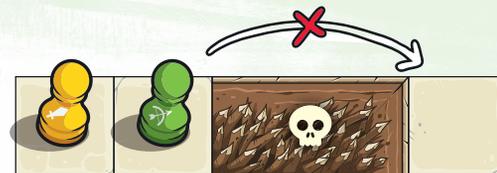
You can only toss the Hero pawn in the direction(s) of the Orientation tile(s) you can use.

NOTE

Air currents still apply: You can't toss heroes against them.



Example: Any of these air currents prevent you from using the barbarian's ability.



Remember: Regardless of air currents, don't forget that the barbarian cannot toss a pawn over more than one Trap space at a time.

Now go play!

Tutorials

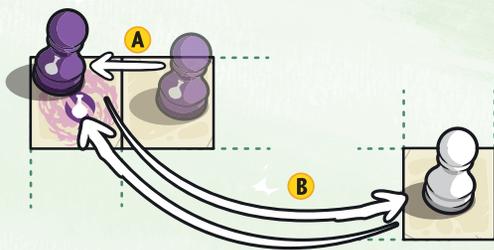
Tutorial n°5

Mage Ability



The mage can use an Invocation space to swap places with another Hero pawn.

When the Mage pawn arrives on an Invocation space **A**, the player who moved it may immediately swap the mage with another Hero pawn in play **B**, **no matter where they are**.



If the Mage pawn is not immediately swapped upon arriving on an Invocation space, it can remain there, but in order to activate the space, must leave and return to it first.

Any other Hero pawn can move onto an Invocation space, but they cannot activate its effect.



Abracadabra, away you go!

Tutorial n°6

The Little Sister's Ability



This is your first encounter with the mage's little sister in the Magic Maze family of games. Because her big sister and friends have been imprisoned, she has decided to help them out with her incredible ability to teleport. However, like a typical little sister, she always wants to cling to one of the "big kids"!

The little sister moves exclusively by her special teleportation ability: She teleports **orthogonally** and **must** end her teleportation on an empty space **adjacent to at least one other Hero pawn**. For her clinginess only, spaces are considered adjacent even if they are separated by a door (locked or unlocked) or a single wall.

EXCEPTIONS

The little sister can be tossed by the barbarian and swapped with the mage. In both of these cases, the little sister's destination space does not need to be adjacent to another pawn.

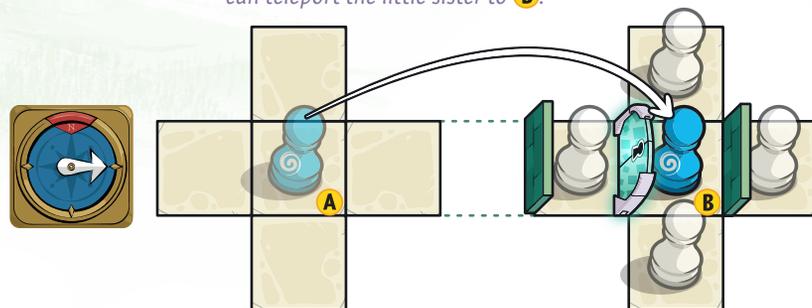


NOTE

Spaces **A** & **B** are not considered adjacent, because two walls separate them.

No obstacles prevent the little sister from teleporting with her ability — not even air currents — because she dematerializes from her initial position to rematerialize at her destination. You can only teleport the Little Sister pawn in the direction(s) of the Orientation tile(s) you can use.

***Example:** You wish to teleport the little sister from space **A** to space **B**. To do this, at least one Hero pawn must be on one of the four spaces adjacent to space **B**. Additionally, only the player with the **EAST (RIGHT)** direction can teleport the little sister to **B**.*



Bravo! You have completed your apprenticeship.
Turn the page to discover your first adventure!

ADVENTURES

Setup

If you are playing solo, leave the Orientation and Help tiles in the box, and move the Hero pawns however you like. Otherwise, distribute all the Orientation tiles randomly among the players as follows:



- ✦ **2-player** game: 2 tiles each.
- ✦ **3-player** game: 1 tile each. Place the remaining tile near the play area for everyone to use.
- ✦ **4-player** game: 1 tile each.



The Orientation tiles must all have their North oriented the same way. The white arrows then indicate the four different directions.

Gather **all** the Quest cards from a single adventure. For example, the four Quest cards numbered 1. Stack them (their order doesn't matter), **blue side up**, and place the stack in the middle of the table.

There are fifteen adventures in all, each comprising **four or eight Quest cards**. Their difficulty is as follows:

- ✦ Adventures 1 – 3 ☆
- ✦ Adventures 4 – 7 ☆☆
- ✦ Adventures 8 – 11 ☆☆☆
- ✦ Adventures 12 – 15 ☆☆☆☆



This cartouche, which you will find on each Quest card – blue side – indicates the adventure number, its difficulty level, and how many cards it comprises.

The icons depicted on the cards indicate starting locations for the Hero pawns on the Quest card.



Example: Setup for 3 players. Only the dwarf, mage, barbarian, and elf Hero pawns start on this Quest card.

Tile common to all three players

Playing a Game

A game of *Magic Maze Tower* consists of completing one full adventure **without communicating** (see *Communication box*, page 7). A complete adventure comprises two phases:

- ✦ **Trials phase:** 4 or 8 little quests (blue side of the cards).
- ✦ **Epic phase:** Just 1 big quest (purple or red side of the cards). Start with Adventure 1.

Trials Phase

During the Trials phase (first phase), you must complete **each and every one of the blue sides of the Quest cards** in the adventure, one by one. It doesn't matter in which order you complete them. Each uses some or all of the rules you learned during your apprenticeship.

Epic Phase

Adventures with 4 Quest Cards

To begin, flip over the stack of Quest cards you just completed to be purple side up. Assemble all these cards into a grand, epic quest. To do this, reassemble the 4-piece “puzzle” in the middle. For your convenience, a cartouche indicates the Hero pawns to use.



The rules are identical to the quests of the Trials phase. However, a new mechanism makes an appearance: Rotating the Quest cards.

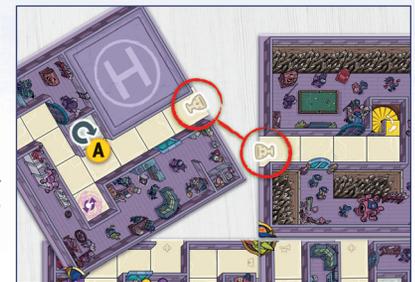
Rotating the Quest Cards

When a Hero pawn is on a Rotation space, any player can pivot the card featuring this Rotation space however they like (90°, 180°, or 270°). When you do this, the corridors will align from one card to the next, and thus generate new passages.



The Hero pawns on the pivoted Quest card remain on their same spaces during the pivot.

Example: Someone pivots card **A**. The corridor ends circled in red will be connected, and will thus permit the Hero pawns to pass.



NOTE

Use the symbols to predict the connections.

ADVENTURES

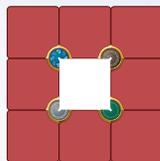
Playing a Game

Adventures with 8 Quest cards

To begin, flip over the stack of Quest cards you just completed to be red side up. Assemble all these cards into a grand, epic quest. To do this, assemble them into a hollow square, being



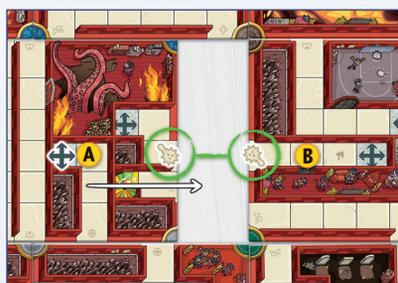
careful to correctly connect the pictograms in the corners. For your convenience, a cartouche indicates the Hero pawns to use.



The rules are identical to the quests of the Trials phase; however, a new mechanism makes an appearance: sliding the Quest cards.

Sliding the Quest Cards

When a Hero pawn is on a Sliding space of a Quest card, any player can slide this card to the adjacent empty space (without pivoting it), within the initial 3x3 square of cards (as in a sliding puzzle). When you do this, the corridors will align from one card to the next, and thus generate new passages.



The Hero pawns on the slide Quest card remain on their same spaces during the slide.

*Example: Someone slides card **A** toward card **B**. The corridor ends circled in green will be connected, and will permit the Hero pawns to pass.*

Completing an Adventure

You complete a **quest** by surmounting all the obstacles so that all Hero pawns can reach their Exit space(s).

You complete an **adventure** by having completed its 5 or 9 quests (the last of which is a grand, epic quest). Now it is time to undertake the next adventure. Beware: It only gets tougher!

Communication

Choose how you want to play! There are three modes of communication from which you can choose; they directly impact the game's complexity level.

- In **BEGINNER** mode, you communicate freely.
- In **ENLIGHTENED** mode, do your best to communicate as little as possible.
- In **EXPERT** mode, the only allowed types of communication are:
 - ~ staring at a player.
 - ~ pointing your finger at a Help tile, specifically at the icon that depicts the action you think a player should perform (moving a Hero pawn, using an ability, using a ladder, going to armories, unlocking a door, exiting, etc.).

All other forms of communication are forbidden (pointing at a pawn or a player, making noise, etc.).



Now you are ready to embark on your first adventure. Good luck!

Can't Complete a Quest?

Have you fried your brains several times trying to complete a quest, to no avail?
Do you want to skip to the next one? No problem; the decision is yours.

If, however, you wish to see the solution, simply scan the QR code for the adventure, on one of its purple or red sides. This will take you directly to videos of all the solutions!



Have you played all the games of the Magic Maze family?



PLAY MAGIC MAZE WITH THE LITTLE SISTER



This *Magic Maze Tower* box contains two tiles which serve no other purpose than to permit you to use the Little Sister pawn in your *Magic Maze* games.

One tile contains her Item space, and the other tile contains her Exit space.

Note that her Item space is connected to a play space, rather than a shop: The little sister absolutely prefers to go play while the adults commit their thefts!



During setup, place the Little Sister pawn on the Sand Timer space on starting tile #1 (without activating the sand timer).

During the game, the little sister teleports exactly as explained in this rulebook.

When the Little Sister pawn is on an Exploration space that leads to an unexplored area, the player with the Explore action can reveal a new tile, **regardless of the color** of the Exploration space.

KASPER: "Thank you to all the playtesters for your feedback and suggestions. You are too numerous to mention, but you know who you are."

A game by Sit Down ! published by Megalopole. ©Megalopole (2024). All rights reserved. This material can only be used for private entertainment. **ATTENTION:** Not suitable for children under three years of age. This game contains small pieces that could be ingested or inhaled. Retain this information. • Visuals are non contractual. The shapes and colors may change. • Any reproduction of this game, in full or in part, in any medium, physical or electronic, is strictly forbidden without written permission from Megalopole.

sitdown-games.com shop, rules, videos, news...



rue Sanson 4
BE-5310 Longchamps
Phone +32 468 37 51 31



DESIGNER
Kasper LAPP

ILLUSTRATORS
GYOM & Anthony MOULINS

DEVELOPMENT MANAGER
Michaël DEROBERTMASURE

GRAPHIC DESIGNER
Anthony MOULINS

ARTISTIC DIRECTOR
Marie OOMS

PROMOTION MANAGER
Sophie TROYE

ANIMATOR OF ONLINE SOLUTIONS
Cassandra DELMÉE

ENGLISH TRANSLATOR
Nathan MORSE

PROJECT MANAGER
Didier DELHEZ