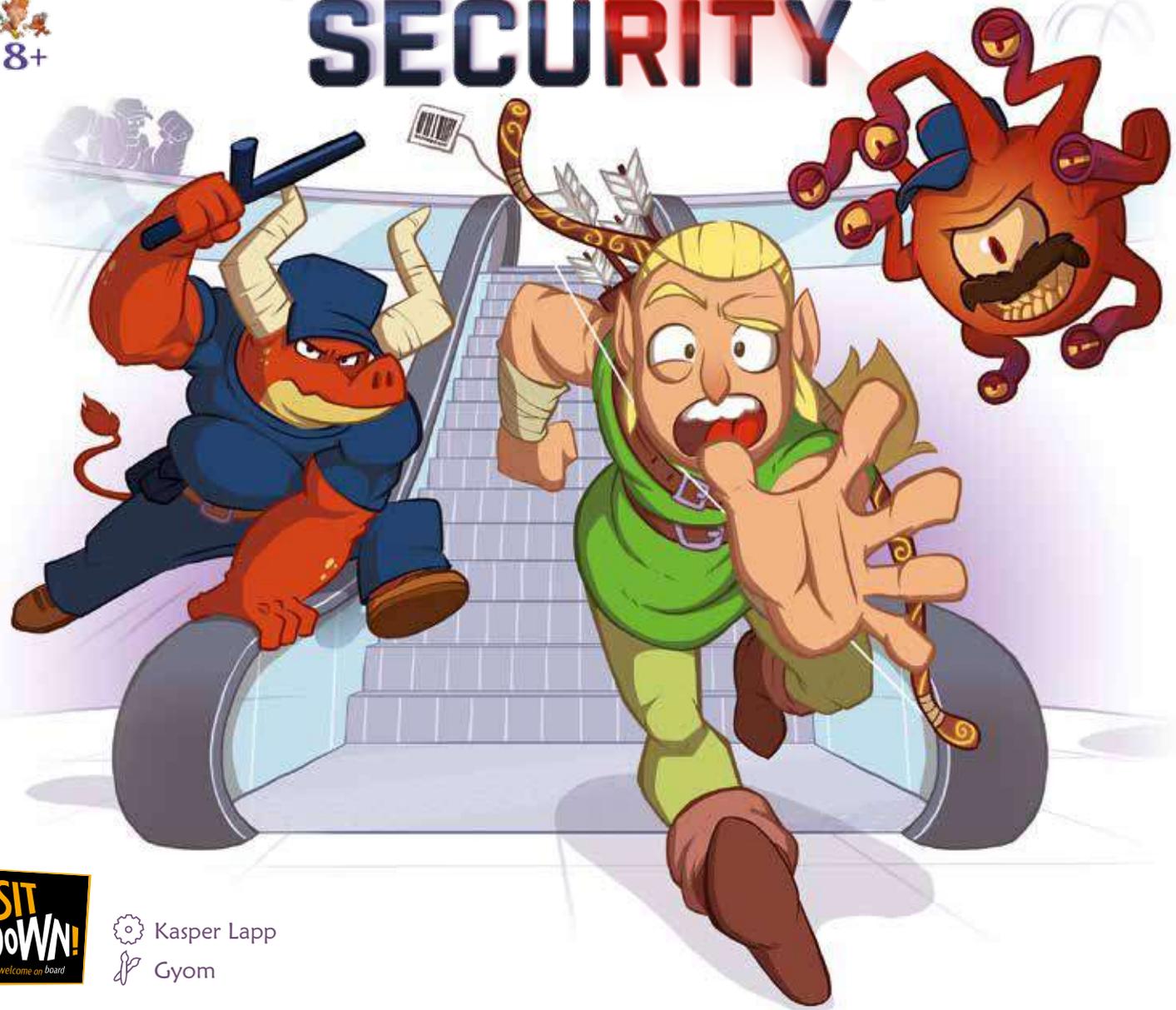


1-8  
20'  
8+



# MAGIC MAZE MAXIMUM SECURITY



 Kasper Lapp  
 Gyom

## INTRODUCTORY GAME

We recommend you start out by reading about the guard and the Anti-Stress tokens below, and then play the introductory game detailed at the end of module 2 on this page.

**All of the base game's rules still apply.**

**Note:** In these rules, "tile 1a" means "tile 1, A-side-up".

## COMPONENTS

- 4 Guard pawns
- 13 Mall tiles, marked with the symbol 
- 1 Beholder on a plastic stand
- Various tokens (6 Anti-Stress tokens [1 Sand Timer, 2 Swap, 3 Loudspeaker] + 4 Ventilation Shaft tokens [2 dark gray, 2 light gray] + 3 Wall Breach tokens + 2 Telekinesis tokens + 10 Spell tokens + 12 Out of Order tokens + 1 Sensor token + 1 Busy token [Ice Cream]) + 2 Spell rings

### 1 GUARD

*The guards never stop patrolling the mall, in search of miscreants (our heroes). Even though you will move the guards, you still must be careful not to get caught. And once you add the Guard Room and Reinforcement Guards, everything will become that much more tricky. Good luck!*

When setting up, replace Mall tile 9 from the base game with the one from this expansion (9 ). Place a Guard pawn on the Theft tile.



During the game, when tile 9  is added to the mall, take the Guard pawn from the Theft tile and place it on the Guard space of tile 9 .

The Guard pawn monitors the entire tile on which it is standing. This means you are never allowed to move a Hero pawn onto a Mall tile with a Guard pawn on it. You also are never allowed to move a Guard pawn onto a Mall tile with a Hero pawn on it – you wouldn't want to get caught! (This rule is slightly modified when you use the Guard Room, module 5).

You move the Guard pawn exactly the same way you move the Hero pawns. In other words, at any time, you can use the actions depicted on your Action tile (and only those actions) to move the Guard pawn. The exception is that the Guard pawn cannot use the Vortex system.

You cannot use the Guard pawn to activate special spaces for you. For example, the guard will not activate a Sand Timer space, and the guard will not explore new tiles.

### 2 ANTI-STRESS TOKENS

*This expansion introduces many new stressful elements, so it only seems decent to offer you some stress relievers. Whether it is additional time, the ability to communicate more often, or swapping actions at an opportune moment, you will find yourself more relaxed in no time!*

When setting up, place the Anti-Stress tokens (1 Sand Timer, 2 Swaps, 3 Loudspeakers) near the sand timer.

During the game, at **any time, any player** can decide to use an Anti-Stress token. Discard the token, and immediately apply its effect as explained below.



#### Sand Timer token

Immediately flip the sand timer, then follow all of the usual rules for flipping the sand timer.



#### Swap token

Swap your Action tile with another player's Action tile. The other player cannot refuse the swap!



#### Loudspeaker token

Everyone is allowed to communicate, following the usual communication rules for flipping the sand timer.

#### Guard & Anti-stress tokens

INTRODUCTORY GAME

Shuffle Mall tiles 2-8, 9 , and 10-12 together to form a face-down deck. Place a Guard pawn on the Theft tile, and the Anti-Stress tokens beside the sand timer. Tile 1a is the starting tile.

Follow all of the base game's rules, and those of the Guard (module 1) and Anti-Stress tokens (module 2).

## HOW TO USE THIS EXPANSION

This expansion not only brings the mall guards of Magic Maze to life, but provides a number of other modules to allow you to customize your experience. There are two different types of modules: **helpers** (♣), which decrease the difficulty, and **challenges** (▲), which increase the difficulty. You can add the modules in any order you like, but we suggest the order in the table below, which is the same as this rulebook. Playing the tutorials is the best way to grasp the new rules. Once you understand a module, you can start including it in your real games; however, for the best experience, we recommend that you do not use any of the base game's special tiles (13–24) when you use this expansion. Also, the tile backs in this expansion differ from the tile backs in the base game. Use this information to your advantage.

## TABLE OF REFERENCE

	NAME	EFFECT	NECESSARY TILES	NECESSARY TOKENS/PAWNS	PAGE
▲	<b>1. Guard</b>	Prevents you from moving Hero pawns onto the tile it occupies and vice versa. 	9♣	1 Guard pawn	2
♣	<b>2. Anti-Stress tokens</b>	Flip the sand timer, swap Action tiles, speak according to the usual rules. 	-	6 Anti-Stress tokens	2
♣	<b>3. Ventilation Shafts</b> <sup>Dwarf</sup>	Anyone can use the orange Hero pawn to open Ventilation Shafts, through which any pawn can move. 	-	4 Ventilation Shaft tokens	4
♣	<b>4. Wall Breaches</b> <sup>Barbarian</sup>	Anyone can use the yellow Hero pawn to breach walls with Wall Breach tokens, through which any pawn can move. 	-	3 Wall Breach tokens	5
▲	<b>5. Guard Room</b>	When a Guard pawn and a Hero pawn are on the same Mall tile, move them to the Guard Room. That Hero pawn must be freed. 	25♣ + at least one code (7♣, 8♣, 9♣, 26♣ and/or 29♣) and/or Ventilation Shafts	Module(s): Guard, Reinforcement Guards, Beholder, and/or Sensor	6
▲	<b>6. Steel door escape</b>	A steel door (requiring a code) blocks the orange Hero pawn's Exit space. 	12♣	-	7
♣	<b>7a. Map spaces</b>	Player with Explore action can explore all Exploration spaces of the Hero pawn standing on the Map space. 	26♣ and/or 29♣	-	8
♣	<b>7b. Auto-Explore spaces</b>	Player with Explore action can explore an Auto-Explore space at any time, with no need for a Hero pawn to stand on it. 	At least one of these: 2♣, 10♣, 11♣, 12♣, 26♣, 28♣, 29♣	-	8
▲	<b>8. Beholder</b>	Prevents you from moving pawns onto the tile it occupies. A Hero pawn on a Command space allows the player with the matching Move action to move it to the adjacent tile in that direction. 	7♣ + 27♣	1 Beholder	9
♣	<b>9. Telekinesis</b> <sup>Elf</sup>	Anyone can move an explored Mall tile if the green Hero pawn is on an unused Exploration space. 	-	2 Telekinesis tokens	9
♣	<b>10. Spells</b> <sup>Mage</sup>	Anyone can cast a spell: Apply the effect of the Spell token you use. 	-	2 random Spell tokens	10
▲	<b>11. Reinforcement Guards</b>	More Guard pawns appear when the theft occurs. 	At least one of these: 2♣, 10♣, or 11♣	1-3 Guard pawns	12
♣	<b>12. Control Room</b>	Player with Vortex action can teleport Guard pawns to Vortex spaces of the Hero pawn standing on the Control Room space. 	28♣ + at least one code (7♣, 8♣, 9♣, 26♣, and/or 29♣)	-	13
▲	<b>13. Sensor</b>	Prevents you from moving pawns onto the six spaces it covers. Anyone can rotate it if a Hero pawn is on the Sensor Control space. 	6♣ + 29♣	1 Sensor token	14

## GENERAL RULES

- ▶ When something must be **discarded**, always return it to the box; it cannot be used again during the same game.
- ▶ A space or a tile is considered **empty** if there are no components on it (pawns, tokens, etc.).
- ▶ If you notice that a player has broken a rule, you are allowed to point this out verbally. Return the game components to the situation before the mistake was made (while the time is running!).
- ▶ While you are learning the different modules, you may encounter an unfamiliar symbol in a space. Just ignore the symbol and treat it as a normal corridor space until you learn about it later.
- ▶ **Remember:** As soon as a Hero pawn has reached its Exit space, remove it from the board and place it on the Theft tile. This will become particularly important when the Beholder or one or more Guard pawns are in play.
- ▶ **Remember:** A Hero pawn does not need to be standing on a Vortex space to use the Vortex system. It can be vortexed from anywhere to any Vortex space of its color.

### 3 THE DWARF'S VENTILATION SHAFTS

*It is well known that dwarves are unparalleled spelunkers.*

*What is less widely known is that a dwarven company was awarded the contract to install the Magic Maze ventilation system.*

*No wonder our dwarven hero is able to open precious shortcuts to access the secret passages of the mall.*

*When setting up, place the 4 Ventilation Shaft tokens near the sand timer.*

During the game, **any player** can use the Ventilation Shaft special ability at **any time**. Take a pair of Ventilation Shaft tokens that are the same color, place one of them on the space beneath the orange Hero pawn (the dwarf), and the other on an empty space of the mall.

As long as the pair of Ventilation Shaft tokens is on the board, **any player** can move **any Hero pawn** that is standing on one of the Ventilation Shaft tokens to the matching Ventilation Shaft token. You can even do this after the theft has occurred.

You can also move a Guard pawn through a ventilation shaft this way; however, once a Guard pawn uses a ventilation shaft, discard the pair of Ventilation Shaft tokens.



#### TUTORIALS

Tutorials will help familiarize you with the new concepts.

**They are not full games** and may have different goals from the ordinary game. Each tutorial section tells you which components to use, and gives you specific instructions. Always follow the tutorial setup and rules strictly: **Don't add any modules that are not in the tutorial description** (except for Anti-Stress tokens, which you are always welcome to use).

#### I Dwarven Ventilation Shafts

**TUTORIAL** Shuffle Mall tiles 3, 4, 5, 8, and 10 together to form a face-down deck. Tile 1a is the starting tile. Set the Ventilation Shaft tokens near the sand timer.

**GOAL** The green Hero pawn must get to the green Item space, and then escape directly from tile 8 to tile 10 without crossing any other tiles.

**HARDCORE MODE** If you want an extra challenge, use tile 1b as the starting tile, and try to succeed without flipping the sand timer.

#### NOTE

Each pair of Ventilation Shaft tokens can only be deployed one time, and never moved. The pair of tokens will stay on the board until the end of the game, unless a Guard pawn moves through them, removing them from play. Placing a Ventilation Shaft token on a special space (e.g. Vortex, Sand Timer, Item) turns the space it covers into a normal space (with an opening to a ventilation shaft) as long as it is in play, so place them wisely!



## 4 THE BARBARIAN'S WALL BREACHES



*The barbarian is a big brute, and he knows it; he has no need for finesse. Now not even bricks and mortar can stop him, as he smashes through them, making a new doorway for all to use.*

**When setting up, place the 3 Wall Breach tokens near the sand timer.**

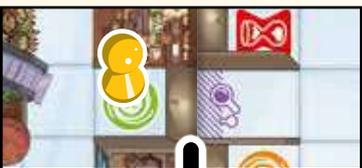
During the game, **any player** can use the Wall Breach special ability at **any time**. Take a Wall Breach token, and place it on a pair of adjacent spaces separated by a wall: One half of the Wall Breach token must go on the space beneath the yellow Hero pawn (the barbarian), and the other half must go on an empty corridor space (a space where Hero pawns normally can go, with no tokens or pawns on the space).



As long as a Wall Breach token is on the board, you can move **any Hero pawn** through the wall it covers.

You can breach a wall between two spaces on a single Mall tile, or between two spaces on adjacent Mall tiles.

You can also move a Guard pawn through a wall breach this way; however, once a Guard pawn uses a wall breach, discard the Wall Breach token.



### NOTE

Each Wall Breach token can only be deployed one time, and never moved. The token will stay on the board until the end of the game, unless a Guard pawn moves through it, removing it from play. Placing a Wall Breach token on a special space (e.g. Vortex, Sand Timer, Item) turns the spaces it covers into normal spaces (that are now connected) as long as it is in play, so place them wisely!

### II **Barbarian Wall Breaches**

**TUTORIAL** Shuffle Mall tiles 3, 4, 5, 8, and 10 together to form a face-down deck. Tile 1a is the starting tile. Set the Wall Breach tokens near the sand timer.

**Remember:** Do not include other modules (such as Ventilation Shafts).

**GOAL** The green Hero pawn must get to the green Item space, and then escape, but before the green Hero escapes, you must create a diversion by destroying a Sand Timer space (cover it with a wall breach)!

**HARDCORE MODE** If you want an extra challenge, use tile 1b as the starting tile, and try to succeed without flipping the sand timer.



*From now on, the guards are able to catch the heroes and bring them to the guard room, where they will rot for the rest of their lives, reflecting on all the bad things they have done... unless their friends manage to free them. But beware: If 2 heroes are ever captive at the same time, you lose the game!*

When setting up, add Mall tile 25. Make sure you add a Mall tile containing a Code space (tile 7, 8, 9, 26, or 29), or use the Ventilation Shafts (module 3).

When playing with the Guard Room tile, if you ever move a Hero pawn and a Guard pawn onto the same tile (probably by mistake), the Hero pawn gets caught: Move the Hero and Guard pawns from the tile they share to the Guard Room tile (25). Place the Hero pawn on the Hero space and the Guard pawn on the Guard space. If it happens before the Guard Room has been added to the mall, set the two pawns aside; move them onto their spaces of the Guard Room as soon as it is added to the mall.

You cannot move a Guard pawn out of the Guard Room tile if there is still a Hero pawn in the Guard Room.

The Guard Room is cursed so that Hero pawns in there can only have Move actions performed on them (no Use a Vortex action or special abilities).

If there are ever two (or more) Hero pawns captive at the same time, **you immediately lose the game!**

### Freeing a Hero Pawn

You can move the Guard pawn onto the Coffee Machine space (see illustration), so it is out of the way for the Hero pawn to reach the steel door.

There are three ways to free a Hero pawn from the Guard Room:

- Use a Code space (see page 6) in order to move the captive Hero pawn through the steel door.
- Use the Ventilation Shaft special ability from the outside into the Guard Room (module 3).
- Use the Wall Breach special ability from the outside into the Guard Room (module 4).



### When You Flip the Sand Timer

- If there is still a Hero pawn on the Guard Room tile, move it back onto the Hero space, and move the Guard pawn back onto the Guard space. But if the Hero pawn has escaped, move the Guard pawn out of the Guard room: Place the Guard pawn on the first empty space right outside the Guard Room's steel door, even if there is another Guard pawn or a Hero pawn (that will be caught) on that tile.
- Discard any pair of Ventilation Shaft tokens and any Wall Breach tokens that are on the Guard Room tile.

### STEEL DOORS & CODES

Synchronization is what it's all about. Use a code in one place to allow someone else to access a special space elsewhere. Will you be able to infer your teammates' intentions?



The Guard Room is locked with a steel door, as are other special spaces that will be introduced later. To pass through a steel door, you must utilize a code.

To utilize a code, a Hero pawn must be on a Code space (tile 7, 8, 9, 12, 26, or 29). Another Hero pawn can then pass through the steel door in the direction of the red arrow. Place an Out of Order token on the Code space you used, beneath the Hero pawn.

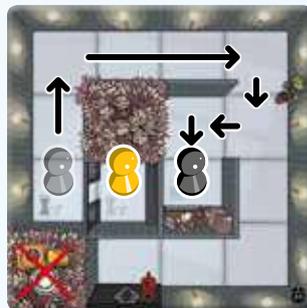


If the steel door has a white arrow, pawns can move in that direction without using a code. If it doesn't have an arrow in one direction, you can never move through the steel door in that direction.



#### NOTE

The barbarian's Wall Breach cannot be used to bypass a steel door.





The dwarf's exit has been locked, and he won't be able to escape unless you know the access code. One of his companions must unlock the door remotely so he can get through!

When setting up, replace **Mall tile 12** from the base game with the one from this expansion (12♣).

#### IV The Dwarf's Locked Exit

TUTORIAL

Shuffle Mall tiles 3-5, 7, and 12♣ together to form a face-down deck. Tile 1a is the starting tile.

**GOAL** The orange Hero pawn must get to the orange Item space, and then escape.

**HARDCORE MODE** If you want an extra challenge, use tile 1b as the starting tile, and try to succeed without flipping the sand timer.



#### III The Guard Room

TUTORIAL

Shuffle Mall tiles 2-3, 10-12 and 26♣ together to form a face-down deck, then place tile 25♣ at the bottom of the deck. Tile 1a is the starting tile, but only the purple, green and yellow Hero pawns start on it. Place the orange Hero pawn near the Theft tile; the dwarf has been captured. Place the Guard pawn on the Theft tile.

**GOAL** Find all 4 exits, and free the orange Hero pawn (since you do not have the Ventilation Shafts or the Wall Breaches, you will have to use a Code space). In this tutorial, all 4 Hero pawns must escape without the theft occurring.

**SPECIAL RULES** During the game, when tile 25♣ is added to the mall, place the Guard pawn and the orange Hero pawn on their respective spaces of the Guard Room tile. Because you must escape without the theft occurring, the Use a Vortex action is available for this entire tutorial.

**HARDCORE MODE** If you want an extra challenge, use tile 1b as the starting tile, and try to succeed without flipping the sand timer.





*Exploring has never been so quick! The Map spaces reward your patience if you wait for the perfect situation to use them. The Auto-Explore spaces let you make use of the latest technology to explore by remote control!*

### a MAP SPACES

*When setting up, add Mall tile 26 and/or Mall tile 29.*

When you move a Hero pawn onto the Map space, the player with the Explore action can explore all the Exploration spaces of that hero's colour at once (as if the Hero pawn were standing on all of them at the same time). If new Exploration spaces of the same colour turn up on the explored Mall tiles, they can be explored as well.

Each Map space can only be used once, after which you must place an Out of Order token on it, beneath the Hero pawn.

**Note:** When using a Map space with the green Hero pawn (the elf), you are not allowed to use his special ability to communicate.



*The green Hero pawn is on the Map space (A). Anne, who has the magnifying glass, can explore from green Exploration spaces for as long as she wants (B). If she reveals new green Exploration spaces in this process, she can even explore from those (C). In the meantime, the other players can be taking actions. When the game reaches a point at which she needs to explore for another hero, or use her Move action, she must cover the Map space with an Out of Order token.*

### b AUTO-EXPLORE SPACES

The player with the Explore action can explore an Auto-Explore space at **any time**, with no need for a Hero pawn to be standing on it.



#### V Maps

**TUTORIAL** Shuffle Mall tiles 2-12 to form a face-down deck, then place tile 26 face-down on top of the deck. Tile 1a is the starting tile.

**GOAL** A Hero pawn must use the Map space to explore at least 3 tiles before marking it out of order. Once you have done this, this tutorial is complete.

**SPECIAL RULES** If you fail to use the Map space, or you explore fewer than 3 tiles when you use it, try this tutorial again.

**HARDCORE MODE** If you want an extra challenge, use tile 1b as the starting tile, and try to use the Map space to explore at least 4 tiles.



If you want to play a full game with everything you've learned so far, use this scenario:

#### FULL GAME

Shuffle tiles 2-8, 9, 10, 11, 12, 25 and 26 together to form a face-down deck. Tile 1a is the starting tile. Set the Ventilation Shaft, Wall Breach and Anti-Stress tokens near the sand timer. Place a Guard pawn on the Theft tile. Play with the usual goal.



*"The Beholder" is a gentle nickname for this massive creature, who moves by flying from tile to tile, according to the orders given from the command center. Its presence forbids any hero from being on the same tile with it.*



*When setting up, replace Mall tile 7 from the base game with the one from this expansion (7), and add Mall tile 27. Place the Beholder on the Theft tile.*

During the game, when tile 7 is added to the mall, place the Beholder on that tile; it doesn't occupy a particular space.

Just like the Guards, the Beholder watches the entire tile on which it is standing: If a Hero pawn is ever on the same Mall tile as the Beholder, the Hero is caught. If you are playing without the Guard Room (module 5), just move the Hero or Beholder back so they are no longer on the same tile. Otherwise, send the Hero to the Guard Room and leave the Beholder where it is.

You can move the Beholder from its current tile to an adjacent tile, even if there is no path connecting them. To do this, a Hero pawn must be standing on the Command space (tile 27) corresponding to the direction in which you want the Beholder to move. Once a Hero pawn is on the appropriate Command space, the player with the

Move action for the same direction can move the Beholder one tile in that direction.

The Beholder can never be moved onto the same tile as a Guard pawn – and vice versa.

The Beholder can also never be moved onto the Guard Room.

## VI Beholder

TUTORIAL

Shuffle Mall tiles 3-5, 12, 7 and 27 together to form a face-down deck. Tile 1a is the starting tile. Place the Beholder on the Theft tile.

**GOAL** The orange Hero pawn must get to the orange Item space, and then escape.

**HARDCORE MODE** If you want an extra challenge, use tile 1b as the starting tile, and try to succeed without flipping the sand timer.

*Among other hobbies, the elf has developed the ability to move distant objects. But while other people are bending small spoons, this bugger is reshaping entire sections of the mall!*

*When setting up, place the 2 Telekinesis tokens near the sand timer.*

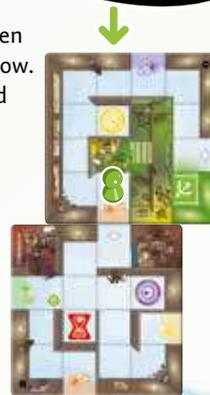
During the game, when the green Hero pawn (the elf) is on an unused Exploration space



of any color, any player can use the Telekinesis special ability. Discard a Telekinesis token and immediately apply its effect as explained below.

Choose a Mall tile already on the board, and move it to where the green Hero pawn is exploring, placing it as if it were a normal exploration action. This special ability is constrained by four rules:

- The tile you move must already be part of the mall; do not take it from the deck.
- The tile you move must be empty (no tokens or pawns on it).
- Tile 1 can never be moved.
- Moving the tile cannot divide the mall into separate sections: Each tile must touch another on at least one side; however, as long as that rule is followed, you are allowed to remove access to a tile this way... at your own risk!



## VII Elven Telekinesis

TUTORIAL

Shuffle Mall tiles 2-5 and 9 together to form a face-down deck. Tile 1a is the starting tile. Set the Guard pawn on the Theft tile, and the Telekinesis tokens near the sand timer.

**GOAL** The purple Hero pawn must get to the purple Item space, and then escape by moving directly from tile 9 to tile 2, without crossing other tiles.

**HARDCORE MODE** If you want an extra challenge, use tile 1b as the starting tile, and try to succeed without flipping the sand timer.



*Although our heroic mage has been stripped of all her possessions, she still has her magic. She can cast spells to try to get the heroes out of this tough situation!*

*When setting up, draw 2 random Spell tokens, and place them face up near the sand timer.*

During the game, **any player** can use the Spell special ability at **any time**. Choose a Spell token, and immediately apply its effect as explained below.

Announce the spell aloud (e.g., "I cast the Frog spell on this guard!"). This prevents the other players from being confused by the things you are about to do. Don't worry: It does not break the "no communication" rule.

When you use an **Instant spell**, immediately apply all of its effects, and discard the corresponding Spell token.

When you use a **Temporary spell**, apply its effect until the next time you flip the sand timer. In order to show that the spell is in effect, and to remember to end its effect at the appropriate time, place the corresponding Spell token on top of the sand timer (unless specified otherwise). When you flip the sand timer, discard the Spell token and end its effect. You can have more than one Temporary spell in effect at a time.

### INSTANT SPELLS



**Broom** ..... **INSTANT**  
Remove one Out of Order token from the board. The space it previously covered (e.g. Sand Timer, Crystal Ball, Map...) is now available again.



**Crystal Ball** ..... **INSTANT**  
Same effect as when the purple Hero pawn stands on a Crystal Ball space.



**Code** ..... **INSTANT**  
Same effect as when a Hero pawn stands on a Code space (see Steel doors & Codes, p. 6).

**Note:** Only useful when playing with the Guard Room (module 5), Steel Door Escape (module 6), or Control Room (module 12). If you are using none of these, draw a new spell, instead.



**Swap** ..... **INSTANT**  
Swap the position of any two pawns (e.g. Hero and Hero, Hero and Guard, and other combinations in later expansions) that are on corridor spaces.



**Teleportation** ..... **INSTANT**  
Move any one pawn (e.g. Hero, Guard, or other in later expansions) to any empty corridor space.

### TEMPORARY SPELLS



**Clairvoyance** ..... **TEMPORARY**  
Flip the deck of Mall tiles face up. You now know the next tile to be explored. The next time you flip the sand timer, flip the deck face down again.



**Ghost Form** ..... **TEMPORARY**  
Place the grey Ghost Form ring around the purple Hero pawn (the mage). You can now move the purple Hero pawn through walls (but not through illustrated areas such as shops or outside the Mall tiles), as if every wall were breached for the purple Hero pawn.  
Next time the sand timer is flipped, remove the grey Ghost Form ring.



**Frog** ..... **TEMPORARY**  
Choose one Guard pawn to turn into a frog.  
Place the Frog Spell token onto the space where the Guard pawn stands, and place the Guard pawn on top of the sand timer. The frog cannot be moved, and is not considered an obstacle: you can move pawns onto and through the space it occupies. The next time you flip the sand timer, place the Guard pawn back on the frog's space and discard the Frog Spell token. If this causes a Guard pawn and a Hero pawn to be on the same tile, and you are not playing with the Guard Room (module 5), you lose the game.



### Invisibility.....TEMPORARY

Place the white Invisibility ring around the purple Hero pawn (the mage). The purple pawn becomes invisible: You can now move it onto and through a Mall tile occupied by a Guard pawn; however, the Beholder (module 8) and the Sensor (module 13) can still detect the invisible purple pawn!

Next time the sand timer is flipped, remove the white invisibility ring. If this causes a Guard pawn and a Hero pawn to be on the same tile, and you are not playing with the Guard Room (module 5), you lose the game.



### McTrollald's Voucher.....TEMPORARY

The guards cannot resist a voucher for McTrollald's!

Move a Guard pawn directly onto any McTrollald's illustrated area (on tile 2, 6, 7, 7, 18, or 26). While the guard is eating, the Guard pawn is not considered to be on the Mall tile! The next time you flip the sand timer, place the Guard pawn on the corridor space in front of the entrance to that McTrollald's. If this causes a Guard pawn and a Hero pawn to be on the same tile, and you are not playing with the Guard Room (module 5), you lose the game.

## VIII *Baby's First Spells*

TUTORIAL

Shuffle Mall tiles 2-5 and 9 together to form a face-down deck. Tile 1a is the starting tile. Set the Guard pawn on the Theft tile, and the Clairvoyance and Invisibility Spell tokens near the sand timer.



**GOAL** The purple Hero pawn must get to the purple Item space, and then escape.

**SPECIAL RULES** You cannot move the Guard pawn at all throughout this tutorial. When the Guard pawn is added to the mall, place a Busy token beneath him to show this.



**HARDCORE MODE** If you want an extra challenge, use tile 1b as the starting tile, and try to make sure that the purple Hero pawn explores tile 9.

## IX *Three Spells for a Bow*

TUTORIAL

Shuffle Mall tiles 3, 4, 5, 8, and 10 together to form a face-down deck. Tile 1a is the starting tile. Set the Ghost Form, Swap, and Teleportation Spell tokens near the sand timer.



**GOAL** The green Hero pawn must get to the green Item space, and then escape. You cannot leave any Hero pawns on tile 8.

**HARDCORE MODE** If you want an extra challenge, use tile 1b as the starting tile, and try to succeed without flipping the sand timer.

## X *A Frog at McTrollald's*

TUTORIAL

Shuffle Mall tiles 2-6, 9, and 11 together to form a face-down deck. Tile 1a is the starting tile. Set the Guard pawn on the Theft tile, and the McTrollald's Voucher and Frog Spell tokens near the sand timer.



**GOAL** The purple and yellow Hero pawns must get to the purple and yellow Item spaces, respectively, and then escape...

**SPECIAL RULES** ...but in order to perform the theft, you must create a diversion by making a frog appear inside of McTrollald's, and steal the items while the frog is still there!

**HARDCORE MODE** If you want an extra challenge, use tile 1b as the starting tile, and try to succeed without flipping the sand timer.

# 11 REINFORCEMENT GUARDS



Management has decided to send reinforcements for the poor, solitary guard. But they will not be called to action until the theft occurs. Then they will block the exits, and you will have to avoid their watchful eyes!

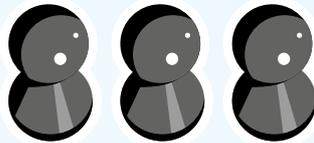
When setting up, **replace one or more of the Mall tiles 2, 10, and 11 from the base game with the ones from this expansion (2, 10, and 11).** For each tile you replaced this way, place a **Guard pawn** on the Theft tile.



## NOTE

We suggest that you start by replacing only one tile, so you add only one reinforcement guard. Then, after you have become familiar with the other security measures, you can add more.

When you flip the Theft tile B-side-up, place all of the Guard pawns that had been standing on it on the Reinforcement Guard spaces of tiles 2, 10, and 11. These additional Guard pawns follow all the usual rules for Guard pawns. If there are not enough Reinforcement Guard spaces for the additional Guard pawns (because those tiles have not been explored yet), discard the Guard pawns that have nowhere to go.



You cannot move a Guard pawn onto or through a tile with another Guard pawn already standing on it.

## SPECIAL CASES

- If the tile on which a reinforcement guard is supposed to appear already has a Guard pawn on it, the reinforcement appears anyway.
- If the Reinforcement Guard space is occupied, then the reinforcement appears on the nearest empty space (if several are equally near, you choose).
- If a Hero pawn has been captured (module 5), such that the Hero pawn and Guard pawn should be moved to the Guard Room tile, but there is already a Guard pawn on the Guard Room tile, move only the Hero pawn onto the Hero space of the Guard Room tile, leaving the capturing Guard pawn where it is. Then reset the Guard pawn on the Guard Room tile to the Guard space.



## XI Reinforcement Guard

**TUTORIAL** Shuffle Mall tiles 3-5, 2, and 9 together to form a face-down deck. Tile 1a is the starting tile. Place two Guard pawns on the Theft tile.

**GOAL** The purple Hero pawn must get to the purple Item space, and then escape.

**HARDCORE MODE** If you want an extra challenge, use tile 1b as the starting tile, and add tiles 6, 8, 10, and 11. Then steal the green and yellow items, in addition to the purple one.

If you want to play a full game with everything you've learned so far, use this scenario (with one reinforcement guard):

**FULL GAME** Shuffle tiles 2-6, 7-9, 10, 11, 12, 25, 26, and 27 together to form a face-down deck. Tile 1a is the starting tile. Set the Ventilation Shaft, Wall Breach, Telekinesis, Anti-Stress, and 2 random Spell tokens near the sand timer. Place 2 Guard pawns and the Beholder on the Theft tile. Play with the usual goal.



*By impersonating the guards' supervisor in the control room, you can order the guards to employ the Vortex system to move through the mall, and thus keep your companions from being captured.*

*When setting up, add Mall tile 28, and at least 1 tile with a Code space (tile 7, 8, 9, 26, or 29).*

While a Hero pawn is standing on the Control Room space, the player with the Use a Vortex action can relocate the Guard pawns onto Vortex spaces of that hero's colour. This can be done anytime, as long as a Hero pawn is on the Control Room space, even after the theft.



To gain access to the Control Room space, you need to use a Code space to get through the steel door (see page 6).



*The yellow Hero pawn is on the Control Room space. Alice, who has the Use a Vortex action, can relocate any Guard pawn to any yellow Vortex space.*

## XII The Control Room

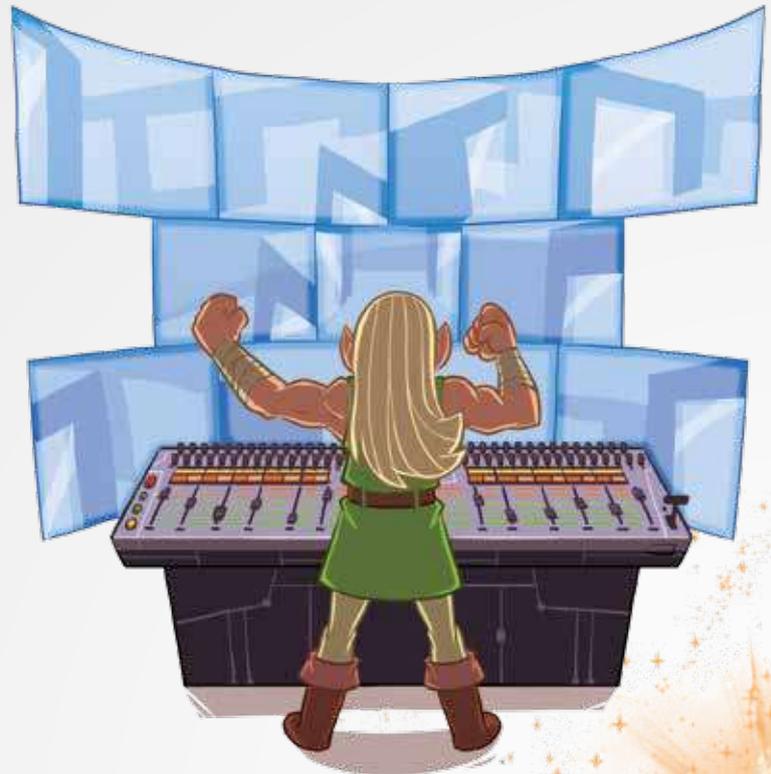
**TUTORIAL** Shuffle Mall tiles 2-5, 9, 26, and 28 together to form a face-down deck. Tile 1a is the starting tile. Set the Guard pawn on the Theft tile.

**GOAL** The purple Hero pawn must get to the purple Item space, and then escape.

**SPECIAL RULES** In this tutorial, you can only move the Guard pawn by using the Control Room space. When the Guard pawn is added to the mall, place a Busy token beneath him to show this.



**HARDCORE MODE** If you want an extra challenge, use tile 1b as the starting tile, and try to succeed without flipping the sand timer.





*At the pinnacle of technology, the sensor is a complex bit of machinery that can pivot 90° at a time, sweeping everything in its path. The heroes will need to take control of this....*

When setting up, replace Mall tile 6 with the one from this expansion (6), and add tile 29. Place the Sensor token on the Theft tile.

During the game, when tile 6 is added to the mall, place the Sensor token on that tile, in the direction indicated by the icon at the center of the tile.

You can move any type of pawn on the Sensor token's tile; however, no pawn can move onto or through the 6 spaces covered (fully or partially) by the Sensor token.

You can rotate the Sensor token 90°. To do this, a Hero pawn must be on the Detector Control space (tile 29). Once a Hero pawn is on that space, **any player** can rotate the sensor 90° at a time, in either direction, as long as no pawns are in the way.

If you are using the Guard Room (module 5), and a Hero pawn is on one of the 6 sensor spaces, the Sensor token can rotate onto the pawn: Move the Hero pawn onto the Hero space of the Guard Room.



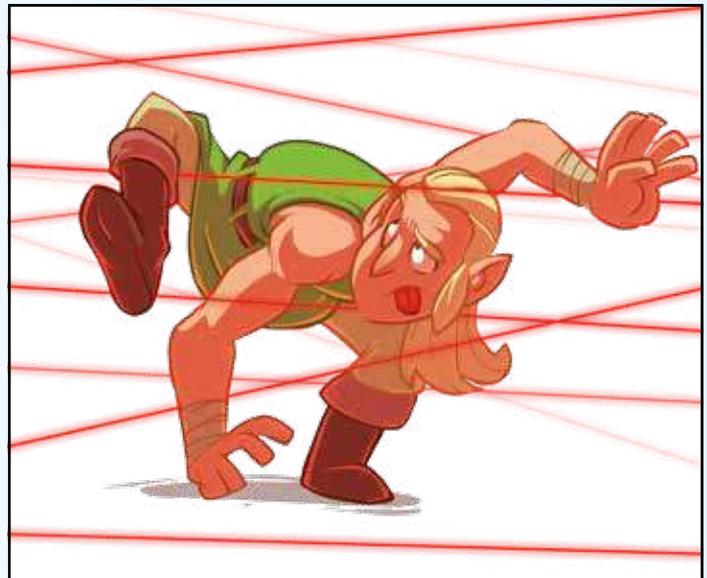
## XIII Sensor

TUTORIAL

Shuffle Mall tiles 3-5, 11, 6 and 29 together to form a face-down deck. Tile 1a is the starting tile. Place the Sensor token on the Theft tile.

**GOAL** The yellow Hero pawn must get to the yellow Item space, and then escape.

**HARDCORE MODE** If you want an extra challenge, use tile 1b as the starting tile, and try to succeed without flipping the sand timer.



If you want to play a full game with everything you've learned so far, use this scenario (with three reinforcement guards):

FULL GAME

Shuffle tiles 2, 3-5, 6-12, and 25-29 together to form a face-down deck. Tile 1a is the starting tile. Set the Ventilation Shaft, Wall Breach, Telekinesis, Anti-Stress, and 2 random Spell tokens near the sand timer. Place four Guard pawns, the Beholder, and the Sensor token on the Theft tile. Play with the usual goal.

## ACHIEVEMENTS

Want more specific things to do? Try to get all of these achievements!

Check the box when you have fulfilled the achievement's description during a **successful** game (you only get an achievement if you also complete the mission and escape).

**Note:** You can get more than one achievement during the same game; however, you cannot get achievements during the tutorials.

- |                          |   |                          |  |
|--------------------------|---|--------------------------|--|
| <input type="checkbox"/> | <b>1. SECRET PASSAGE</b><br>Move all four Hero pawns through the same Ventilation Shaft.  | <input type="checkbox"/> | <b>12. ATTENTIVE BEHOLDER</b><br>Move the Beholder to all four tiles containing an Item space.   |
| <input type="checkbox"/> | <b>2. WORM</b><br>Make a Ventilation Shaft that spans seven tiles in a "straight" line (requires luck).   | <input type="checkbox"/> | <b>13. KEEP TOGETHER</b><br>Make sure that all four tiles containing an Item space (6-9, or their 🌀 version) are placed next to each other.  |
| <input type="checkbox"/> | <b>3. NOT EVEN WALLS CAN STOP US</b><br>Move all four Hero pawns through the same Wall Breach.  | <input type="checkbox"/> | <b>14. CAREFUL PLANNING</b><br>Move all four Hero pawns from the tiles containing their Item spaces to the tiles containing their Exit spaces, without crossing any other tiles.         |
| <input type="checkbox"/> | <b>4. SORRY, WAS THAT YOUR WALL?</b><br>Place a Guard pawn on a space next to the yellow Hero pawn (the barbarian) with only a wall breach in between (without breaking the rules).   | <input type="checkbox"/> | <b>15. UNDO</b><br>Use the first Telekinesis token to move a Mall tile, then use the second Telekinesis token to move the Mall tile back where it was.                                   |
| <input type="checkbox"/> | <b>5. COMING THROUGH!</b><br>Make three Wall Breaches aligned to allow travel in a straight line.   | <input type="checkbox"/> | <b>16. HACKERS</b><br>Use all six Code spaces.   |
| <input type="checkbox"/> | <b>6. CLEANING UP THE MESS</b><br>Move one Guard pawn through both Ventilation Shafts and all three Wall Breaches (thereby removing them).  | <input type="checkbox"/> | <b>17. SLACKER</b><br>Explore the entire mall moving only three Hero pawns.  |
| <input type="checkbox"/> | <b>7. SILENT ESCAPE</b><br>Get a Hero pawn out of the Guard Room using a Ventilation Shaft (from the outside).  | <input type="checkbox"/> | <b>18. SLACKERS</b><br>Explore the entire mall moving only two Hero pawns (requires luck).   |
| <input type="checkbox"/> | <b>8. LOUD ESCAPE</b><br>Get a Hero pawn out of the Guard Room using a Wall Breach (from the outside - remember you can't break through the steel door).  | <input type="checkbox"/> | <b>19. CALL FOR AN EXIT</b><br>Use a Telekinesis token to move the tile with the green Exit space (10 or 10🌀) after the theft has occurred.  |
| <input type="checkbox"/> | <b>9. BAND OF HOUDINIS</b><br>All four Hero pawns must get caught and escape the Guard Room during the same game.   | <input type="checkbox"/> | <b>20. HANDSHAKE</b><br>Place two Guard pawns on spaces next to each other, with no [unbreached] wall between them (without breaking the rules, of course).                              |
| <input type="checkbox"/> | <b>10. DISTRACTED</b><br>Once during the game, after you flip the sand timer, spend all your time discussing which of the four heroes you would rather be, until you use the Anti-Stress Sand Timer token to flip the sand timer again. | <input type="checkbox"/> | <b>21. DOUBLE HANDSHAKE</b><br>Place three Guard pawns on spaces next to each other, with no [unbreached] wall between each pair (without breaking the rules of course - requires luck). |
| <input type="checkbox"/> | <b>11. NAVIGATORS</b><br>Use a Map space to reveal 5 new tiles.   | <input type="checkbox"/> | <b>22. YOU'LL NEVER GET OUT!</b><br>Place all four Guard pawns on the four tiles containing an Exit space.   |

- 
-  **23. SURROUNDED**  
Surround a Hero pawn with Guard pawns on all four orthogonally adjacent Mall tiles.
- 
-  **24. I'M YOUR BOSS**  
Succeed with three reinforcement guards, only moving them with use of the Control Room.
- 
-  **25. KISS THE FROG**  
Place a Guard pawn next to a frog.
- 
-  **26. YOU CAN'T SEE ME**  
Move the purple Hero pawn (the mage) past all four Guard pawns while she is invisible.
- 
-  **27. POINTLESS SWAP**  
Use the Swap Spell token to exchange the position of two guards.
- 
-  **28. FREE MEAL**  
During the escape, move all of the Hero pawns past McTrollald's (they are handing out samples, and you cannot resist a free snack).
- 
-  **29. MAXIMUM SECURITY**  
Succeed using all of the challenge modules.
- 
-  **30. LIMITED HELP**  
Succeed using all of the challenge modules and only 3 helper modules.
- 
-  **31. NO HELP**  
Succeed using all of the challenge modules and no helper modules.
- 
-  **32. QUICK!**  
Succeed using all of the challenge modules, flipping the sand timer no more than two times.
- 

- 
-  **33. QUICKER!**  
Succeed using all of the challenge modules, flipping the sand timer no more than one time.
- 
-  **34. QUICKEST!**  
Succeed using all of the challenge modules, without flipping the sand timer.
- 
-  **35. SILENCE**  
Succeed using all of the challenge modules, without talking at all (but you can still communicate non-verbally when you are allowed to).
- 
-  **36. NO COMMUNICATION**  
Succeed using all of the challenge modules, without talking or communicating at all.
- 
-  **37. VORTEX SYSTEM DOWN**  
Succeed using all of the challenge modules, without using the Vortex system at all.
- 
-  **38. ESCALATORS DOWN**  
Succeed using all of the challenge modules, without using any escalators (requires luck).
- 
-  **39. GIANT MALL**  
Succeed using all of the challenge modules and all the tiles from the base game (except those that are replaced by ones in this expansion).
- 
-  **40. QUICK EXPLORATION**  
Succeed using all of the challenge modules and all the tiles from the base game (except those that are replaced by ones in this expansion), and explore the entire mall before flipping the sand timer.
- 
-  **41. IMPOSSIBLE?**  
Succeed using all of the challenge modules and no helper modules, without talking or communicating, without using the Vortex system, and without flipping the sand timer!
- 
-  **42. BRAG**  
Brag to your friends about having fulfilled 41 achievements.
- 

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