

BOB CRAIG AND RYAN CRAIG

# CRAZY



## RULES TO PLAY

# Welcome to The Maze

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This dicey corn maze is full of twists and turns leaving your heart pounding as you try to navigate through it. Will you be the first to find your way out of the maze or will you be left behind in the endless sea of corn? The race is on and only time will tell who will emerge victorious.

## OBJECTIVE

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The goal of the game is for players to simultaneously roll and place dice matching various maze paths over the course of six rounds. You earn points based on correctly placed dice and receive a bonus for being the first to exit the maze. The player with the highest score is declared the winner.

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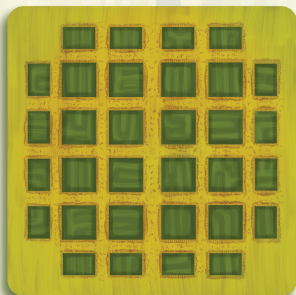
**9** Round Cards

# COMPONENTS

## 48 COLORED DICE



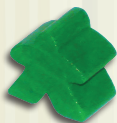
## 6 PLAYER BOARDS



## 15 ROUND CARDS



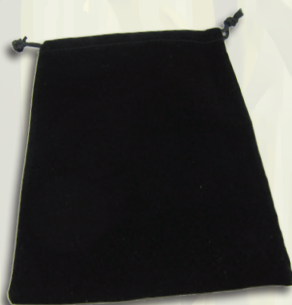
## 6 GREEN MEEPLES



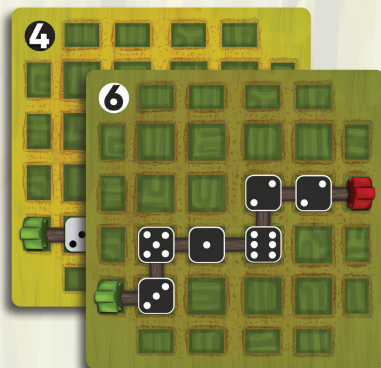
## 6 RED MEEPLES



## 1 DICE BAG



## 12 DOUBLE SIDED MAZE CARDS



## 1 SCORE PAD

| MAZE CRAZE |  |
|------------|--|
| Name       |  |
| Round 1    |  |
| Round 2    |  |
| Total      |  |
| Round 3    |  |
| Total      |  |
| Round 4    |  |
| Total      |  |
| Round 5    |  |
| Total      |  |
| Round 6    |  |
| Total      |  |

## 6 SCARECROWS



# SETUP

**1** Each player takes a player board and **8** of the same **Colored Dice** of their choice.

**2** Choose **6 Maze Cards** you would like to play with and place them in a stack **face up** in the center of the table for everyone to see.

**Maze Cards** showing **white dice faces** are considered easy cards. **Maze Cards** with **black dice faces** are considered hard. It is recommended to start with **6** easy **Maze Cards** for your first game.

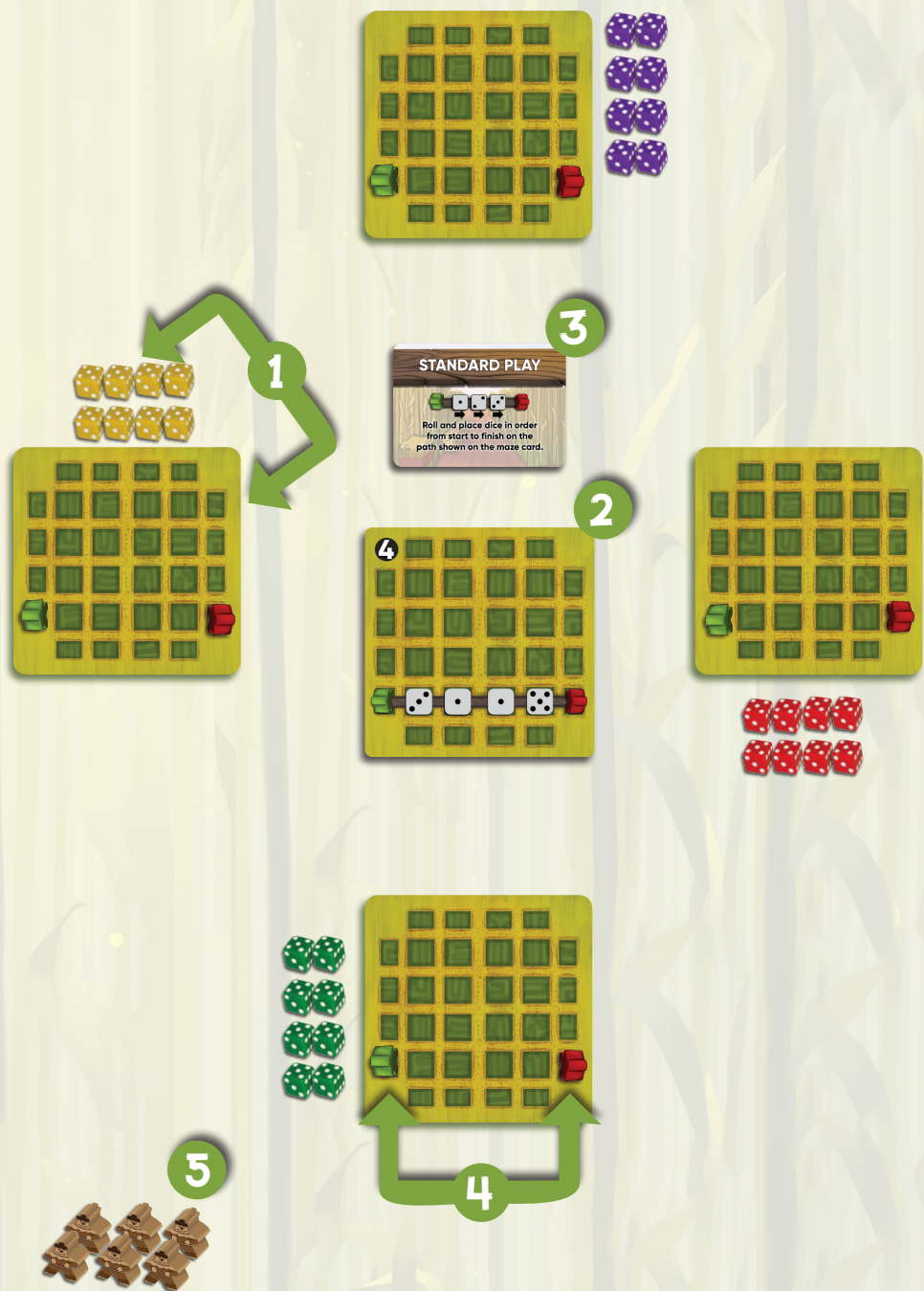
**3** Choose **6 Round Cards** you would like to play with and place them in a stack **face up** next to the **Maze Card** stack for everyone to see.

Note: It is recommended to use the **"Standard Play" Round Card** for all 6 rounds of your first game.

**4** Each player takes **1 Green Meeple** and **1 Red Meeple** and places them in the starting space on their **Player Board** matching the locations shown on the **Maze Card**.

**5** Place the extra **Scarecrow Meeples** off to the side. They will be used in various **Round Cards**.

**6** The person who most recently went through a corn maze will begin the first countdown.



# MAZE CARDS



- 1 # in top corner = The total number of dice each player rolls this round
- 2 Color of number = The difficulty of the card
- 3 White dice / black pips = easy
- 4 Black dice / white pips = hard
- 5 Green meeple = The start of the maze
- 6 Red meeple = The end of the maze
- 7 Brown dirt = The pathway showing the direction to the next dice to place

# GAMEPLAY

The game is played over the course of **6** rounds.

At the start of the round, confirm the number of dice each player will be rolling which is determined by the number in the upper corner of the **Maze Card**. Set aside any unused dice for a later round.



Determine the conditions of play for the round by referencing the **Round Card**.



Begin the round by the first player saying: **“3...2...1...Go!”**

All players then simultaneously roll their dice. They must place dice in the correct order to complete the **Maze Card**. The correct order would be starting at the **Green Meeple** and continuing following the dirt path and ending at the **Red Meeple** end space unless specified differently on a **Round Card**. This is referred to as **“Standard Play”**.

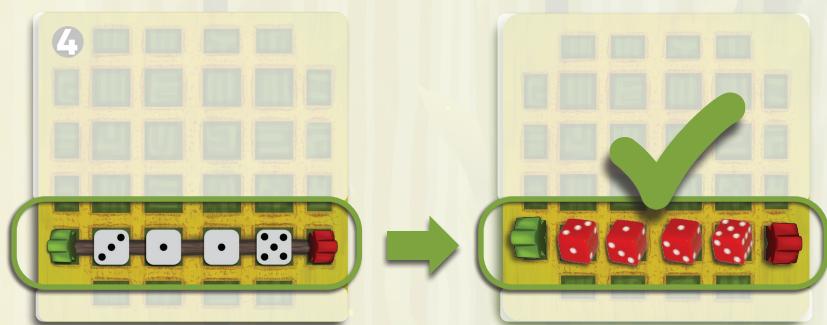
You cannot place the next dice until the previous required dice is placed.

You can bank dice off to the side for future placement if desired.

The first person to complete the **Maze Card** shouts:

**“Maize Craze”**.

All players stop rolling and confirm the winning player's board is correct.



If their board is correct, players score their number of dice placed (*see: Scoring pg 7*).

If their board is **incorrect**, remove all dice back to the last correct die that was placed. Play will then resume by the normal countdown and play until a player shouts "**Maize Craze**" again.

## **PREPARE FOR THE NEXT ROUND**

Reveal a new **Maze Card** and a new **Round Card**. Reposition your **Green** and **Red Meeples** on your player board to match the positions shown on the next **Maze Cards**.

The player who won the last round will begin the countdown for the next round.

# SCORING

Your score for the round is the total number of dice you placed correctly on your player board. However, if you shout “**Maize Crazy**” and your dice path is correct, you score a 2 point bonus.

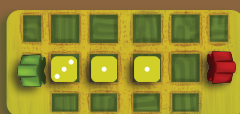
Write down each player’s score on the scorepad for that round.

|         |  |  |  |  |  |  |  |
|---------|--|--|--|--|--|--|--|
| Round 1 |  |  |  |  |  |  |  |
| Round 2 |  |  |  |  |  |  |  |
| Total   |  |  |  |  |  |  |  |
| Round 3 |  |  |  |  |  |  |  |

Reggie was the first to finish placing his dice and shouts “Maize Crazy”. All of his dice were placed correctly so he scores 4 points plus a 2 point bonus for a total of 6 points. Wayne placed 3 correct dice and will score 3 points for this round.



Reggie



Wayne

# GAME END

The game ends when **6** rounds of play have been completed. The player with the **highest score wins**. If there is a tie, the player who won the round by saying “**Maize Crazy**” the most wins. If there is still a tie, all players go out to dinner together and enjoy some corn on the cob.

# ROUND CARDS

**Standard play** - Roll and place dice in order from the start to finish on the path shown on the **Maze Card**.



**one Handed** - Following “**Standard Play**” rules, use one hand (non-dominant) to roll and place dice.



**out of order** - Place dice in any order while following the path shown on the **Maze Card**.



**Scarecrow** - All players are given 1 **Scarecrow Meeple**. This acts as a wild die representing any value and can be used in place of a die on your player board during this round only.



**Mirror Image** - Following “**Standard Play**” rules, all dice values are the same regardless of what’s shown on the **Maze Card** (players choose or roll a die to determine which number will be used).



**HayRide** - All players take a **Scarecrow Meeple**. Following “**Standard Play**” rules, a **Scarecrow Meeple** must be placed on top of the die rolled and then carried over to the player board. Then remove the **Scarecrow Meeple** and repeat for all remaining dice placements.



**Crab claws** - Following “**Standard Play**” rules, after the dice are rolled, only use your thumb and middle finger on one hand to create a “claw”. Pinch each die to carry it to your player board to be placed.



**Finger sticks** - Following “**Standard Play**” rules, after the dice are rolled, only use your index finger on both hands to pinch each die to carry it to your player board to be placed.



**Animal noises** - Following “Standard Play” rules, players make the same animal noise while rolling and placing their dice. (ex. “Quack” like a duck, “Baaah” like a sheep, etc.)



**Even / odd** - Following “Standard Play” rules, dice can also be placed by matching the even/odd equivalent shown on the **Maze Card**. (ex. A value of 5 on a die is shown on a **Maze Card** space. This is considered an “odd” value so players can place a 1, 3 or 5 on that space).



**Scissors** - Following “Standard Play” rules, after the dice are rolled, only use your index and middle finger on one hand. Pinch each die to carry it to your player board to be placed.



**Backwards** - Following “Standard Play” rules, the maze starts at the **Red Meeple** and ends at the **Green Meeple**.



**Hay Bale** - Following “Standard Play” rules, all dice must be in stacks of 2 or 3 dice tall prior to placing. If your hay bale falls over while stacking, you must re-roll these dice.



**Pitch Black** - Following “Standard Play” rules, all players are given 10 seconds to memorize the **MazeCard**. It is then placed in the game box out of view.



**Choose your own adventure** - Players can pick their own way to play the round. (ex. Put one hand on your head while rolling and placing, stand on one foot etc.)





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