

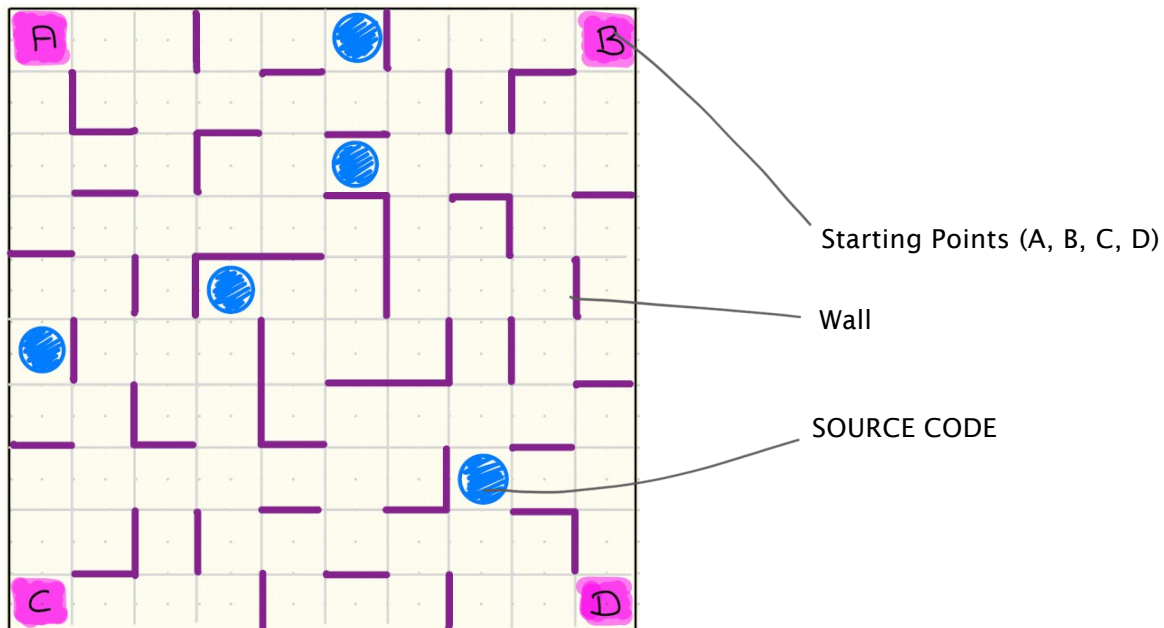
Matrix Maze

BY LORA HORST

Rules

The matrix is not a safe place to be for too long, especially if you are being hunted by the system guards. In order to leave, you need the vital SOURCE CODEs (3 of them) to log out safely. But those are not easy to get, and the few remaining scattered in the maze are being meticulously collected by the guards. Send your avatar into the maze and collect 3 SOURCE CODEs before the guards (or your opponents). All you have to succeed are dice and the 'Hacks' to help your avatar navigate through the matrix maze.

The Maze



Players 1 - 2 Players

Duration ~ 15 minutes per player

Objective

To **win** you will need to gather 3 SOURCE CODEs (SC) before your opponent/s.

Preparation Phase

- Each player takes one player sheet decides his/her starting position (A, B, C, or D) for the game and marks it.
- On your first turn (or after teleporting to a starting point), you may decide which way you're facing after rolling the dice.

A Turn

- The start player rolls the dice (*amount of dice = number of players + 1*).
(*The dice cannot be rerolled. The players must work with what they have. Except if they use a 'hack' to change a die.*)
- The start player chooses one of the rolled dice. That die is taken out of the dice pool and not available to the next players anymore. The start player can decide if he/she would like to use a 'hack' or not. Then he/she moves his avatar according to the chosen die (one square movement) and implements the 'hack' if one is used.
(*More than 1 'hack' can be used in 1 turn. Order of hack and movement is free.*)
- The next player will proceed with choosing a die from the dice pool and follows with his actions (refer to step b).
- After all players have finished their turn, one last die is left in the dice pool. That die is discarded. The next start player (*the person to the left of the first start player*) will roll the dice and proceed with b.

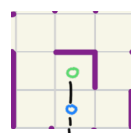
Dice Values & Movement

○ starting position this turn

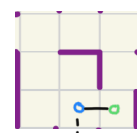
○ ending position this turn

--- previous turn/move

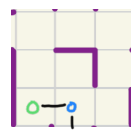
1 = move straight forward



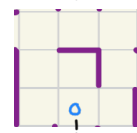
2 = turn right



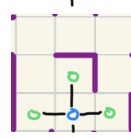
3 = turn left



4 = no movement



5 = a movement of your choice



6 = gain a Data Byte

+ 1

Gathering SOURCE CODEs

As soon as a player enters a field with a SOURCE CODE on it, he/she will collect it. The respective SOURCE CODE will then vanish in the maps of all other players and is not available for them to collect anymore.

Gathering Bytes for Hacks

Each player already starts with a certain number of Data Bytes (marked on the player sheet by dark circles). Players can gain additional Bytes during the game by a) choosing a die with a '6'. They will then gain 1 Byte. Or if they cannot use the available dice without a hack. They then gain 1 Byte.

Using a 'Hack'

In a multi-player game, the following Hacks are available to you:



(Cost: 2 Bytes) = Do not use any of the rolled dice.



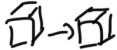
(Cost: 3 Bytes) = Build a wall in (one of) your opponent's map.



(Cost: 3 Bytes) = Go through a wall.



$\times 2$ (Cost: 2 Bytes) = Use two dice or 1 die 2 times. (The second die you use, stays in the pool.)



(Cost: 1 Byte) = Change the result of a die.



(Cost: 3 Bytes) = Do 1 movement of your choice (extra).



(Cost: 3 Bytes) = Teleport to a different starting point. Continue from there.

Pay the respective cost of the Hack with your available Bytes and perform the Hack. Cross of the Bytes you used.

Additional Rules

If the dice pool does not contain any dice, that let you perform an action (without using a hack), you will gain a Data Byte. *(For example, if you only have dices with "1", but you cannot go straight, because there is a wall. If you have a die with a "4" you do not gain a data byte, because you can perform the action to keep standing where you are.)*

You can only use a 'hack', when it is your turn to do an action.

You cannot move on spaces you have already been to.

If you find yourself in a dead-end, you can start again in one of the starting positions for free.

When building a wall you can not position it in a way to put another player in a dead end.

Solo-Rules

Objective

To **win** you will need to get 3 SOURCE CODEs (SC) before the SystemGuard (SG).

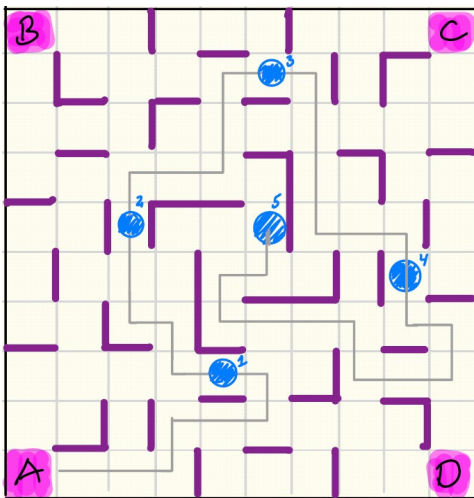
Preparation Phase

- Take one player sheet.
- Decide your starting position (A, B, C, or D) for the game and mark it.

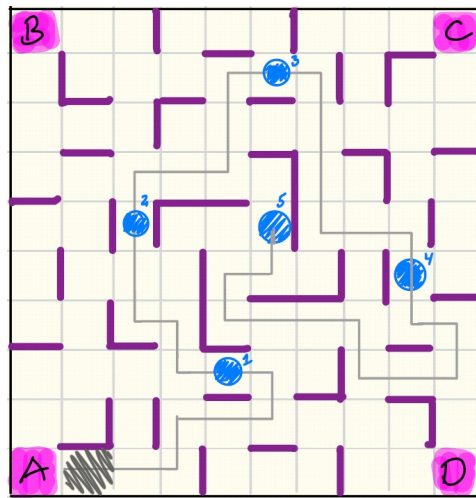
A Turn

Roll 3 dice. Choose 2 of the dice and decide if you will use a 'hack'.

SystemGuard Starting Map



SystemGuard First Move



- Perform your movement according to the the dice and implement any 'hack' you are using.
- Then move forward the SystemGuard (SG), by crossing out the next 2 spaces in its path.

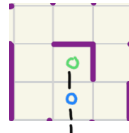
Dice Values & Movement (the same as for multi-player games)

○ starting position this turn

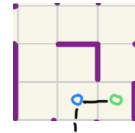
○ ending position this turn

--- previous turn/move

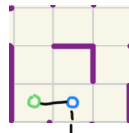
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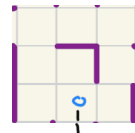
2 = turn right



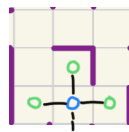
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5 = a movement of your choice



6 = gain a Data Byte

+ 1

Using a 'Hack'

In a Solo-Game the following Hacks are available:



(Cost: 2 Bytes) = Do not use any of the rolled dice.



(Cost: 3 Bytes) = Go through a wall.



x 2 (Cost: 2 Bytes) = Use two dice or 1 die 2 times.



(Cost: 3 Bytes) = Do 1 movement of your choice (extra).



(Cost: 3 Bytes) = Teleport to a different starting point. Continue from there.

Pay the respective cost of the Hack with your available Bytes and perform the Hack. Cross of the Bytes you used.

Gathering SOURCE CODEs

As soon as you or the System Guard enter a field with a SOURCE CODE on it, you/it will collect it. The respective SOURCE CODE will then vanish in the maps of the SG and is not available for collecting anymore.

Gathering Bytes for Hacks (the same as for multi-player games)

You already start with a certain number of Data Bytes (marked on the player sheet by dark circles). You can gain additional Bytes during the game by a) choosing a die with a '6'. You will then gain 1 Byte. Or if you cannot use the available dice without a hack. You then gain 1 Byte.

SystemGuards do not collect Bytes and do not use Hacks.

Additional Rules (the same as for multi-player games)

If the dice pool does not contain any dice, that let you perform an action (without using a hack), you will gain a Data Byte. *(For example, if you only have dices with "1", but you cannot go straight, because there is a wall. If you have a die with a "4" you do not gain a data byte, because you can perform the action to keep standing where you are.)*

You can only use a 'hack', when it is your turn to do an action.

You cannot move on spaces you have already been to.

If you find yourself in a dead-end, you can start again in one of the starting positions for free.

System Guard Types - Rules

In the Matrix Maze you will encounter different kind of System Guards, each with its own special ability and behavior, each calling for a different strategy to gather the Source Codes and log out.

The “Collectors”

The Collectors are the most meticulous AI the Matrix has brought about. While traversing the Maze, they will gather every Source Code they come about and thus reduce your chances of escaping. You will have to race against them, in order to get to the Source Codes before them and escape from the Matrix.

This System Guard is being employed in the following maps:

Solo - The Collectors - Map 1.1

Solo - The Collectors - Map 1.2

The “IY’s”

The IY’s are the most advanced surveillance AI the Matrix has to offer. With there all-seeing sensors not even the slightest movement escapes them. As soon as you are in a direct sight path (vertically or horizontally - diagonally does not count) with the IY’s, you lose, as they shut down the maze immediately. (Walls protect you from their hostile gaze.) You will have to hide from them and gather 3 Source Code before they end their journey through the maze (otherwise you also lose).

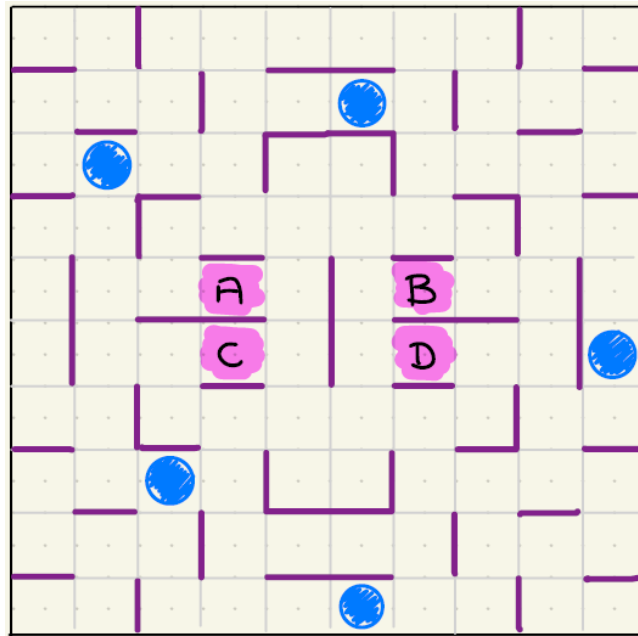
This System Guard is being employed in the following maps:

Solo - The IY’s - Map 1.1

Solo- The IY’s - Map 1.2

Matrix Maze

Due1 Map 2.1



SOURCE CODEs



MOVEMENT

1 = move straight forward



2 = turn right



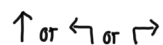
3 = turn left



4 = no movement

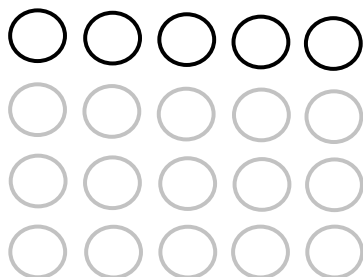


5 = a movement of your choice



6 = gain a Data Byte + 1 ~~B~~

BYTES



HACKS



(Cost: 2 Bytes) = Do not use any of the rolled dice.



(Cost: 3 Bytes) = Build a wall (in an opponent's map).



(Cost: 3 Bytes) = Go through a wall.



x2 (Cost: 2 Bytes) = Use two dice or 1 die 2 times.



(Cost: 2 Bytes) = Change the result of a die.



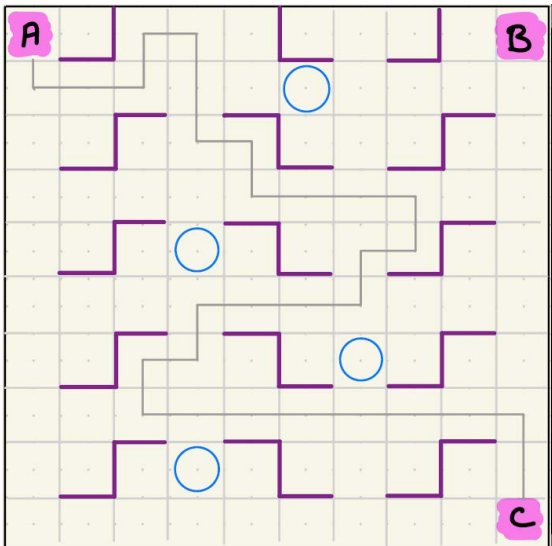
(Cost: 3 Bytes) = Do 1 movement of your choice (extra).



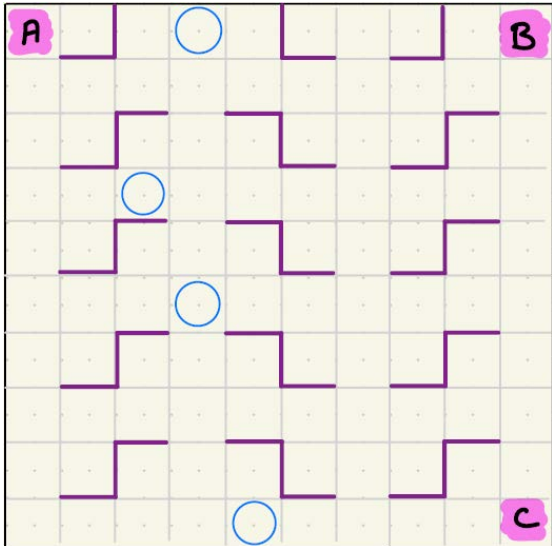
(Cost: 3 Bytes) = Teleport to a different starting point.
Continue from there.

Matrix Maze

The IY`S Solo Map 1.2



SystemGuard Map (SG starts at "A")



Your Player Map (Start at "B" or "C")

SOURCE CODEs



SOURCE CODEs

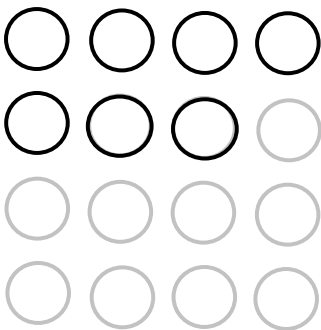


MOVEMENT

- 1 = move straight forward ↑
3 = turn left ↶
5 = a movement of your choice ↑ or ↶ or ↷

- 2 = turn right ↷
4 = no movement ×
6 = gain a Data Byte + 1 ~~Byte~~

BYTES

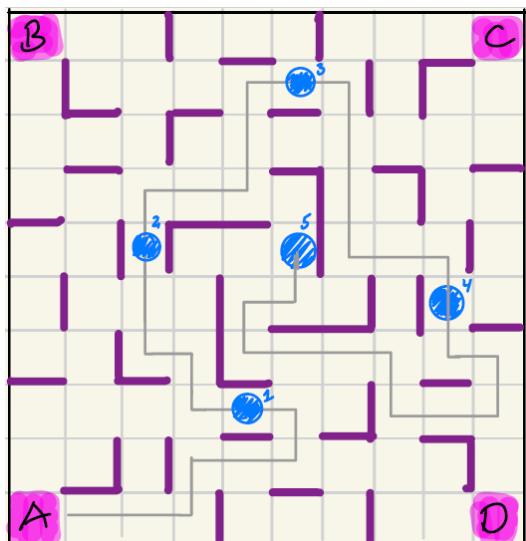


HACKS

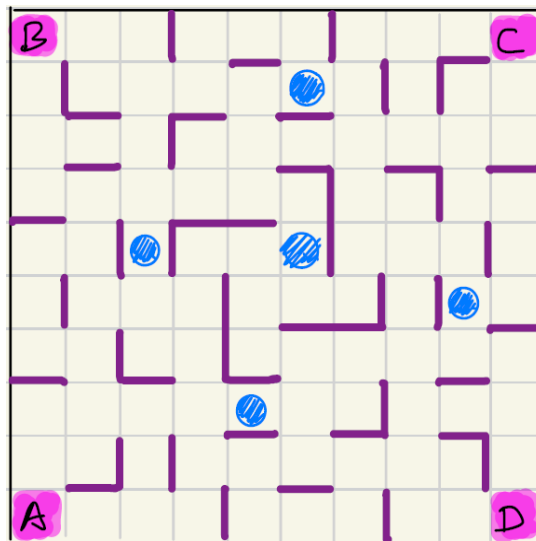
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Matrix Maze

The Collectors Solo Map 1.2



SystemGuard Map



Your Player Map Hint: Starting Point B or C are advised.

SOURCE CODEs



SOURCE CODEs

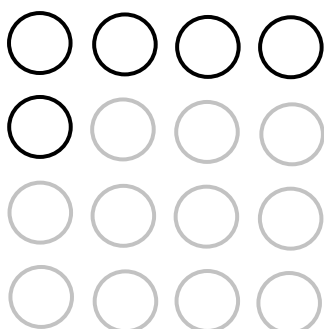


MOVEMENT

- 1 = move straight forward ↑
 3 = turn left ↙
 5 = a movement of your choice ↑ or ↙ or ↘

- 2 = turn right ↘
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 6 = gain a Data Byte + 1 ~~Byte~~

BYTES



HACKS

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