



obex



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Ages: 5+

Players: 2

Estimated Duration: 10-20 minutes

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Box Contents

Obelisk Segments	x 5
Walls	x 10
Turn Counter	x 1

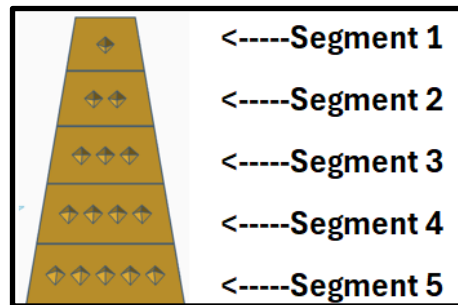
Objective

For the player controlling the Obelisk (The Architect), the goal is to use all five segments to complete the Obelisk within 20 Turns.

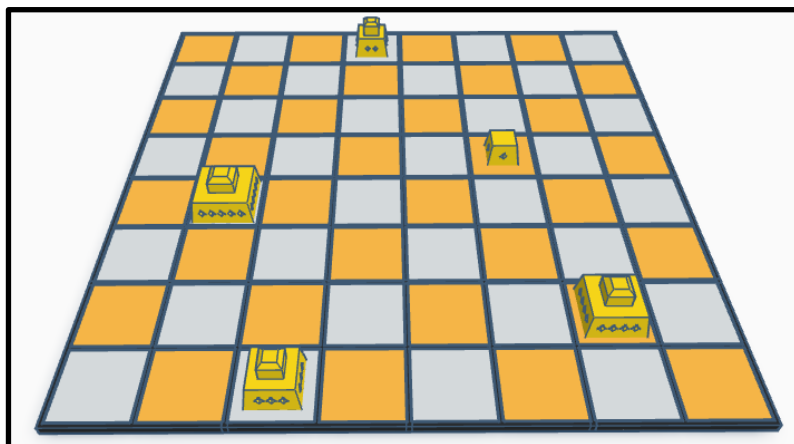
For the player controlling the Maze (The Maze Master), the goal is to prevent this from happening. At the end of the 20th turn, whomever has accomplished their goal wins!

Setup

- 1: Using the MCB Modules and included connectors, build an 8x8 board.
- 2: The Architect Begins by placing Segment 1 of the Obelisk anywhere on the board.



- 3: The Maze Master then places the remaining Obelisk Segments wherever they like.
- 4: Set the Turn Counter to 20.
- 5: So the start of the game should look something like this.



Turns

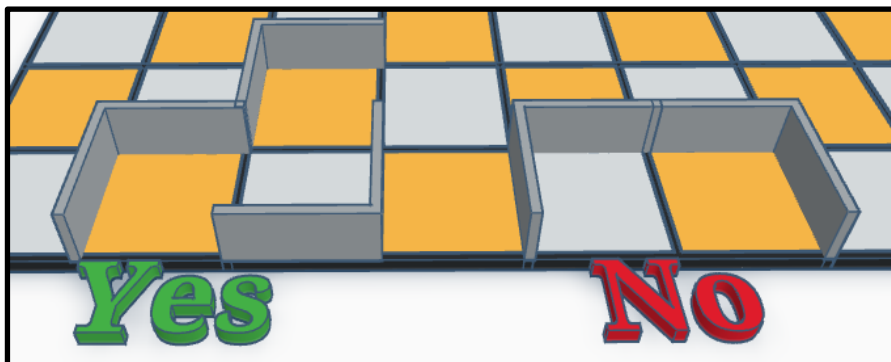
- 1: Each turn begins with The Maze Master deciding if they would like to place a Wall.
- 2: If they choose to, they place it. If not, they say 'Pass'
- 3: Then The Architect moves the Obelisk.
- 4: Then The Architect reduces the Turn Counter by one.

Wall Placement

- 1: Walls are placed on spaces, blocking two sides of a space
- 2: Walls are placed vertically and cannot be placed on their side in the manner of a roof.



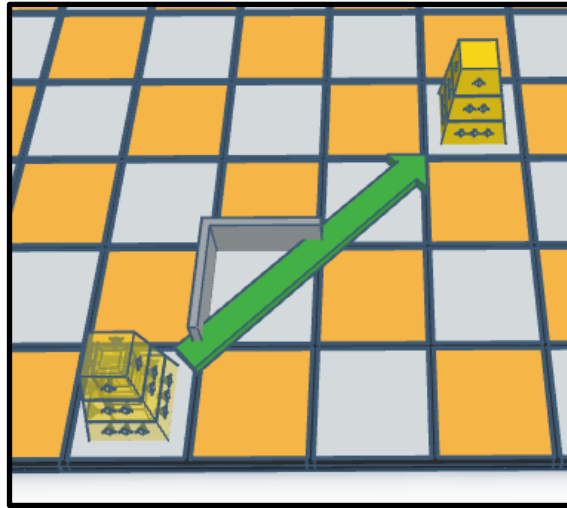
- 3: Walls cannot be placed in such a way as to make an area of the board inaccessible.



- 4: Be careful when placing your walls. The game is 20 turns long, but The Maze Master only has 10 walls to place.

Obelisk Movement

- 1: The obelisk moves much like a Queen in Chess.
- 2: It can be moved in a straight line, in any direction, as far as the player chooses.
- 3: The Obelisk cannot jump over walls.
- 4: The Obelisk CAN jump over unclaimed Obelisk segments.
- 5: The Obelisk can move diagonally over spaces with walls, provided that it is sliding past the EDGES of the walls.



Claiming Obelisk Segments

- 1: To claim the remaining segments of the Obelisk scattered around the board, The Architect must move the Obelisk onto a space containing a segment, and placing the existing Obelisk on top.
- 2: Initially, The Architect is only moving Segment 1
- 3: As each segment is claimed it is added to the Obelisk
- 4: Players cannot move unclaimed segments after the game has begun.

Victory Conditions

If The Architect manages to complete the Obelisk by claiming all 5 segments by the end of the 20th turn, they Win! If not, The Maze Master Wins!

Variants

Not all competitors are equal. If players are finding their difference in skills is getting in the way of the fun, or maybe if one just wants to flex, they can agree to change the length of the game.

1: To give an advantage to The Architect, increase the turn count to 25.

2: To give an advantage to The Maze Master, decrease the turn count to 15.

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