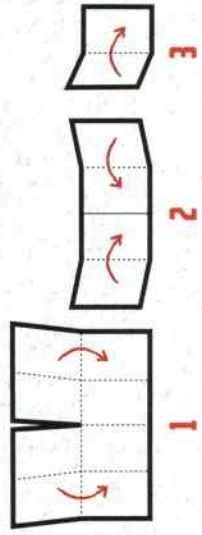


STARTING OVER

If you have the feeling that there is no way out, you can start over from the Compass Rose. If you do, make sure you refold the Mazescape according to the instructions on the back.



GETTING OUT OF THE LABYRINTH

When you reach the Impossible Triangle, you have escaped the labyrinth! **You can move on to the next Mazescape.**

To put the Mazescape away safely, be sure to follow the folding instructions on the back.

If you get lost in the maze and need a little help in order to get out, you can scan the QR code behind each map with your mobile device. That code will lead you to a set of clues that will help you to continue.



SECONDARY OBJECTIVES

Each Mazescape has its own set of secondary objectives. These objectives are shown on the back of the Mazescape. On the last page of these rules, you will find a list to take note of these objectives. There are 2 types of secondary objectives:

 **Find:** To fulfill this goal, you must pass the pointer over the item shown.

 **Collect and carry:** To fulfill this goal, you must first pick up object 1 and then carry it to location 2.

OBJECTIVE RECORD

If you enjoyed this Mazescape, you'll find more challenges on the Mazescape page at www.devir.com

Credits: Game design: Pablo Céspedes and Victor Hugo Cisternas. Illustration: Celeste Coronel Vergara. Graphic design: Biscoi. Translation: Andrew Campbell. English language revision: William Niebling. Proofing: Jeanne Muñoz. Editor: David Esbi.



Devir Americas
8123 South Orange Avenue,
Suite 166 Orlando,
FL 32809 USA



Ludoismo

Pablo Céspedes and Victor Hugo Cisternas.



RULES

You are in your room, almost asleep, when bright colored lights burst through your window. You get up and peek out to see what is going on: Some shimmering lights float in the sky, while strange figures you can almost touch take shape in front of you. They seem to be calling you, and you want to lean forward. You want to touch them... and you do.

Dive into the world of dreams with this labyrinth. But beware! If you stay in this enchanted world too long, you may lose your chance to get back home!

Mazescape is a puzzle that transports you to a mysterious world that is solitary and intricate and full of paths that are constantly changing. As you open and close the sections that make up the puzzle, you will discover different routes that may lead you to madness... or take you to the Impossible Triangle, which will transport you back to the real world; or if you like, to another Mazescape.

INTRODUCTION

In this box, you will find 7 different Mazescapes. Each Mazescape is independent from the others, but we recommend that you begin with number 1 and then move through them in order to ensure that you get the full experience.

The main goal in all of the Mazescapes is to start at the Compass Rose and make your way to the Impossible Triangle. Once you reach that goal, you can move on to the next Mazescape.

Additionally, each Mazescape has its own "secondary objectives," such as, for example, to find, activate, or collect objects. You can look at the back of each Mazescape to see what secondary objectives it includes.

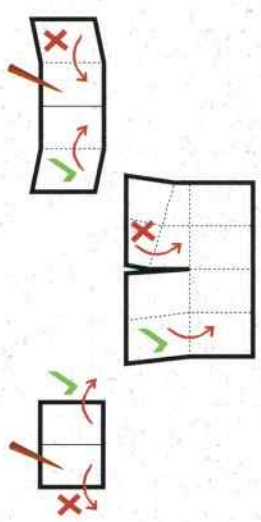
PREPARATION

You will have to play on a table or a flat surface. Open the Mazescape and lay it down so that the front and back covers are always in contact with the table.

Use the pointer (or just your finger). The pointer must NEVER be lifted off of the table. All Mazescapes begin with the pointer on the Compass Rose.



You can fold and unfold to open and close sections of the Mazescape by following the pre-defined folds. The section occupied by the pointer CANNOT be folded or unfolded.



Your goal is to reach the exit. In all Mazescapes, you achieve this by getting to the Impossible Triangle.



At the end of this manual, you can keep a log of the Mazescapes in this box that you have completed and the time it took you to solve each of them. You can download more scoring sheets from the Mazescape page at www.devir.com.

HOW TO MOVE AROUND THE LABYRINTH

You can only travel along the white paths. It is not possible to jump from one path to another (remember that you cannot lift the pointer off the paper). You can go up or down the stairs.



Some Mazescapes have closed doors. You must **first find and get the key in order to go through the door** that matches that key. Use the chart on the last page of these rules to take note of the keys you get.

