

MAGIC MAZE TOWER



MAGIC MAZE



By Kasper Lapp

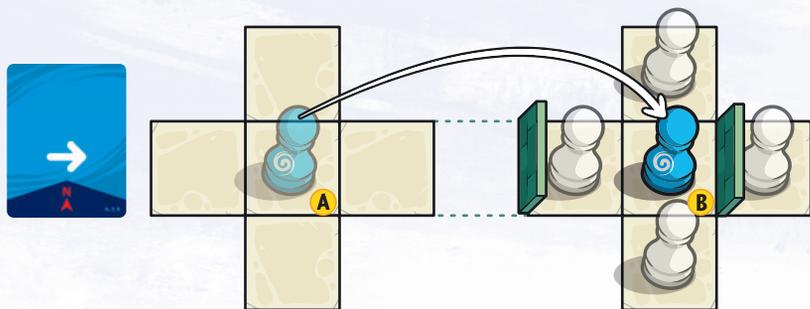
LITTLE SISTER ABILITY



This is your first encounter with the mage's little sister in the Magic Maze family of games. She has decided to help her big sister and friends out with her incredible ability to teleport. However, like a typical little sister, she always wants to cling to one of the "big kids!"

The little sister moves exclusively by her special teleportation ability: She teleports **orthogonally** and **must** end her teleportation on an empty space **adjacent to at least one other Hero pawn**. For her clinginess only, spaces are considered adjacent even if they are separated by a single wall.

No obstacles prevent the little sister from teleporting with her ability because she dematerializes from her initial position to rematerialize at her destination. You can only teleport the Little Sister pawn in the direction(s) of the Orientation tile(s) you can use.



Example: You wish to teleport the little sister from space **A** to space **B**. To do this, at least one Hero pawn must be on one of the four spaces adjacent to space **B**. Additionally, only the player with the **EAST (RIGHT)** direction can teleport the little sister to **B**.

PLAY MAGIC MAZE WITH THE LITTLE SISTER

One tile contains her Item space, and the other tile contains her Exit space.

Note that her Item space is connected to a play space, rather than a shop: The little sister always prefers playing while the adults commit their thefts!



During setup, place the Little Sister pawn on the Sand Timer space on starting tile #1 (without activating the sand timer).

When the Little Sister pawn is on an Exploration space that leads to an unexplored area, the player with the Explore action can reveal a new tile, **regardless of the color** of the Exploration space.