







# Maze Games

Included with the maze are three 8 ½ x 11 panels allowing your robot to play any number of games limited only by your imagination. Here are a few to get you started.

Also included on the panels are forest segments allowing you to change the maze. Place face up to add a line of trees. Place face down to open a path in the maze.

## Panel One

### Go Surfing

*Number of Players* 1 or more

#### *Setup*

1. Place the basic bear (hat and trunks) at an entrance to the maze.
2. Place wave at an exit to the maze.
3. Place apparel/accessory cards (T-shirt, sunglasses, surfboard, selfie stick), in the maze.

#### *Objective*

Collect the apparel/accessory cards in order (T-shirt, sunglasses, surfboard, selfie stick) and take your picture at the beach!

### Dog Run

*Number of Players* 2 or more

#### *Setup*

1. Place the dog at an entrance to the maze.
2. Place Bones in maze alcoves or along the path.

#### *Objective*

Collect the bones in any order and take any exit out of the maze. The fastest run wins.

#### *Alternative Play*

Add a higher degree of difficulty by hiding one or more bones under the shrubbery. To disguise the plants with bones buried beneath them, use other cards placed face down. The fastest time to find the bone(s) and exit the maze wins.



## Panel Two

Panel Two allows about as many games to be played as found in a deck of cards. For example, follow the setup and gameplay of “Go Surfing” but use the bear, bees with numbers, and the hive. Play “Dog Run” using the bear or a bee, items (jars of honey, flowers, honeycomb, etc.), with the destination being the beehive.

### Bee Sting

*A number of Players* 1 or more

*Setup (by the instructor)*

1. Place the bear at an entrance to the maze.
2. Place the tree limb with the hive at an exit to the maze.
3. Place bees with numbers 1, 2, and 3 at strategic places along the path.

*Objective*

Find and navigate the path through the maze resulting in the fewest number of bee stings.

*Alternative Play*

Place an item (glasses, surfboard, honey, etc.) in an alcove based on the student ID. Pick-up the item and exit the maze with the fewest number of bee stings.

## Panel Three

### Shark Attack

*Number of Players* 2 or more

*Setup (by the opponent)*

1. Place ten or eleven surfboards in alcoves within the maze, plus one or two of the surfboards with a shark bite. The total number of surfboards or both types should be twelve (12).
2. Cover all twelve boards with the larger wave cards.

*Objective*

The player that Surfs the most locations before being attacked by a shark wins.

