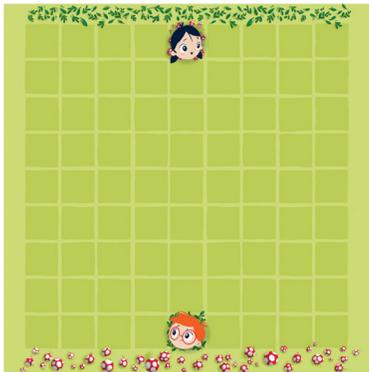
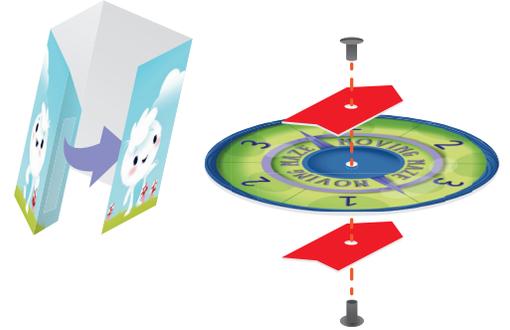


MOVING MAZE

Peekaboo Beans Explorers' Club

How to Play

A game for 2 players. The first player to reach the opposing garden wall wins. Secure your path or block your opponent with maze pieces!



Setup

Build the character pieces. Fold each piece along the vertical lines. Use the adhesive tape to attach the flap to the inside of the character piece.

Set up the spinner. Use the Chicago screw to attach the arrow to the Moving Maze spinner board.

Each player chooses a character and places it in the **CENTER** square on his garden wall. Each player spins. The player with the highest spin goes first.

Taking Turns

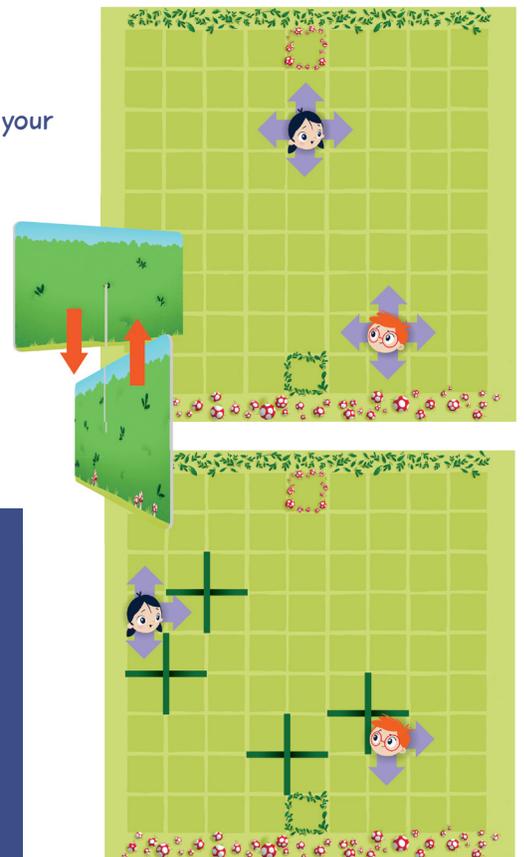
On each turn, players choose between two kinds of moves: (1) spin and move your character or (2) place a maze piece on the board.

For (1), spin and move your character the number of squares indicated. Move forward, backward, or sideways but **NOT** diagonally.

For (2), slide two maze pieces together to make an X-shape. Then, secure it to the board.

NOTE: You can't use maze pieces to trap an opponent. Always leave one square open to access the opposing garden wall.

Move forward, backward, and sideways to get around maze pieces.



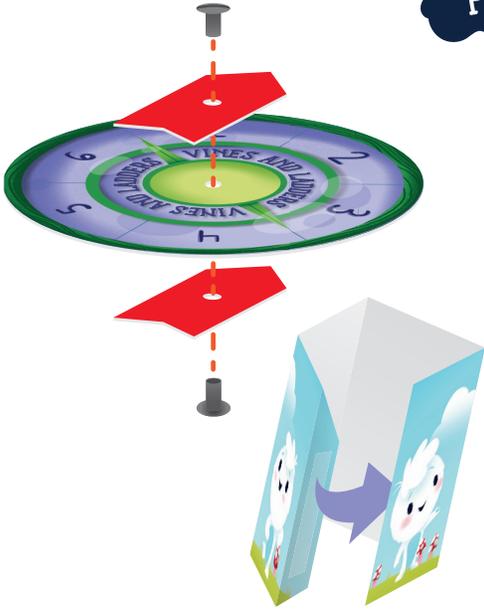
Special Moves

If you are **FACE TO FACE** with another character, you can **JUMP** to the square behind it. It counts as only moving **ONE** space!

If a maze piece prevents you from jumping over, you can move to the right or left of that character.

VINES AND LADDERS

Peekaboo Beans Explorers' Club



Setup

A game for 2, 3 or 4 players. Build the character pieces as described in the instructions for the Moving Maze Game.

Set up the spinner. Use the Chicago screw to attach the arrow to the Vines and Ladders spinner board.

Each player chooses a character and places it before the **START** rock.

Each player spins. The player with the highest spin goes first.

Taking Turns

Take turns spinning the Vines and Ladders spinner. Advance your character the number of spaces indicated.

VINES are detours. If your character lands at the top of a **VINE**, slide to the bottom.

LADDERS are shortcuts. If your character lands at the bottom of a **LADDER**, climb to the top!

The first player to reach the final stone, marked 50, wins!

