



# Mino & Tauri

Criss-cross the Maze!



by Carlo A. Rossi with illustrations by Marek Blaha

Players: 2-4

Ages: 6 and up

Duration: About 15 minutes

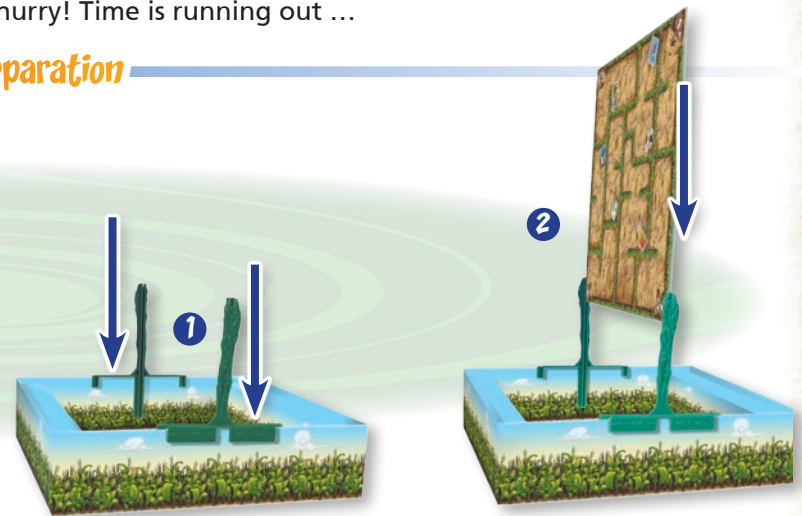
## The Idea and Goal of the Game

Mino and Tauri, two cheeky aliens from **the** planet Kreton, are once again drawing crop circles. But when they get careless, their spaceship crashes into the neighboring cornfield. On the way down, they lose twelve special objects they will need to find before they can make their way back home.

Now it's your turn! Help Mino and Tauri find their things by moving their magnetic markers through the maze on both sides of the game board. Keep talking to each other while you do, because usually only one of you will know the right way. Together, you can do it—but hurry! Time is running out ...

## Contents and Preparation

First, take all the components out of the box. Place the bottom of the box in the middle of the table and attach the two **game board holders** **1** to the left and right edges of the box. Look out for the markings on the **box: they** will help you find the center of the sides. Pick one of the **four maze boards** **2** and slide it into the game board holders, any edge up, from the top.



Shuffle the **four starting cards** **3** and put them next to the box, face down. Then shuffle the **twelve object cards** **4** and put them next to the starting cards in a face-down pile. Get the **sand timer** **5** and the **two Aliens Mino und Tauri** **6** ready.

Depending on which variant you're playing, you'll need team cards or player cards. For **a** co-operative game, get the **two team cards** **7** ready, for **a** competitive game, get the **four player cards** **8**.



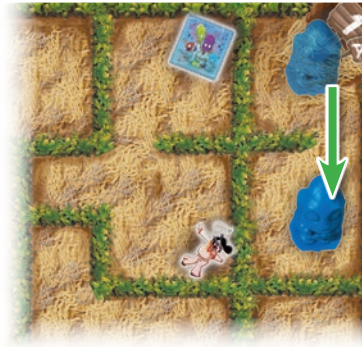
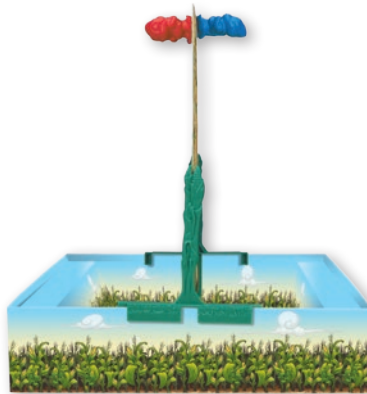


## Mino & Tauri in the Maze

First, let's get familiar with how you can move the two aliens through the maze. Place the box with the maze board between you so that each side of the board faces one or two players. Then put both of the magnetic **counters** in the corner with the "1". Place each of the aliens on opposite sides of the board so they stick together by way of their magnets.



Front of Maze Board A



Back of Maze Board A

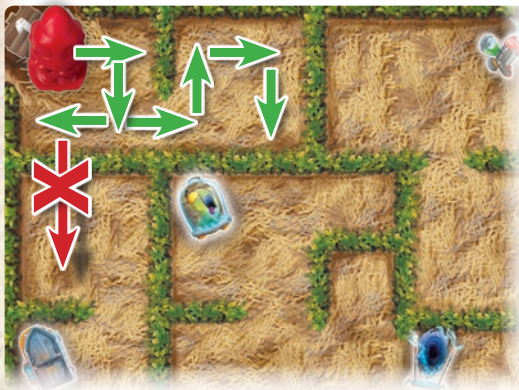


Front of Maze Board A

### When you move one alien...

... the other one will move along on its own! **One player is responsible for each of the aliens.** Take turns moving your alien through the maze on your side of the board. For best results, let go of your alien when the other one is being moved.

### The Mazes



Front of Maze Board A

There is a large maze on the front and back of each game board. You can only move your alien along the pathways of the maze facing you. Cornstalks are obstacles you can't move your alien **through**.

The mazes on the two sides of the board are different. For example, if you move **Tauri** along his pathways, **Mino** may move across a line of cornstalks on his side of the maze (see example below). This way, you can reach areas of the maze you wouldn't be able to get to otherwise.

**Example:** **Tauri** moves down in his maze. This makes **Mino** move through a line of cornstalks.

### Reach Your Goal Together!

You're always looking for the same twelve objects on each of the boards, **where** six of them **are** printed on one side of the board and the other six **are** on the other side. This means **that either** Mino or Tauri can reach **each object**. There is no order in which you take turns: each player can move their alien at any time. So, keep talking in order to find the best way for both of you!

**Hint:** To try out the aliens' movements, turn over the top two or three object cards of the pile one after the other and try to reach the objects shown with either Mino or Tauri.

Now it's up to you to decide: Would you like to play as a team and find as many objects as possible? Or do you want to have a competition to find out who can navigate the maze the best? Both versions are explained below.

## THE OBJECTS



### Wormhole Detector

The inconspicuous but highly efficient Wormhole Detector allows Kretonians to travel through space quickly by showing their pilots all the **short cuts**.



### Bobblehead King

All Kretonians are required to carry an image of their king in their spaceships.



### Travel Guide

This travel guide holds all the answers for space travelers. It explains all the galaxies, and also helps travelers fix smaller issues with their spaceships.



### Towel

According to legend, nothing bad can ever happen to you if you know where your towel is.



## The Co-Operative Game (for 2-4 Players)

In this game, you play as a team. You have three rounds to find as many objects in the mazes as you can. The more you find, the sooner Mino and Tauri can return home.

### Everyone gets to play!

Make teams so you have the **same number** of players on each side of the board. If you have three players, two players sit on one side and one on the other side of the board.

### Team cards

If there are two players on at least one side of the board (i.e. in a game with three or four players), put one of the team cards between you.

**This determines which color each of you plays.**



Each object card shows **two colors**. These are the active players' colors while that object is **visible**. Only the active players can talk to each other **or** move the aliens.

**Example: The green and the blue player have to find the towel.**

**Note:** If you're alone on your side of the board (in a game with two or three players) you don't need to pay attention to the team **card**. You're automatically active for every object.



### Go into the maze!

You play three rounds. Each round goes as follows:

- 1 Draw the top **starting card** and place both aliens in the corner of the game board shown (1, 2, 3 or 4).
- 2 Turn over the **sand timer** and the top **object card** at the same time and start the search!
- 3 The two active players move Mino and Tauri through the maze. When you reach the object you're looking for, put that card aside and quickly turn over the next object card. If it shows different colors than the last card, the active players change as well.

**Important:** If you accidentally drop an alien, draw one of the **remaining** starting cards. Put both aliens in the corner shown on the card and continue playing.

### The round is over when...

- the sand timer (three minutes) has run out, **or**
- you have found all twelve objects, **or**
- you've dropped both aliens for the fourth time (and you can't draw a new starting card).

**Write down one point for each object you found and prepare for the second round.** Shuffle all the object cards and starting cards and put them within easy reach in face-down piles. You need to play in a new maze, **so either turn over the maze board you just used** or pick a new one.

**Tipp fürs Spiel zu dritt:** Wechselt die Spielerpositionen zwischen den Runden so, dass jeder Spieler einmal allein auf einer Spielplanseite sitzt.

### The game ends...

... after three rounds. **Add** your points from all three rounds. Here's what the total result means for Mino and Tauri:

0-9 p.	Oh no! You better try again right away!
10-18 p.	Not bad – but with this result, they won't make it home.
19-24 p.	Okay – if they have to, they can probably make their way home to Kreton.
25-30 p.	Very good – the two aliens can get their spaceship ready for takeoff.
31-36 p.	Fantastic – have a great trip home!

### Pick Your Own Level of Difficulty



The maze boards are marked with levels "A" (easy) through "D" (hard). Start the game with one of the easier mazes and increase the difficulty as you go.



#### Espresso Maker

Even the most energetic alien likes to start their day with a nice cup of coffee. The Kretonian espresso maker is completely solar-powered.



#### Time Machine

The Time Machine on board their spaceship allows Mino and Tauri to always return from their space travels right on time.



#### Glitsch

Glitsch is Mino's and Tauri's pet and their faithful companion on all of their travels. He may not be much use **driving** away space pirates, but he's great to play with.



#### Stun Gun

Just in case of emergency, Mino and Tauri always carry a stun gun. If they get approached on Earth, say by a cow, they can defend themselves with it.



## The Competitive Game (for 3 or 4 Players)

In this variant, you try to be the player who can navigate the maze the best. You will play with changing partners, but **always as a pair** on opposite sides of the maze board. **The player who has found the most objects together with their various partners wins the game.**

**Note:** The colors on the object cards **don't mean anything** for the competitive **game**. You're always active.

### Three-player Game

Pick **two maze boards** you want to play on. You will play on each of these boards in all possible player combinations. We recommend that you make a little scoring table on a piece of paper:

	Player 1+ Player 2	Player 1+ Player 3	Player 2+ Player 3
1 <sup>st</sup> maze board			
2 <sup>nd</sup> maze board			
Total			

The players for each round sit down facing the game board from opposite sides while the other **players watch**.

### Four-player Game

Pick **three maze boards** you want to play on. Each player takes a **player card** indicating the color they will play. Player colors determine who will play with whom on each maze board. We recommend that you make a little scoring table on a piece of paper:

1 <sup>st</sup> maze board	Red & Green	Yellow & Blue
2 <sup>nd</sup> maze board	Blue & Green	Red & Yellow
3 <sup>rd</sup> maze board	Yellow & Green	Red & Blue

**Two different players play together each round, each of them facing different sides of the maze board.**

### Play the game in each round...

... as described for the co-operative game. Find as many objects as you can before the sand timer runs out. At the end of each round, note down the number of objects you've found on the scoring table.

**Note:** If you use the same maze board twice, **face it the** other direction before you start playing that round. This is to make sure that the second set of players don't have a general idea of what the maze looks like, which could give them an advantage.

### The game ends...

... when you've played six rounds. Add up the number of objects each player has found with their various partners. The player who has found the most objects wins the game! If you have a tie, all the tied players are winners.

Game designer Carlo A. Rossi would like to thank Alfredo Berni, who played a huge part in the development of this game. Mille Grazie!



#### Underpants

Special Kretonian underpants allow for more freedom of movement, keep you warm even in the freezing cold of space, and are at the height of fashion.



#### Family Portrait

Family is very important to the Kretonians. Mino and Tauri always carry a picture of their family in their spaceship.



#### Jet Drive

No spaceship can go without a drive. Kretonian space ship drives have the advantage of working without recoil, which makes flying practically silent.



#### Spaceship Door

Doors on Kretonian spaceships are constructed in a way that makes them aware if someone wants to go through them within the next few seconds.

You have purchased a quality product.

Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

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