GOPHERS' MAZE

Rules of the Game

The gophers are awake after a long winter sleep, and they are very hungry! It's time to go in search of provisions stored in long and winding lairs. The labyrinths are long, there are six levels with hidden creepholes, but the gophers forgot where they stored the grains and other food. Only hardcore weasels will be able to find the supplies!

Video instructions:
www.thebrainyband.com

Contents:
- 58 Cards.
- Gameboard with Turnover Pages.
- 5 Game Tokens.
- 5 Basket Tokens.
- Dice.
- Illustrated Rules.

Just like in other The Brainy Band games, Gophers' Maze envisions several levels of difficulty to make the game interesting for players of different ages and abilities.

COMPLETE RULES

Objective of the Game

In the course of the game, the players have to collect as many provisions as possible (acorns, berries, spikelets). The player with the most provisions wins.
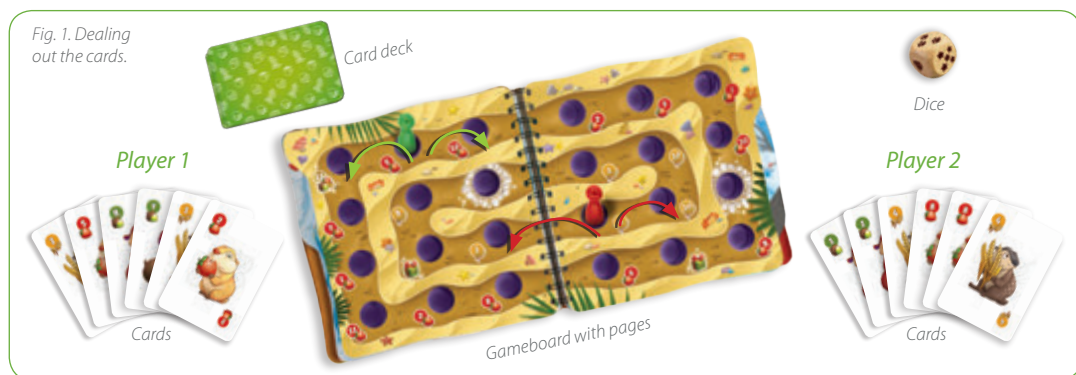
End of the game

The game ends when there are no more cards in the deck and one of the players has three or less cards in his hand.

Game Setup

- Each player gets six cards (Fig. 1).
- Open the gameboard on any page, and allow each player, starting with the youngest and going in turns, to place his or her token in the round hole he or she most likes.
- Roll the dice, and open the gameboard to the page with a number on the dice.

Now, let's begin!

Fig. 1. Dealing out the cards.

Card deck

Dice

Player 1

Player 2

*Cards*

Gameboard with pages

Cards

Game Play

The players go in turns, clockwise, starting with the youngest player. In his turn, the player rolls the dice, moves the token corresponding number of steps (using the round holes) and collects the provisions.

After a player completes his turn, everyone who needs to do so, collects additional cards for a total of six.

Moving the token

The token can be moved in any direction of player's choosing. It can only move along the tunnels, and cannot go through the walls (Fig. 2).

If the token encounters other players' tokens, it can leapfrog over them. The player can leapfrog over several tokens that sit in the neighbouring round holes. One jump counts as one step, and leapfrogged holes do not count (Fig. 3).

Fig. 2. Moving the token

*Fig. 3. Counting steps with leapfrogging*
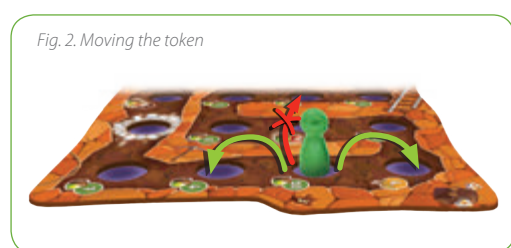
Moving between gameboard levels

Transition between different gameboard levels can happen on three occasions:

1. After moving the token, the player ends up on the portal hole. Then the player rolls the dice once again, and the result is the number of the page, to which the gameboard should be turned over (if the dice is rolled and the number of the current page comes up, there is no transition to a different level).

2. During his turn, the player decides not to move around the gameboard, but to use the digger card. He can take it out both before and after rolling the dice (for example, after seeing that moving on this gameboard won't bring the desired result). In this case, the player rolls the dice once again to determine the number of the page. If the gameboard is changed, and the player ends up in a portal hole, he throws dice once again, and the gameboard level is changed one more time. The used digger card is moved to the discard pile.

After transition to a new level, all the players are given an opportunity to collect the provisions from holes, in which they ended up.
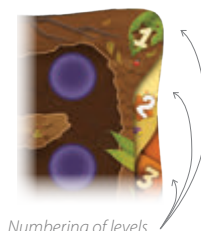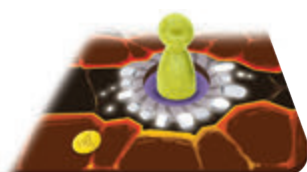
Portal hole

Digger card

Numbering of levels

Collection of stored provisions

Next to the hole, where the player's token finishes its turn, there is a sign specifying the quantity and type of provisions that he can collect (Fig. 4). To collect provisions, the player has to use the cards in his hand, so that the provisions on the cards are of the same type and quantity as on the gameboard. It can be a sum or a difference of provisions on different cards (two or more), or the provisions can be collected with a help of one card with the right value.

Fig. 4. Collection of stored provisions

$$9 - 3 = 6 \quad \text{or} \quad 2 + 4 = 6 \quad \text{or}$$

If the player doesn't have the cards necessary for collecting provisions, he moves his token for the required number of steps without collecting provisions, and takes one card from the deck. Such turn is considered ineffective.

If there's a whole storage of provisions next to the hole, such provisions can be collected through a combination of cards of any type, as long as the sum or difference corresponds to the specified number (Fig. 5).

Fig. 5. Storage of provisions

$$5 + 6 = 11$$

The cards used by the player to collect the provisions are placed in two piles in front of the player for counting at the end of the game:

- The first pile is **face up** — cards that were summed up during collection of provisions.
- The second pile is **face down** — cards that were subtracted to achieve the required amount of provisions.

If the token ends up on a present hole (Fig. 6), the player takes three top cards from the deck, and selects one of them for his trophy pile to be counted at the end of the game. The remaining two cards are returned to the bottom of the deck with additional cards.

Fig. 6. Present hole

If the three cards include the digger card, and the player wants to take it as a present, he has to use the digger in the game immediately, to move between the gameboards. It's forbidden to take the digger card from the present into your hand.

If the player ends up in a gift hole, but there are no more cards in the deck, the hole is considered empty (with no provisions).

Counting the points

At the end of the game, each player counts the number of collected provisions. The nominal values of collected cards are summed up, except for the cards that were used for subtraction in the course of the game — their value is subtracted from the sum of prize points.

SIMPLIFIED RULES

Only addition is used in the game.

Remove from the game:

- Two digger cards (five should remain in the game).
- Provisions cards with values of 8, 9 and 10.
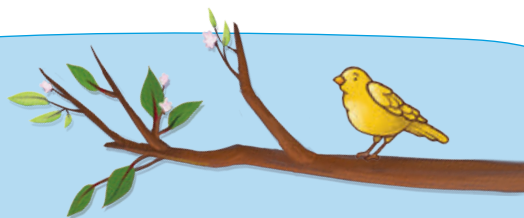
COMPLICATING THE GAME

At the beginning of the game, each player takes a basket of the same colour as his or her token, and places it in front.

If you leapfrog another player's token in the course of your turn, and your turn was effective (meaning that you collected provisions), you receive the basket token of the leapfrogged player for a certain amount of time.

If the turn was ineffective, each basket stays with it's owner.

The rules described below only pertain to leapfrogging situations and effective turns:

- If you receive somebody's basket, the owner has to buy it back. In order to do that, he has to give you the provisions that he collects during his next effective turn. You put the received provisions in your pile and return the basket.
- You can leapfrog several players in one turn, collecting all of their baskets.
- If you hold somebody else's basket, and another player leapfrogs you, he get's all of the baskets — your own and the ones you're holding for ransom. Now the baskets' owners have to buy them back from the new owner.

Basket token

BEGINNER RULES

The cards are not dealt to the players and instead are placed on the table, sorted by types of provisions and values of cards.

During his turn, a player rolls the dice, moves the corresponding number of steps in any direction and collects provisions, taking the corresponding cards to his pile. He can take them as one card, as two or three that give the necessary sum, or he can even give back the change.

Complicating the game: you can take some of the cards from each type of provisions, so that it won't be possible to take the provisions using just one card, and the players will have to use combinations of several cards.

If the token stops at the warehouse of provisions, the player can choose what type of provisions to take. If the token stops at a present hole, the player doesn't get the cards, but takes another turn.

Each player has one digger card, which he can use instead of moving on the gameboard in order to switch up levels. When the level is switched, all players are given an opportunity to take the provisions at their new locations.

The game ends when the deck runs out of some type of provisions.

Counting the points

At the end of the game, the players count the amount of each type of provisions. Whichever provisions are the fewest, that's how many points the player gets. Such counting of points motivates the kids to count their provisions in the course of the game and to calculate their turns so as to collect equal amounts of provisions.

How to explain this to the kids? Well, the thing is, to have lunch, a gopher should have one acorn, one spikelet and one strawberry for dessert. If the lunch lacks something, the gopher won't even touch it! That's why at the end we count the number of collected complete lunches.