

## ABOUT THE INVENTOR

Eldon Vaughn has always been fascinated by puzzles of all kinds. He created his first puzzle while still in high school. Since then, Mr. Vaughn has received both BSEE and MSEE degrees and worked as an engineering manufacturer for a number of years. In 1996, he began to focus on puzzle and game design, manufacturing, and marketing. Amaze™ is the first commercial product to be developed out of his new designs.

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# AMAZE™

16 MAZES IN ONE!



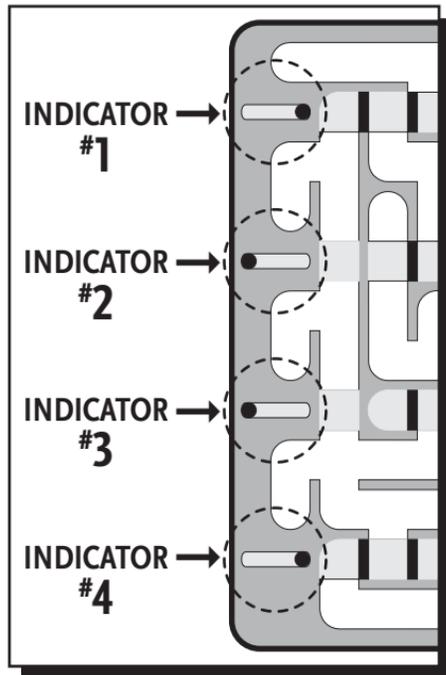
**AGES**  
8 to adult  
single player

## INSTRUCTIONS

Choose one of the 16 different maze challenges shown on pages 4 and 5, or on the back of the Amaze™ game. The higher the number, the more difficult the challenge.

Match the four red indicators on the left side of the game to the positions shown in the setup diagram. To move an indicator to the left or right, use your finger or the attached stylus to push a red bar on the slider opposite it.

Now you're ready to solve the maze! Place your stylus at the START position, and begin to trace your way through the maze.



## SOLUTIONS

**MAZE #1:** 4L

**MAZE #2:** 4L

**MAZE #3:** 2L - 1R - 4L

**MAZE #4:** 2L - 1L - 1R - 4L

**MAZE #5:** 3L - 2L - 1L - 1R - 4L

**MAZE #6:** 2R - 3L - 2L - 1L - 1R - 4L

**MAZE #7:** 1R - 3L - 2L - 1L - 1R - 4L

**MAZE #8:** 2R - 1R - 3L - 2L - 1L - 1R - 4L

**MAZE #9:** 1L - 4R - 1R - 3L - 2L - 1L - 1R - 4L

**MAZE #10:** 2R - 1L - 4R - 1R - 3L - 2L - 1L - 1R - 4L

**MAZE #11:** 3R - 1L - 4R - 1R - 3L - 2L - 1L - 1R - 4L

**MAZE #12:** 3R - 2R - 1L - 4R - 1R - 3L - 2L - 1L - 1R - 4L

**MAZE #13:** 2L - 1R - 2R - 1L - 4R - 1R - 3L - 2L - 1L - 1R - 4L

**MAZE #14:** 3R - 2L - 1R - 2R - 1L - 4R - 1R - 3L - 2L - 1L - 1R - 4L

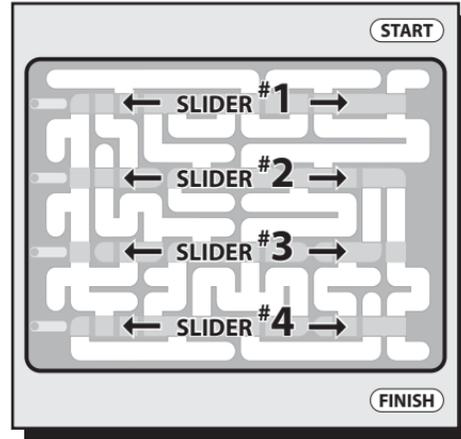
**MAZE #15:** 2R - 2L - 1R - 2R - 1L - 4R - 1R - 3L - 2L - 1L - 1R - 4L

**MAZE #16:** 3R - 2R - 2L - 1R - 2R - 1L - 4R - 1R - 3L - 2L - 1L - 1R - 4L

## SOLUTIONS

There are four sliders—bars in the maze that slide left and right. Each slider is assigned a number from one to four starting at the top of the maze. The solution for each maze tells you the order in which the sliders must be moved and what direction to push the slider. If a slider is not listed in a solution, you're just moving through, and no sliding is required. Careful—moving any slider that's not in the solution can get you stuck!

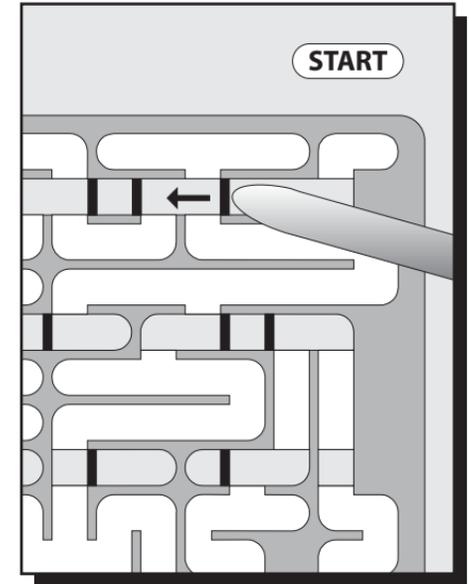
Let's look at the solution 2L – 1R – 4L. In this example, you follow the maze to the second slider (2L) and find a red bar you can push to the left.



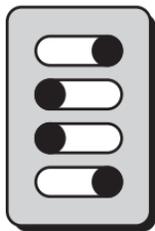
Then, move your stylus back to the first slider (1R) and find a red bar you can push to the right. Finally, go all the way down to the fourth slider (4L) and find a red bar you can push to the left. Now you can get to the FINISH line!

Once you start, you may not lift your stylus from the path. When you come to a red bar, you may try pushing it to the left or right to clear your path, but no jumping over it! You may have to push a bar to the left or right more than once to solve the maze. You may only push the red bars. You may not use the stylus to pull the sliders.

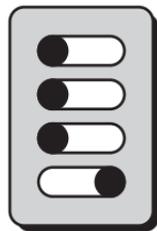
Beware—pushing a red bar may also create a dead end, or stick you in an endless loop. If you get stuck, reset the indicators to the challenge setup position, go back to START, and begin again.



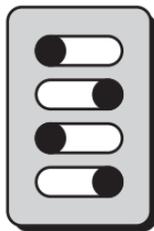
# Amaze™ Challenge Setups



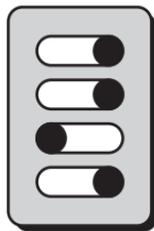
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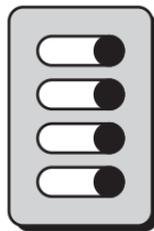
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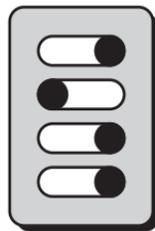
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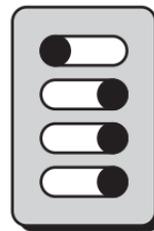
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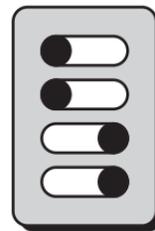
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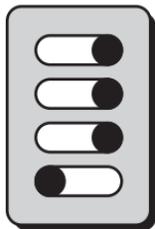
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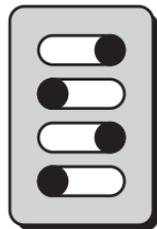
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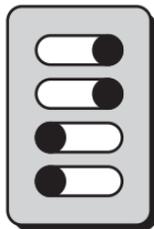
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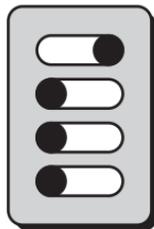
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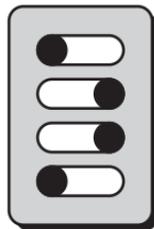
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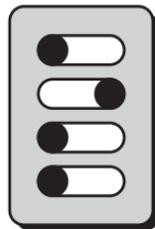
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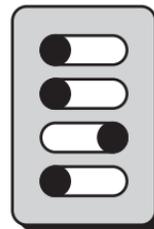
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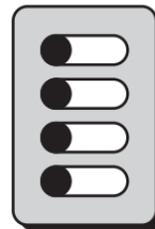
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16