

# A MAZE A BULL

A'Maze A Bull includes 44 pieces for two players. Twenty-two pieces each player.

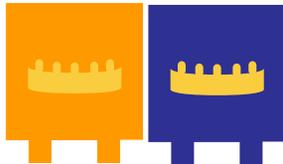
## SET UP

The Bull must try to attack the Crown. If the bull is placed in front of the Crown, the Bull wins.

However, if the bull lands in front of all three spears, the opponent is able to place the Killing Sword. If the bull lands in front of the Killing Sword, then the bull dies and the Crown wins.

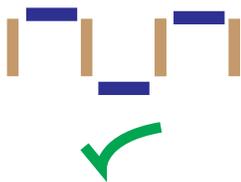
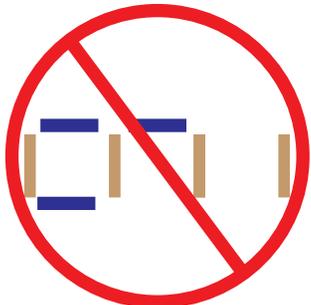


**BULL**



**CROWN**

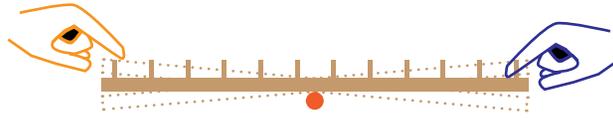
The colored pieces cannot be placed adjacent together or in front/behind another colored piece of its own color.



Every piece is played on the field except for the Killing Sword.

## RULES

Each player takes turns tilting the board once. One player must have at least one finger from one hand on the board at all times. As player one tilts the board with their finger, the player two must make sure their opponent does not smash the board as they adjust the tilt of the board and vice versa.



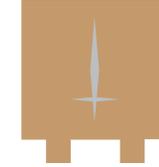
Wherever the bull lands -- on the opposite color -- is the piece that will be revealed and will be revealed for the rest of the game unless turned around by a coin.



The bull is able to reveal the opponent's piece no matter who's turn it is. If player one is tilting the board, and player two's bull hits player one's pieces, the piece is revealed. By ten minutes, the player damaged the most loses.

## PIECES

### KILLING SWORD



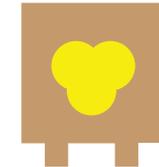
Place the bull anywhere. If the bull hits the Killing Sword, the bull dies, and the other player wins.

### BULL BIDDERS



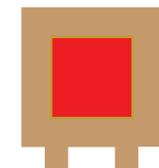
Encountering the bull bidders causes the bull to lose their next turn.

### COINS



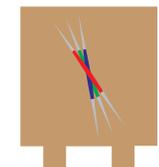
The coins allow the player to move one of their colored pieces to a new location or conceal a revealed piece.

### RED CAPES



The bull encounters the red capes and distracts the bull. The red capes have no effect on the bull.

### SPEARS



The spears damage the bull. Hitting all three spears allows the opponent to place down the Killing Sword.