



## Mind-Boggling Mazes

*Have fun exploring some a-MAZE-ing mazes this summer using these ideas!*

### Paper Plate Magnet Maze

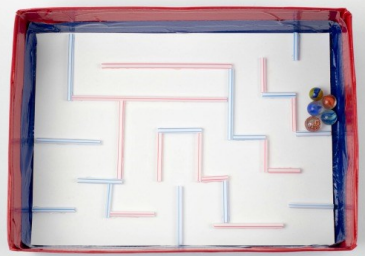


Using the paper plate and maze template in your kit, you can make a magnetic maze! Cut out the circle maze template and tape or glue it to the plate. Cut out the spaceship, bunny, or make your own design to

try in the maze. Tape or glue that design to the magnet in your kit, and set it on top of the maze. Use the magnet wand in your kit under the plate to move the magnet around the maze!

### Box Maze

Using the box and straws, design your own maze! Cut the straws in different sizes to make it extra challenging! Attach the straws to your box with the tape in your kit. Feeling crafty? Try adding some paint for your marble to roll through!



### Chalk Maze



Using the chalk, design your own maze outside! Invite friends and family over to see who can solve it! Try making little mazes that your toys can try, or try making a HUGE maze that you can

walk in! Think of fun challenges, like having to hop on one foot through the whole maze, or moving backward!

### Laser Maze



Using the crepe paper (party streamer roll) in your kit, create a laser maze in a hallway or small area in your house? Can you climb through the maze without touching any of the lasers?

### Looping Labyrinths



Have you heard of a labyrinth? A labyrinth is like a maze, but it has only one entrance and one way to reach the center. Many labyrinths around the world are used for relaxing and reflecting as people calmly walk the path to the center. Some people also make small labyrinths that they can 'walk' or trace using their fingers! What kind of labyrinth can you make?

### What Else?

Once you've completed the activities in this kit, don't let the maze fun end! Here are some other ideas:

- What materials can you find to make a maze inside? Try things like cotton swabs, paper clips, or even snacks!
- What kind of maze can you build outside? Try using rocks, sticks, or leaves! Try making a maze at the beach!
- Build a maze using cardboard tubes on a baking sheet or in a box! Label each tube with a different number or color, and see how many points you can score when the marble goes through each tube! What if your marble has to go through the tubes in a certain order?



## Jellyfish Tangle Board Game

Based on the game *Tsuro* | For 2 to 8 players

### Aim of the Game

The aim of the game is to build a path that begins at the edge of the board, travel the path and to avoid running off the edge of the board or running into one of the other players. The last one on the board wins!

### Setup

1. Cut out the tiles before the first game.
2. Find something around your house that will work as a marker/playing piece. Things like pebbles, LEGO, or buttons work great!
3. Shuffle all the tiles and deal three tiles, face down, to each player. You may have no more than three tiles in your hand at any time.
4. Stack the remaining tiles face down, in two or three stacks. Those stacks are the draw piles.
5. The oldest player plays first. Each player places their marker between the two start marks of the same square, on the outside edge of the game board. Play moves clockwise around the board.

### The Tiles

Each tile is printed with four lines, or paths, that create eight points on the tile's edges. Each point lines up with the points on any other tile to create the paths. Though the paths on each tile might cross each other, they each move in different directions.



### Jellyfish Tile (for games with three or more players)

If a player tries to draw a path tile when there aren't any left, they take the Jellyfish tile instead, and no more path tiles are drawn that turn. When new tiles are ready later in the game (after someone is eliminated), the player with the Jellyfish tile will be the first player to draw a tile.

### Playing the Game

1. **Play a tile:** the active player chooses one of the path tiles from their hand and places it on the open square next to their marker. The tile can be placed in any direction. Once a tile has been placed, it can't be moved for the rest of the game. A player can't connect his or her own path to the edge of the board (forcing them out of the game) unless no other move is possible.
2. **Move the marker:** The active player moves his marker to the open end of the path. Then all other markers adjacent to the new tile are moved to the ends of their paths. A player is eliminated from the game if the open end of his or her path connects to the edge of the board. Path tiles from eliminated players' hands are shuffled into the draw pile.
3. **Draw a tile:** the active player draws a tile from the top of one of the draw piles. The active player's turn is over and play moves clockwise around the board.
  - **Move others' markers:** if there are other markers next to the new tile, they are all moved to the ends of their new paths.
  - **There are two ways to be eliminated** when a new tile has been played:
    - If the open end of the path of a player connects to the edge of the board, their marker is removed from the game.
    - If the paths of two players run into each other, both players are eliminated from the game and their markers are removed from the game. Any eliminated player adds their leftover tiles to the draw pile.

### Winning the Game

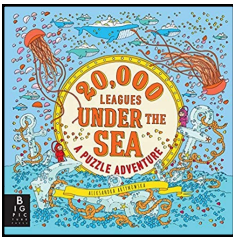
When only one marker remains on the board, that player wins the game. If the remaining players are eliminated on the same move, those players tie for the win.





## Looking for Mind-Boggling Books?

*You've made so many mazes! Ready for something else that will put your brain to work?*

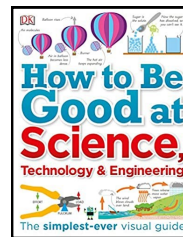


**20,000 Leagues Under the Sea:  
A Puzzle Adventure**  
by Aleksandra Artymoska

Explore wild creatures and mechanical contraptions that will take you on an underwater adventure like no other with hidden symbols and keys to uncover.

**The Multiplying Mysteries of Mount Ten**  
by Krista Van Dolzer

Esther is thrilled when she solves an impossible puzzle at math camp! When things take a mysterious and threatening turn, Esther and her new friends will have to search for clues left around the camp before it's too late.

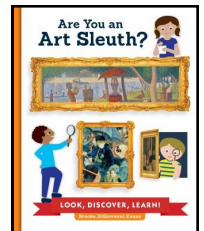


**How to Be Good at Science, Technology & Engineering** by Robert Dinwiddie

See how microchips, tractors, and suspension bridges work. Hands-on projects feature fun experiments to try at home or school.

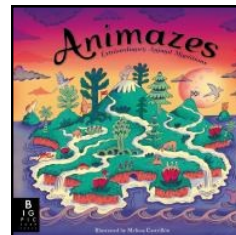
**Are You an Art Sleuth?**  
by Brooke DiGiovanni Evans

From Chagall to Renoir and from Boston to Paris, search famous paintings to complete a checklist of things to find in each.



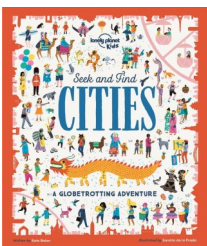
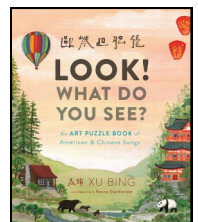
**Animazes: Extraordinary Animal Migrations** by Melissa Castrillón

Animals all over the world make extraordinary journeys. Follow fourteen creatures as they migrate through these colorfully illustrated mazes.



**Look! What Do You See? An Art Puzzle Book of American and Chinese Songs**  
by Xu Bing

Every page of this book is filled with secret code. It seems like Chinese calligraphy, but it's not. It seems like you can't read it, but you can. Once the pieces of the puzzle start falling into place, you will understand it all.

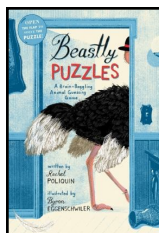


**Seek and Find: Cities** by Kate Baker

Join travelers Cat and Bird as they explore the world in this fun search-and-find book. With every turn of the page, there's a new busy city scene to discover, from tasty festival food and traditional hats to famous landmarks.

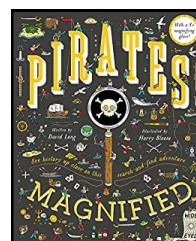
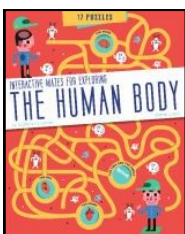
**Beastly Puzzles: A Brain-Boggling Animal Guessing Game** by Rachel Poliquin

Bamboozling clues need a curious mind to piece together thirteen different animals. But these are no ordinary clues! What animal can you build with four strong hooks, green fur, fly paper, and almost-invisibility potion?



**The Human Body: Interactive Mazes for Exploring** by Claudine Gaston

Learn how your skin and bones work, how your body digests food, and even how to fight off germs! Once you dissect these mazes you will know your body in and out, from head to toe! Beware, traps and dead ends await you!

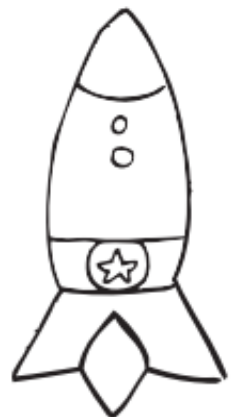
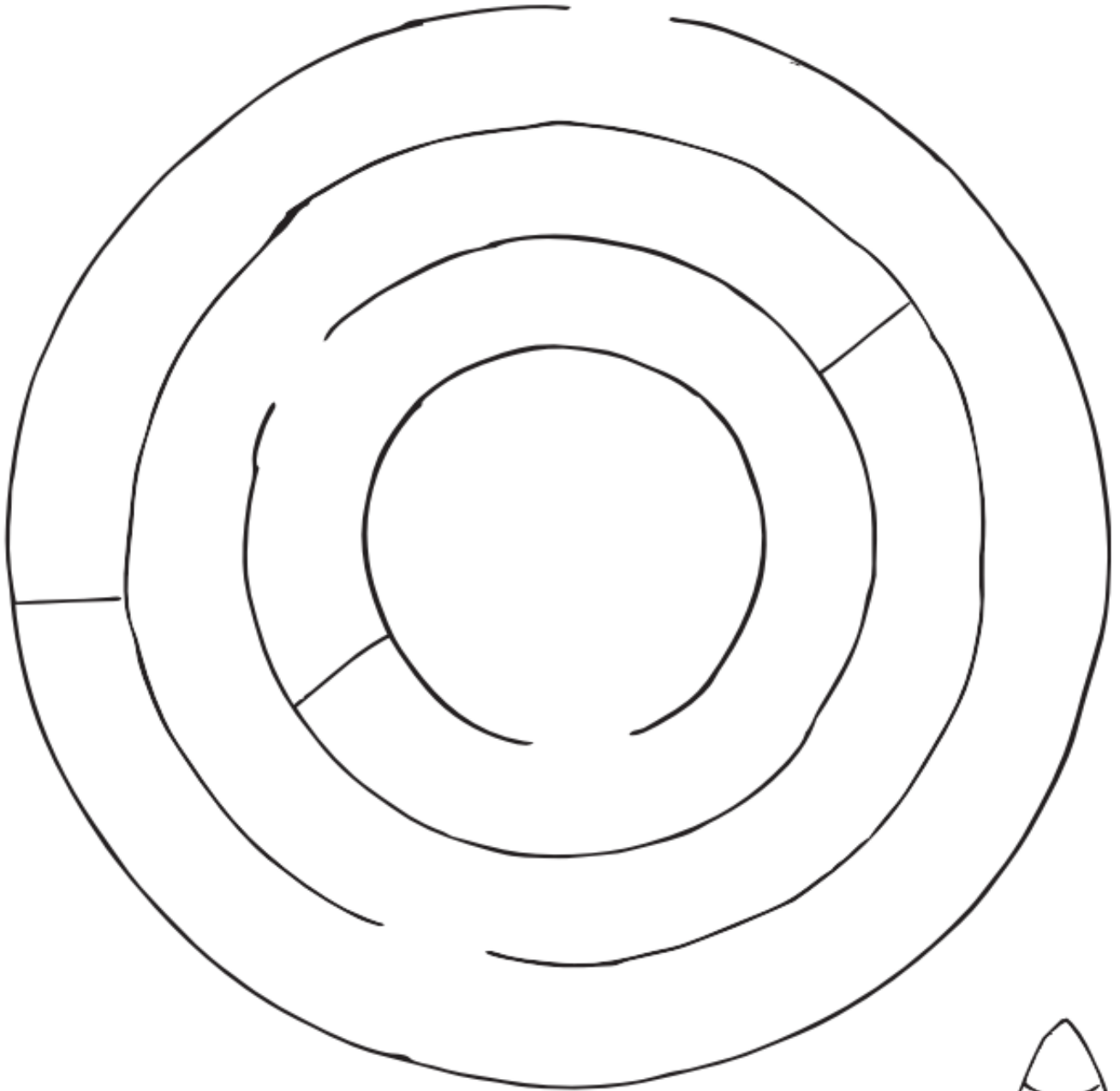


**Pirates Magnified** by David Long

Ahoy shipmate! Grab your magnifying glass and seek out history's most notorious pirates in this swashbuckling search-and-find adventure, packed with over 200 things to spot! Explore the lives of 10 real pirates and learn about life on the high seas.

# Paper Plate Maze Template

1. *Cut around the outside circle, then glue or tape the maze to your paper plate.*
2. *Color and cut out the rabbit and rocket, or make your own design! Glue or tape your design to your magnet, then set it on top of your plate.*
3. *Use the magnetic wand under the plate to move the design around your maze!*

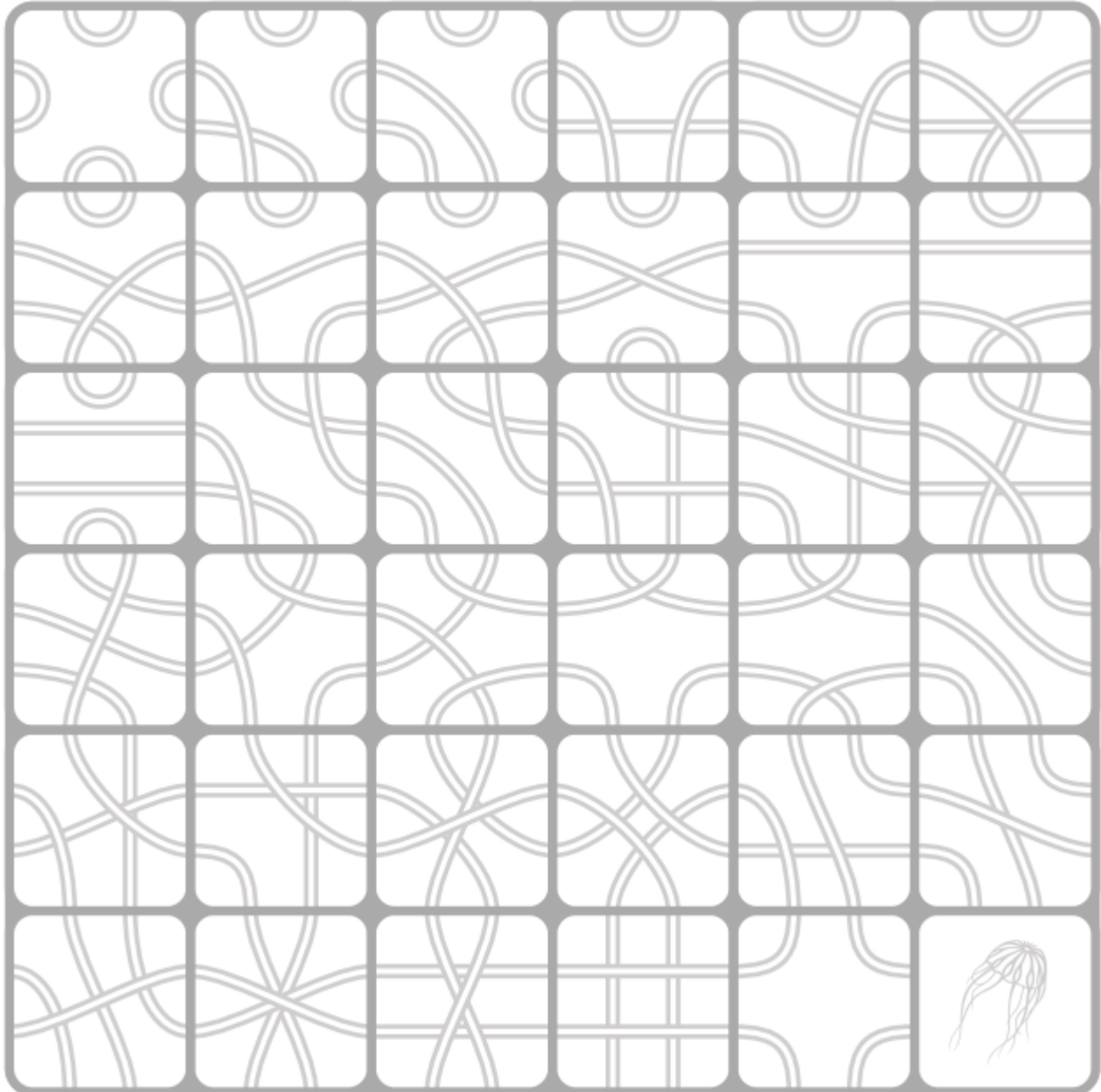


# Jellyfish Tangle

Cut apart these 36 tiles before playing your first round!

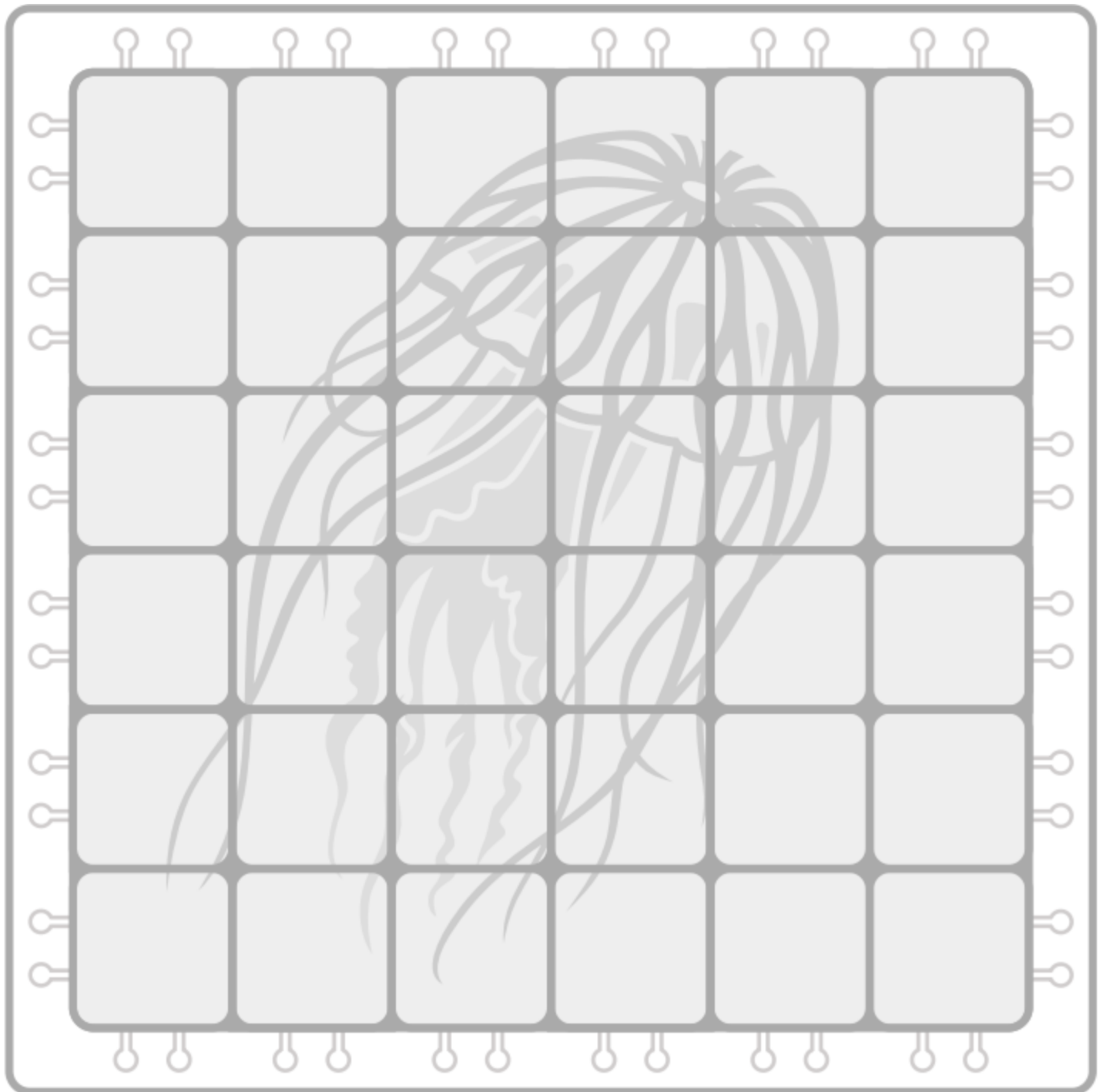
If printing at home, thick paper works best for this.

Set the Jellyfish tile aside until you need it.





# Jellyfish Tangle Game Board



Love this game board and want to design your own in different colors? Visit [instructables.com/Tsuro-Board-Game/](https://www.instructables.com/Tsuro-Board-Game/)