

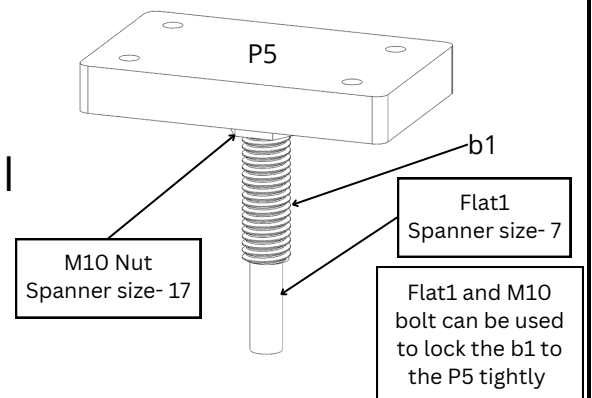
A-MAZE[®] LABYRINTH

User Manual

Labyrinth: an activity game involving guiding a ball through a maze, avoiding the holes. A test for your skill, patience, hand-eye co-ordination, balance etc., Slow and steady wins the MAZE. Hours of concentration and fun guaranteed for kids & entire family.

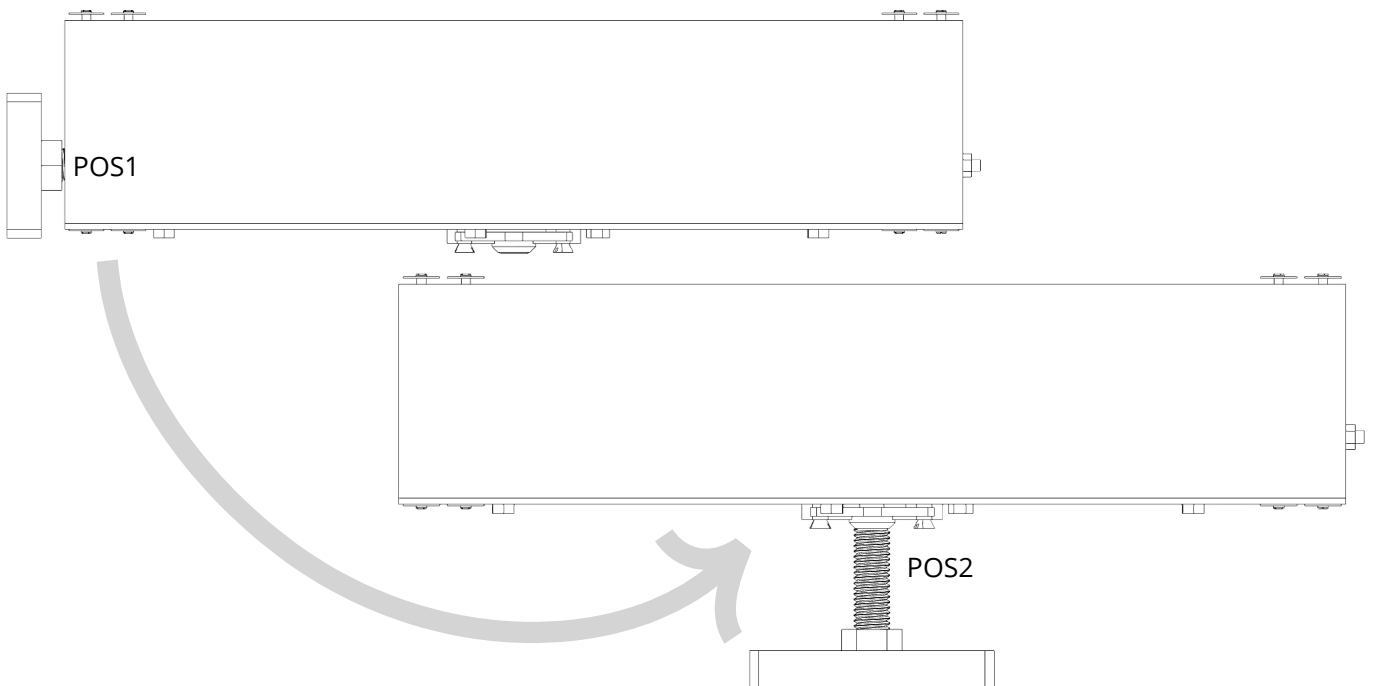
Contents:

- Wooden game box with steel ball
- Base Stand (P5) with bolt (b1)



Setting up the Labyrinth:

For playing, take out the base stand (P5) which is in Position-1 and insert in the hole at position 2 vertically. When finished playing, keep the base stand back in Pos1



Note: The supplied plate p5 is intentionally kept smaller to fit inside the box. If you need more stability, u can lock p5 to a bigger plate using the holes in p5.

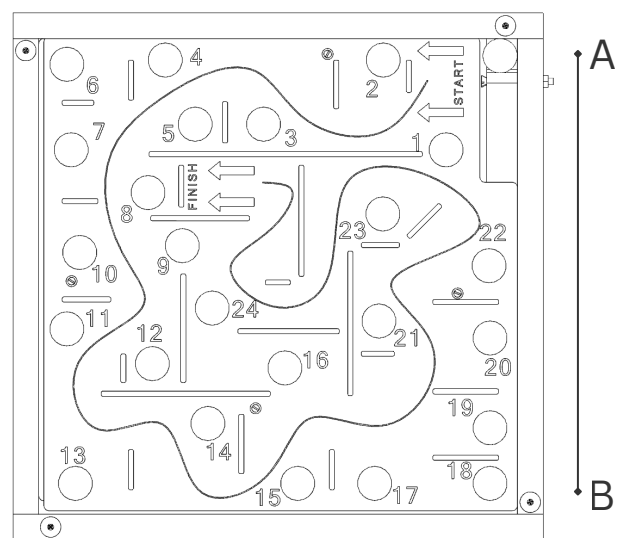
Sometimes when kids are playing, they tend to lift the game out of the stand (P5+b1).

To prevent this, b1 of P5 can be optionally locked to the bearing using a small M3 screw in the bearing below the game box. Once finished playing, this m3 screw can be unlocked, so the stand can be kept back in the box in packing position.

Playing the Game:

The Game starts by placing the steel ball at the Start Position.

Bringing the ball to the **START** position: First Roll the ball to the corner **B** by tilting the base. Then tilt the base quickly so that the ball rolls towards corner **A**, climbs on the ramp and reaches the **START** position.



The objective is to guide the ball to the **FINISH** position, by following the marked path without the ball dropping into a trap/hole. If your ball drops, try to get further on your next turn. Once you have completed the labyrinth, try to get a faster time or challenge your friends and family.

HINT: The key to mastering the MAZE is to first learn to bring the board to a FLAT (untilted) position first. If the ball is able to stand STILL on the board without touching/Leaning on any of the walls, then only it means the board is flat. Any forward movement should be attempted by FIRST BRINGING THE BOARD TO FLAT POSITION and then use very small tilts to move the ball forward.

Kindly note: The walls in our Amazing game are alive ! i.e: They can move a bit during the game play. We have done this intentionally to make the game a bit more fun for the kid in you !