

MAG-O-MAG

The Magnetic Labyrinth

3 MAGNETIC GAMES FOR 3-4 PLAYERS, AGES 8 AND UP

Important: Before removing the magnets from the box, please note the following: **Never press the two mutually repelling ends of the magnets (the ones with the red dots) together!**

MAG-O-MAG comes equipped with a powerful guide magnet and a weak drive magnet. If you press the equal, mutually repelling poles together, it will so greatly reduce the magnetic force of the smaller drive magnet that it will no longer be usable for the games.



GAME OVERVIEW

MAG-O-MAG is more than just one game. You can use the game equipment to play completely different games. The games are played in teams. In each game, one player will be the “helper” while the other is the “driver.”

Note: *Even if not all of the games involve driving a car, the term “drive” will still always be used.*

Set up the MAG-O-MAG board between the two players of one team. The helper will be looking at the front side with the small drive magnet on the game board. The driver will be seeing the orange-colored rear side and moving the large guide magnet across it.

- The helper always indicates the direction in which the driver should drive along the rear side of the board with the guide magnet. In “Golf,” he or she will be using the golf club to indicate this. In the other games, he or she will be using his or her index finger and supporting the gestures with words. You will find more detailed instructions with each game.
- The drive magnet will be moved across the front side by the magnetic force of the guide magnet.
- In this process, the players have to play with enough skill to

- avoid making the magnet land in one of the obstacles (holes).
- If the drive magnet lands in a hole, the driver will have to remove the guide magnet from the rear side to release the drive magnet, which falls into the collecting tray.
- With the exception of “Golf,” you will always be playing against time.



To get to know the basic idea of the game, “Golf” is a good place to start. In addition to requiring dexterity, it relies on your ability to judge distances.



“Jungle Race” is for anyone who loves the thrill of an adrenaline rush and isn’t afraid of heights. Here, you will be trying to complete a race course in as short a time as possible.

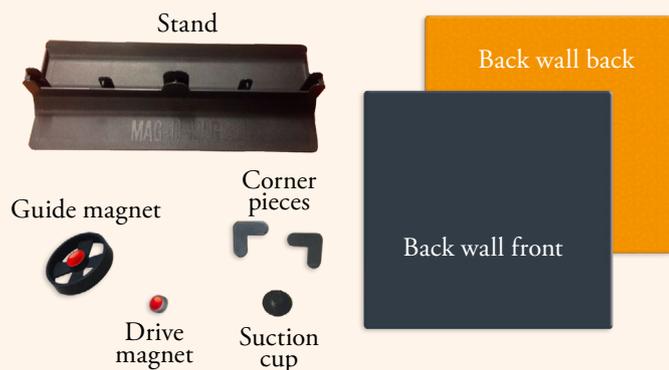


In addition to dexterity, “Stone-age Gatherer” requires tactics and some strategy. In the allotted time, you will collect as many items from the labyrinth-like landscape as you can, which you will then use to create useful objects.

In all the games, the players on one team will work together to obtain as good a result as possible. In other words, they do not play against the other members of the team. The team board indicates who plays with whom in the current round. As a reward, each team member will get point chips. At the end, however, only the player who collected the most points wins. Each game has a cooperative version in which all the players try as a group to obtain as good a result as possible. These versions even allow MAG-O-MAG to be played with just two players. The cooperative versions are also good for playing with children who are still too young for the competitive versions.

GENERAL PREPARATION

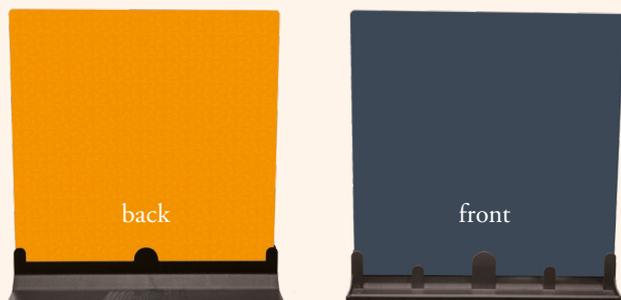
- Before the first game, carefully remove all of the pieces from the die-cut boards.
- At the beginning of each game, you will find an explanation of the materials to be used.
- All games use the large stand, the small drive magnet, the large guide magnet, the two corner pieces, the suction cup, and the gray/orange back wall (which contains metal foil that holds the guide magnet).



A digital timer with stopwatch and countdown function will also be needed for “Jungle Race” and “Stone-age Gatherer.” For iOS and Android phones, there is a free **Kosmos Helper App** for this in the iOS app store and in Google Play. In addition to the timer, the app has a video showing the game in action.

HOW TO ASSEMBLE THE MAG-O-MAG EQUIPMENT

- First, insert the back wall into the rear slot in the stand. The rear slot is the one located closer to the MAG-O-MAG logo. The orange-colored side will point to the rear. The dark gray side will be at the front, toward the collecting tray.

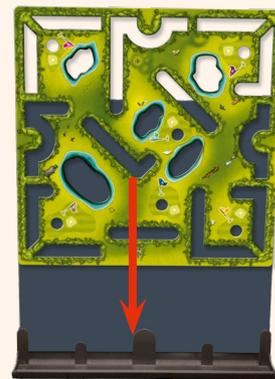


- Then, take the game board for the game you want to set up and place the small suction cup on its back, approximately in the center. The suction cup acts as a spacer between the game board and the back wall. After the game, you can easily remove it and use it for the next game.



- Next, insert the game board into the front slot, the one closer to the collecting tray.

***Note:** It is up to you to decide how to orient the game board; that is, which edge points upward. Also, the game boards are printed differently on the two sides. In the first games, you will use the side without any stars in the corners. In later games, you can pick which side you want. That will make every game a little different.*



- Finally, insert the two corner pieces at the top left and right of **the back wall and game board.**



- Your MAG-O-MAG game setup is ready.



- Now it's time for the helper to attach the two magnets. The large guide magnet is placed with the red dot pointing out on the orange-colored side of the back wall, according to the instructions for the specific game you are playing. The small drive magnet is placed with the red dot pointing out at the corresponding position at the front of the game board.



GOLF



IDEA OF THE GAME

A tournament on the golf course is just the game for those who like things a little more laid-back. In addition to requiring dexterity, this game tests your ability to gauge distances. The two players on one team will try to use as few swings as possible to sink the drive magnet into the cup (the target hole) while avoiding obstacles such as ponds and hedges. The team that needs fewer swings wins more points.

PLAYING MATERIAL

MAG-O-MAG setup with stand, 1 back wall, 2 corner pieces, 1 large guide magnet, 1 small drive magnet, 1 suction cup

- 1 “Golf” game board
- 1 “Golf” team board
- 6 flag tiles
- 1 golf club with distance indicator
- 40 point chips with a value of 1
- 1 dark gray marker
- 10 light gray markers to keep track of swings
- 4 wooden disks in the players’ colors
- 1 sheet of paper and 1 pen (not included)



GAME PREPARATION

- Assemble the game setup as described on page 2. Use the “Golf” game board with the side **without stars** in the corners oriented toward the front.
- Get the **large guide magnet** and the **small drive magnet** (the “golf ball” in this game) ready.



- Each player gets a **wooden disk of his or her choice**, which becomes his or her playing color.
- Get the **team board** ready in accordance with the number of players: for three players, the side with the three figures in the top left should be pointing up, and for four players it should be side showing four players.
- Place the **marker** on the uppermost space of Round 1 on the team board.
- Shuffle the **six flag tiles** and lay them out face down.
- Lay out the **ten small light gray markers**, the **40 point chips**, and the **golf club with the distance indicator**.
- Get a **sheet of paper** and a **pen or pencil** ready.
- A digital timer will not be needed. “Golf” is **not played against time**.

COURSE OF PLAY

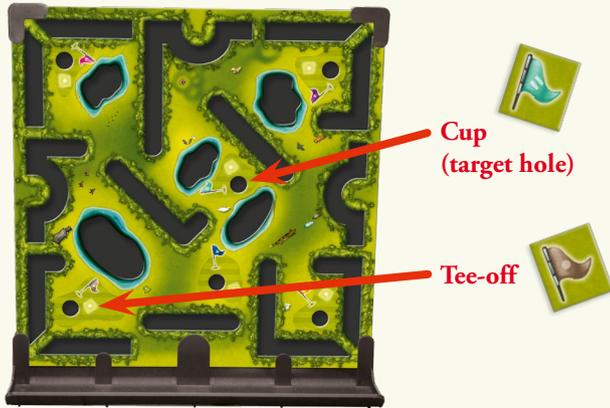
- For three players, the tournament consists of **four rounds with three holes each**. For **four players, it consists of six rounds with two holes each**. There will be 12 holes played in all.
- A “hole” is considered to be any path from the tee-off point to the cup that the ball has to be hit into.
- The large marker determines the two players who will be teaming up together to tackle the current hole.
- In addition to the six colored flags, there is a corresponding number of light green fields with a white dot shown on the golf course. Those are the **tee-off points**. The round cups can also be seen next to the flags. The flag tiles will determine the tee-off point and which cup to shoot for with each hole.
- Usually, several swings will be needed to get the drive magnet (the golf ball) into the cup, since various obstacles (hedges and ponds) will have to be circumvented.

PLAYING A HOLE

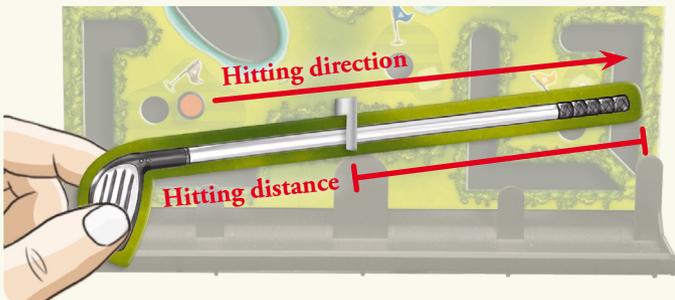
- The two team members set up the MAG-O-MAG board between them. The helper will see the golf course, while the driver will see the orange-colored back side.
- In a four-person game, the yellow player starts by forming a team with the red player. The yellow player is the helper (hand symbol) and gives the red player, who is the driver, instructions about the hole. In a three-person game, red is the first helper and blue the first driver.
- A player who does not belong to a current team will take the role of the tournament official. He or she should seat himself or herself in such a way that he or she has an open view of the golf course.
- At the beginning of each round, two flag tiles will be selected one after the other and turned face up in sequence, in order to determine the current hole. The color of the first flag determines the tee-off point. The color of the second flag decides the target hole (the cup).



Note: You can tell the flags apart by looking at the symbols on them in addition to their different colors.



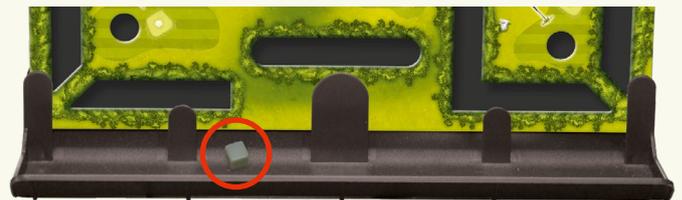
- The helper sets the small drive magnet (with the red dot outward) on the tee-off point on the front side, and the guide magnet (with the red dot outward) at the corresponding location on the back wall.
- The helper takes the golf club and inserts the distance indicator onto the shaft from above, in order to be able to indicate direction and hitting distance to the driver.
- When both players are ready, the helper gives the instructions:
 - The helper uses the direction in which he or she is holding the club to indicate the **hitting direction**.
 - The **hitting distance** is indicated by the distance from the end of the club (of the piece of cardboard, not the illustration) to the distance indicator. The helper slides the distance indicator to show the hitting distance.



- Once the helper has determined the hitting direction and distance, he or she indicates this to the driver by holding the golf club up for the driver to see. Now the helper gives the starting signal — “MAG-O...” — and keeps holding the golf club in position. The driver looks at the golf club and sizes up the information about the hitting direction and distance. As soon as he or she feels sure, he or she yells “MAG!” At that moment, the helper lowers the golf club and sets it aside.

Important: After setting aside the golf club, the helper is not allowed to give **any more instructions**, whether with words, gestures, or facial expressions.

- The helper is not allowed to hold the golf club up to the game board to estimate the hitting distance or direction. He or she has to hold it at least 20 inches (50 centimeters) away from the game board, relying on his or her best judgment.
- Then, the driver takes his or her shot. He or she does this by moving the guide magnet in a straight line in the direction that was indicated by the helper, and stops it as soon as he or she believes that he or she has moved it far enough — again, based on what the helper indicated.
- The shot must be performed in **a straight line and in a single move** without interruption. If the driver stops his or her guide magnet and thus the drive magnet along with it, the shot is completed. He or she is not allowed to continue moving.
- After the shot, the tournament official places a light gray marker into the collecting tray of the stand. This will keep track of the number of swings needed for this hole.



The next swing: If the drive magnet did not fall into the target cup, the next shot is taken from the spot where the magnet is currently positioned. Once again, the helper gives the driver the necessary information with the help of the golf club. Then the driver takes his or her swing.

INTO THE POND OR HEDGE



- If the drive magnet is moved to an obstacle (pond or hedge), in other words falls into a hole (other than the target cup), the team receives a **penalty marker**.
- For this swing, instead of one marker, the tournament official places **two markers** in the collecting tray (one for the swing and one extra for the penalty).
- After briefly pulling off the guide magnet so that the drive magnet lands in the collecting tray, the latter is pulled out. Then, the helper places the drive magnet at the location next to the obstacle into which the magnet fell. The next swing is taken from this location.



REACHING THE GOAL

Once the drive magnet has fallen into the cup, the tournament official counts the number of swings the team needed (number of markers in the collecting tray) and writes down the result.

THE SWING LIMIT

If a team uses all ten markers without reaching the goal, the hole is automatically ended for this team. It will be counted as **11 swings**.

Next team: Then, the large marker on the team board is moved one row down to determine the next team that will play that same hole. In a four-person game, the round ends after two games. In a three-person game, one round consists of three games, so there is a third game played on the same hole.

ALLOCATION OF POINT CHIPS



- After each team has played this hole, the first round is over. Now it's time to compare the number of swings required. Each player on the team that completed this hole with the fewest swings gets two one-point chips. Each player of the second-best team gets a one-point chip. In case of a tie, all of the players involved in the tie get the same number of chips.

Note: In a three-person game, the worst team is left empty-handed.

- For the next round, two new flag tiles will be uncovered and played by all the teams.
- After all the flag tiles have been turned face up, they should be shuffled together again and laid out face down so that they are available for the next round.

END OF GAME

After the last round has been scored, each player counts up his or her point chips. Whoever has the most points wins. In case of a tie, the tied players share the victory.

GAME BOARD SIDE WITH STARS



- When you play with the other side of the board (with a star in each corner), most of the same rules apply as for the side without stars.
- However, the drive magnet starts **at the same tee-off point for each hole**. There are three tee-off points (I, II and III). At the beginning, the players will decide which tee-off point **will be used for the entire game**.
- When it is the turn of one of the teams, the helper uncovers the top flag tile from the shuffled pile. The flag shown will determine the target hole for this round.



COOPERATIVE VERSION FOR THREE TO FOUR PLAYERS

The cooperative version involves basically the same rules as the three- and four-person games played on the **side of the board with stars**. The players play 12 holes in sequence.

However, note the following changes:

- You will also need point chips with values of 5, 10, and 20.
- The driver is not allowed to see which flag tile is uncovered. The tournament official draws the tile and secretly shows it to the helper, who then places it face down in the collecting tray.
- A flag tile drawn from the pile does not apply to all the holes in a round, but just to one hole. After each hole, a new flag tile is drawn.
- When six teams have taken their turns, all six flag tiles will have been uncovered. Then, shuffle together all the flag tiles face down and have them ready for the final six holes.
- After each hole, all the players together will get as many point chips as the number of swings that were needed. These point chips will be collected on an open space. At the end of the game, the points will be added up and the teams' performance assessed from the table:

Over 70 points:	A total loss! Maybe you'd be better off sticking to mini-golf.
61–70 points:	You can do better!
51–60 points:	Not bad. But not exactly a brilliant performance.
41–50 points:	That was a good performance. But there's still room for improvement.
31–40 points:	You're almost there. Do you think you might get to the top the next time?
Up to 30 points:	Unbelievable! You should try doing this on a real golf course.

COOPERATIVE VERSION FOR TWO PLAYERS

The same rules apply as for the cooperative version for three to four players. The team board is not used. Only six holes are played. The players take the roles of helper and driver in alternation. The helper also plays the role of tournament official, and counts the number of swings required and penalties.

At the end, double your point count before looking at the table. Then, use the scoring table above.

JUNGLE RACE



IDEA OF THE GAME

A race along a narrow jungle path with steep drop-offs on the left and right is a fun challenge for anyone who loves the thrill of an adrenaline rush and isn't afraid of heights.

PLAYING MATERIAL

MAG-O-MAG setup with stand, 1 back wall, 2 corner pieces, 1 large guide magnet, 1 small drive magnet, 1 suction cup

- 1 “Jungle Race” game board
- 1 “Jungle Race” team board
- 40 point chips with a value of 1
- 1 dark gray marker
- 4 wooden disks in the players’ colors
- 1 sheet of paper and 1 pen (not included)



GAME PREPARATION

- Assemble the game setup as described on page 2. Use the “Jungle Race” game board with the side **without stars** in the corners oriented toward the front.
- Get the **large guide magnet** and the **small drive magnet** (the “race car” in this game) ready.
- Each player gets a **wooden disk of his or her choice**, which becomes his or her playing color.
- Get the **team board** ready in accordance with the number of players: for three players, the side with the three figures in the top left should be pointing up, and for four players it should be side showing four players.



- Place the **marker** on the uppermost space of Round 1 of the team board.
- Get a **sheet of paper** and a **pen or pencil** ready.
- Get a smartphone ready and select the **stopwatch function** of the MAG-O-MAG timer app, or get a stopwatch ready.

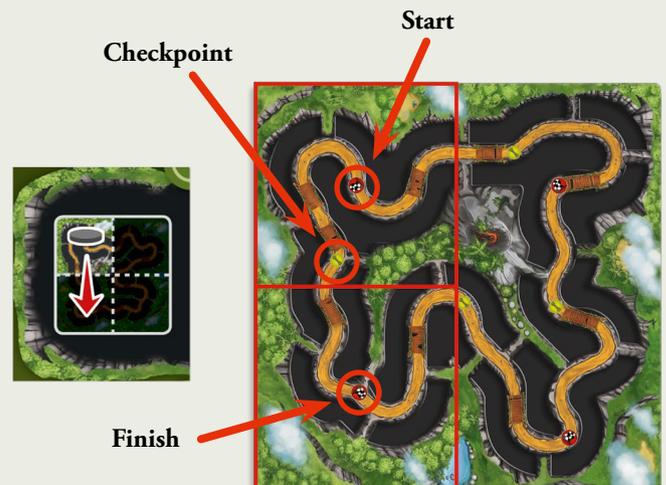
COURSE OF PLAY

- The three-person game consists of **four rounds with three races each**. A **four-person game consists of six rounds of two races each**. There will be 12 races in all. By “race,” what is meant is the course from start to finish.
- The marker identifies the row indicating the start and finish of the race and determines the two players who will team up together.
- The game board is divided into four quadrants. Each quadrant has a red field with a race flag. This is the start or finish field, depending on the race. In addition, there is a small yellow field with a wrench between the start and finish fields. That is a checkpoint.

COURSE OF A RACE

- The two team members set up the MAG-O-MAG board between them. The helper will see the race track, while the driver will see the orange-colored back side.
- In the first round, driving will be performed from the start field of the upper left quadrant to the finish field of the lower left quadrant.

Note: Driving is only permitted on the dirt race track course, not through the wooded or rocky areas illustrated on the board.



- The helper places the small drive magnet (with the red dot outward) on the front side's start field, and the large guide magnet (with the red dot outward) at the corresponding location on the back wall.

- In a four-person game, the yellow player forms the first team with the red player. The yellow player is the helper (hand symbol) and gives the red player, who is the driver, instructions for driving. In a three-person game, red is the first helper and blue the first driver.
- A player who is not taking part in the current race will play the role of the **race official**. He or she should seat himself or herself in such a way that he or she has an open view of the race track. Then he or she takes the smartphone, gives the “MAG-O ... MAG” starting signal, and starts the timer.
- The helper gives the instructions right away, using words as well as his or her index finger. Instructions such as “up,” “faster,” “diagonally downward,” and “stop” are helpful. The helper should avoid using “left” and “right,” since the driver on the other side of the MAG-O-MAG setup might interpret these the wrong way. The helper should support his or her instructions with his or her index finger by pointing in the named direction. When he or she does that, he or she should hold his or her finger above the game board so the driver has a clear view.



Note: You will quickly notice that each player has his own way of giving directions and driving. With a little practice, you will learn to adjust to one another, and crashes will become less and less common.

INTO THE RAVINE



- If the drive magnet falls off the track and lands in the ditch during the race, the race official immediately stops the timer.
- After the guide magnet has been briefly pulled off to release the drive magnet, the latter is retrieved from the collecting tray.

Then, the helper places the drive magnet back on the start field. If the magnet has already passed or contacted the yellow checkpoint (wrench), he or she places the magnet on this checkpoint.

Note: In longer races across three quadrants, the start/finish field also counts as a checkpoint.

- Then, the race official repeats the “MAG-O ... MAG” starting signal and restarts the timer. The team continues the race from the starting point or from a checkpoint if one has been reached, until reaching the finish field.

REACHING THE FINISH



As soon as the team has reached the finish field (it counts to just touch the field), the race official stops the timer and writes down the time.

THE TIME LIMIT

- For the **short courses**, a team has **60 seconds** available to them per race. In a three-person game, this applies to Rounds 1 to 3, and Rounds 1 to 4 in a four-person game.
- For each of the **long courses**, there are **120 seconds** available: Round 4 in a three-person game and Rounds 5 and 6 in a four-person game.
- If a team has exceeded the time limit, the game immediately ends. Either 61 or 121 seconds is recorded.

Important: When you play the game for the first time, set the time limit to 120 seconds for the short courses as well. In later games, once you have a little more practice, 60 seconds will be enough.

Next team: Then, the large marker is moved one row down on the team board to determine the next team to drive **the same** race course. In a four-person game, the round ends after two races. In a three-person game, one round consists of three races, with a third race held on the same race course.

ALLOCATION OF POINT CHIPS



- After each team has completed this race course, the first round is over. Now the recorded times are compared. Each player on the team that completed the course in the shortest time gets two one-point chips. Each player on the second-fastest team gets a one-point chip. If two teams have the exact same recorded times, all the players on both teams get the same number of points.

Note: In a three-person game, the two players on the slowest team are left empty-handed.

- Then the next round begins as indicated on the team board: from the start field in the lower left quadrant to the finish field in the lower right quadrant.

END OF GAME

After the final round has been assessed, every player counts up his or her point chips. Whoever has the most points is the winner. In case of a tie, the tied players share the victory.

Tip: You can also drive the courses in the opposite direction if you want to try something new. And if you want a longer race, you can extend the course by an extra quadrant.

COOPERATIVE VERSION FOR TWO TO FOUR PLAYERS

- The team board is not used. The players drive the entire circular course once through all four quadrants in four races, with each player trying to drive the fastest.
- Start on the start field of the upper left quadrant. This is also where the game ends.
- Each race goes from the start/finish field of one quadrant to the start/finish field of the neighboring quadrant.



1st race

2nd race

3rd race

4th race

- A player who is not participating in the current race should play the role of the race official (in a two-person game, the helper will do this). He or she records the time that a team needs to get from the start to the finish field and writes this down on a piece of paper.

- These are the teams for the individual races:

WITH TWO PLAYERS:



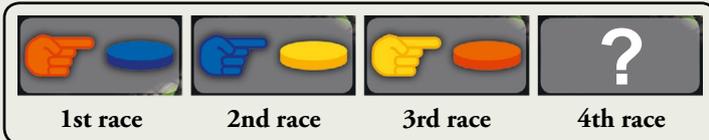
1st race

2nd race

3rd race

4th race

WITH THREE PLAYERS:



1st race

2nd race

3rd race

4th race

In a three-person game, the fourth race is driven by the fastest team from the first three races, with helper and driver switching roles. In case of a tie, the tied team with the youngest player drives the fourth race.

WITH FOUR PLAYERS:



1st race

2nd race

3rd race

4th race

- At the end of the game, all the times are added up and the performance is assessed for all players together with reference to the following table:

Over 130 seconds:	A total loss! Maybe you'd be better off running through the jungle on foot.
130–121 seconds:	You can do better!
120–111 seconds:	Not bad. But not exactly a brilliant performance.
110–101 seconds:	That was a good performance. But there's still room for improvement.
100–91 seconds:	You're almost there. Do you think you might get to the top the next time?
Up to 90 seconds:	Unbelievable! You should try Formula 1 racing.

STONE-AGE GATHERER



IDEA OF THE GAME

You are members of a stone-age tribe of hunter-gatherers. Your chieftain makes a lot of requests. Sometimes he wants fish-bone combs for his hair, sometimes a comfortable throne, sometimes a stone axe to drive off an annoying rival.

You start by collecting useful items in the surrounding countryside. Then you try to use those items to fashion the objects desired by your chieftain. The more items are needed for an object, the more of the chieftain's favor the gatherer wins, which yields rewards in the form of point chips.

In this game as well, you will work as part of a team. But each team member will try to eke out a few extra point chips for himself or herself.

PLAYING MATERIAL

MAG-O-MAG setup with stand, 1 back wall, 2 corner pieces, 1 large guide magnet, 1 small drive magnet, 1 suction cup

- 1 “Stone-age Gatherer” game board
- 1 “Stone-age Gatherer” team board
- 61 point chips (40 x value of 1, 8 x value of 5, 8 x value of 10, 5 x value of 20)
- 1 dark gray marker
- 10 light gray markers
- 4 wooden disks in the players’ colors
- 72 collection tokens (12 of each of the following: wood, stone, clay, tusk, honey, shell)
- 15 object tiles



GAME PREPARATION

- Assemble the game setup as described on page 2. Use the “Stone-age Gatherer” game board with the side **without stars** in the corners oriented toward the front.
- Get the **large guide magnet** and the **small drive magnet** (the “gatherer” in this game) ready.
- Each player gets a **wooden disk of his or her choice**, which becomes his or her playing color.
- Get the **team board** ready in accordance with the number of players: for three players, the side with the three figures in the top left should be pointing up, and for four players it should be side showing four players.
- Place the **large dark gray marker** on the top field of Round 1 of the team board.
- Get the **small light gray marker** ready next to the team board.
- Each player gets chips having a total value of **ten points**. The remaining **point chips** will be kept ready for use as needed.
- The **collection tokens** should be separated by type and kept face up on one side of the board for use as needed.
- Shuffle up the **object tiles** and keep them face down in a pile next to the collection tokens.
- Have a smartphone ready and select the **countdown function** of the MAG-O-MAG timer app, or use a countdown timer.



COURSE OF PLAY

- A three-person game consists of **four rounds of three collection runs each**. A **four-person game consists of three rounds of four collection runs each**. Twelve collection runs are performed in all. In each collection run, the two players on a team try to get as many collection items as possible.
- Each round (after three or four collection runs) is followed by the building phase, in which the players try to use their collection items to fashion the most valuable object desired by their chieftain.
- The game board is divided into four quadrants. Each quadrant has a **fire pit** in the center. Those are the **start fields**. There are also fields showing various **collection items**. Most fields just show one item, although some show an item twice.
- The marker determines which two players will perform a collection run as a team.

COURSE OF A COLLECTION RUN

- The two team members set up the MAG-O-MAG board between them. The helper will see the stone-age landscape, while the driver will see the orange-colored back side.
- The helper chooses which fire pit the team will use as their starting point.
- The helper places the small drive magnet (with the red dot outward) on that fire pit on the front side and the large guide magnet (with the red dot outward) at the corresponding location on the back wall.



- In a four-person game, the yellow player forms the first team with the red player. The yellow player is the helper (hand symbol) and gives the red player, who is the driver, instructions about the collection run. In a three-person game, red is the first helper and blue the first driver.
- A player who is not taking part in the current collection run will play the role of the collection official. He or she should seat himself or herself in such a way that he or she has an open view of the landscape. Then he or she takes the smartphone, sets **45 seconds as the countdown**, gives the “MAG-O ... MAG” starting signal, and starts the timer.



Important: In the first game, all teams will have 60 seconds of time while they get to know the rules.

- The helper gives the instructions right away, using words as well as his or her index finger. Instructions such as “up,” “faster,” “diagonally downward,” and “stop” are helpful. The helper should avoid using “left” and “right,” since the driver on the other side of the MAG-O-MAG setup might interpret these the wrong way. The helper should support his or her instructions with his or her index finger by pointing in the named direction. When he or she does that, he or she should hold his or her finger above the game board so the driver has a clear view.
- The team now tries to get as many collection items as possible within the specified time. To do this, they are allowed to move the drive magnet freely across the game board.
- Whenever the drive magnet touches a field with one or two items, the collection official places a small marker on the team board field showing this same collection item.
- Each field on the team board may only be occupied by a single marker. So there’s no point in moving the drive magnet a second time to a field with a given collection item.

INTO THE RAVINE



- If the drive magnet falls off a precipice, the collection official immediately stops the timer. As a penalty, each player on the team returns **one one-point chip** to the supply pile.
- After the guide magnet has been briefly pulled off to release the drive magnet, the latter is retrieved from the collecting tray. Then, the helper places the drive magnet on the fire pit in the quadrant in which the magnet fell. If the drive magnet has dropped into the hole in the center, it will start again on the fire pit where the team began its collection run.
- Then, the collection official gives the “MAG-O ... MAG” starting signal again and restarts the timer, and the team continues its collection run.

AFTER THE COLLECTION RUN

- When the time runs out, the collection official yells “Stop!” This ends the team’s collection run.
- Now the team members get their collection tokens. The marked fields on the team board determine who gets what:
 - One collection item: **Only** the helper gets one token with an image of the marked collection item.
 - Two collection items: Helper and driver **each** get one token with an image of the marked collection item.
 - One question mark: **Only** the helper gets one collection token of his or her choice.
 - Two question marks: Helper and driver each get one collection token of his or her choice.

Example: The helper gets one wood, one stone, one tusk, one item of his choice, and one honey. The driver gets one wood, one stone, and one honey.



- Then it’s time to check whether the driver has gotten **at least two collection tokens**. If he or she has, everything is okay. But if he or she only has one or none, the helper was too exclusively focused on his or her own benefit. In that case, the driver is allowed to take any one collection token of his or her choice from the helper (including one of the tokens that the helper got in a previous collection run).
- Each player’s collection tokens must be placed **face up** in front of him or her.

Important: No player is allowed to collect **more than three tokens** for one collection item. If a player, for example, already has three tokens of one type and is in a position to get a fourth, he or she cannot take it.

Next team: Then, the large marker is moved one row down the team board to determine the next team for this round. In a four-person game, the round ends after four collection runs. In a three-person game, one round consists of three collection runs. After each team has completed a collection run, the first round is over. Now it's time for the **building phase**.

THE BUILDING PHASE

- Following each round, there is a building phase during which the players use their collection items to create more or less valuable objects desired by the chieftain.
- The oldest player is the master builder for the first building phase. He or she takes the stack of object tiles and turns the top one face up. Each player is allowed to build the object depicted on it as long as he or she has the required collection items.
- The master builder is the first one to decide whether he or she wants to build the depicted object. Then, the other players decide one after the other in a clockwise direction. If a player has built an object, a following player may **also** build it. However: Each player may only build the depicted object once.
- If a player decides to build the object, he or she returns the required collection tokens to the supply pile and takes the number of point chips indicated at the top right of the object tile.

Important: Most of the object tiles have “honey” or a “shell” shown at bottom right. These **bonus collection items** are not absolutely necessary to create an object. If a player hands over the desired bonus collection item when building an object, however, he or she gets another one to three points in accordance with the object tile.

Example: To build this stone gate, you need one clay, one stone, and one tusk. Each player who hands over these three collection objects gets six points. Whoever also hands over one honey gets two more point chips as a bonus.



- Once all the players have had the chance to build the depicted object or decide against building it (possibly in the hope of

using their collection tokens later on for a more valuable object), the master builder uncovers the next object tile. Then all the players, starting with the master builder, will have the choice of building that object or not.

- After the **seventh object tile** has been uncovered and dealt with, the **building phase is over**.
- All 15 object tiles are shuffled and placed face down again.
- Of his or her **remaining collection tokens**, each player is allowed to save **only a certain number** for the next building phase. To find out how many, each player counts his or her point chips:
 - The players with the **most points** may keep **one** collection token.
 - The players with the **second-most points** may keep **two** collection tokens.
 - The players with the **third-most points** are allowed to keep **three** collection tokens.
 - The players with the **fourth-most points** are allowed to keep **four** collection tokens.

If a player has more collection tokens than allowed, he or she has to return extra tokens of his or her choice to the supply pile.

- Then it's time to play the next round.
- In the second building phase, the second-oldest player is the master builder and in the third phase it's the third-oldest player. In a three-person game, the oldest player will once again be the master builder in the fourth building phase.

END OF GAME

After the building phase of the final round, each player counts his or her point chips. Whoever has the most point chips is the winner. In case of a tie, the winner is the one who has the most collection tokens left. If it's still tied, the tied players share the victory.

COOPERATIVE VERSION FOR THREE TO FOUR PLAYERS

- For this version, you will need the **stopwatch function** of the MAG-O-MAG timer app, or a stopwatch.
- The players carry out 12 collection runs in sequence — as indicated on the team board.
- Before the game, retrieve two tokens for each collection item. These 12 tokens are then shuffled face down and set aside. The remaining collection tokens and the object tiles are not needed. The players do not get any point chips at first.
- **Before** each collection run, uncover tokens in sequence until you have determined **four spaces with collection items on the game board**. If you uncover a token of a type that you have already turned over, you will have determined a field showing two collection items of the same type.

Example: You turn over one wood token, then one shell token, and then one clay token. So you have determined three fields so far. Now you uncover a second wood token. There are still just three fields determined, though: one field with one shell and one with one clay, plus one field with two wood symbols. Next, you turn over a tusk tile, thus determining the fourth field.

- You will all have to reach these four fields with the collection items shown on them in your collection runs.
- Now place a marker on each of the four fields of the team board corresponding to the determined fields of the game board. In our example, those are the field with one clay, the field with one shell, the field with one tusk, and the field with two wood.
- Whenever the drive magnet reaches a field on the game board that was marked on the team board, the collection official removes the corresponding marker.

Notes: Question mark fields do not yield you any objects in this version.

- Now you just have to decide which of the four fire pits will be the start field, and start the timer.

Important: If the drive magnet falls, the collection run ends immediately.

- After each collection run, all the players together receive point chips in accordance with the time the team required to collect all four collection items, as follows:

Up to 30 seconds	= 3 points
31 to 45 seconds	= 2 points
46 to 60 seconds	= 1 points
Over 60 seconds or fail	= 0 points

- At the end of the game, the points will be added up and the performance level read from the table:

0–6 points:	A total loss! You would never have survived in the Stone Age.
7–13 points:	You can do better!
14–19 points:	Not bad. But not exactly a brilliant performance.
20–25 points:	That was a good performance. But there's still room for improvement.
26–30 points:	You're almost there. Do you think you might get to the top the next time?
Over 30 points:	Unbelievable! Can we hire you for a trip back in time to the Stone Age?

COOPERATIVE VERSION FOR TWO PLAYERS

The team board for four players is used. The players' colors on the board can be ignored. Only the fields with the collection items are important. The players take the roles of helper and driver in alternation. The helper also plays the role of collection official, and monitors the time. All the rules of the cooperative game for three to four players apply. However, only six collection runs are performed. At the end, double your total number of points before checking the table.

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