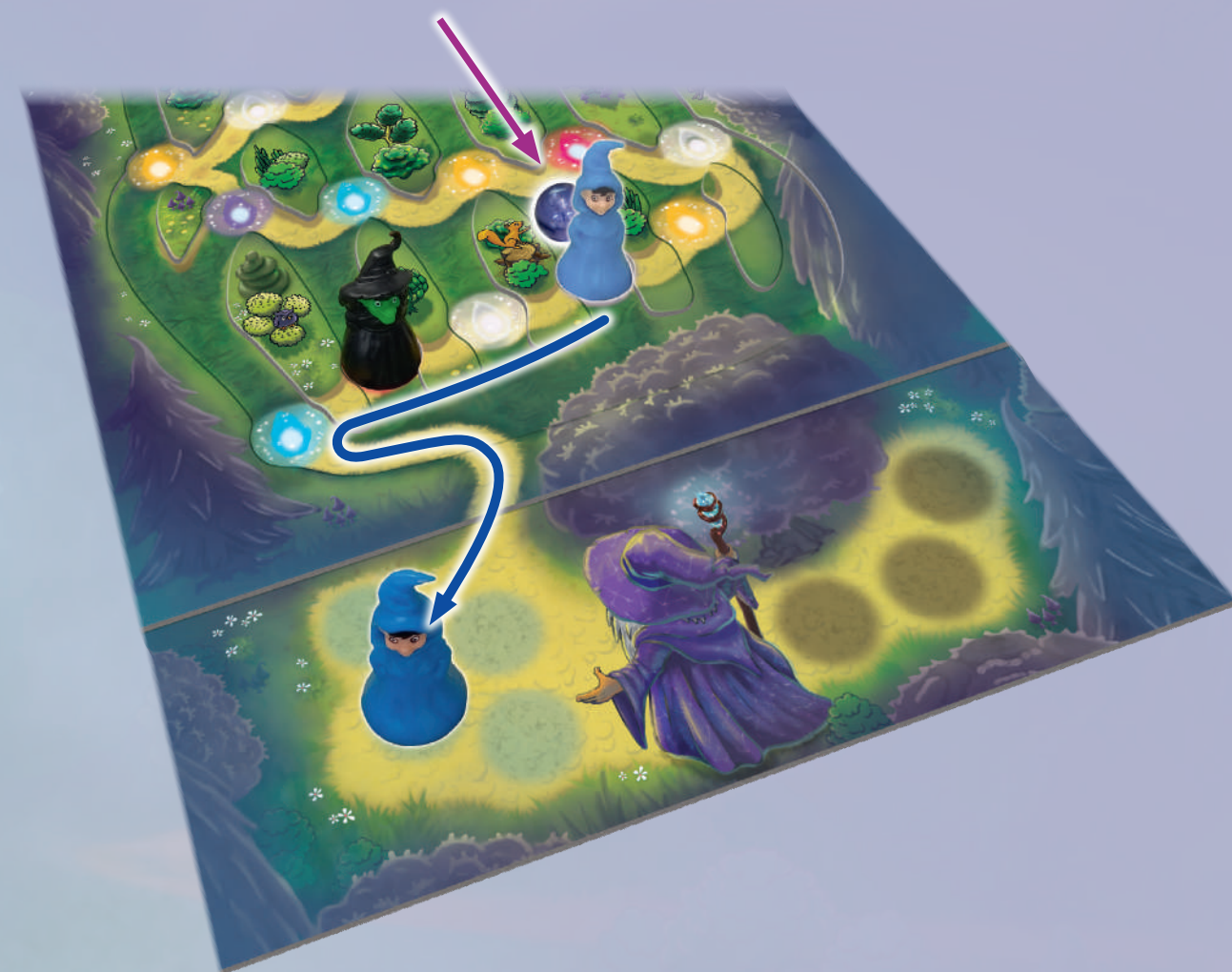


Reaching Master Balduin

When a witch or a student gets hit by a will-o'-the-wisp, but there are no more spaces in the matching color left on the path, move the figure to the goal tile and place it in either a witch's or a student's space.



The purple will-o'-the-wisp hits a student. Since there aren't any purple spaces left in their path, move the student along the path to the goal tile.

Winning and Losing

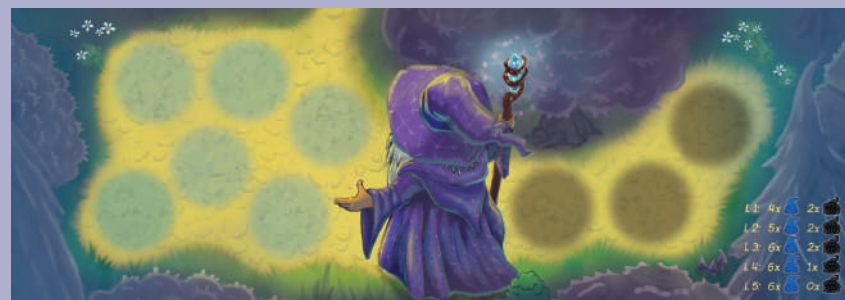
As soon as the fourth student moves on the goal tile, you all win the game and save Master Balduin and his wand. However, if the third witch makes it there first, you all lose.

Practice Makes Perfect!

If you've played several games, but still haven't managed to save Master Balduin, try setting an easier goal. Maybe you could try getting two or three students on the goal tile to win the game for now.

Much Too Easy!

If you're looking for more of a challenge, try to get as many students and as few witches as possible on the goal tile. Simply flip the goal tile to the other side for this type of game.



Depending on your level of success, you can win the following titles:

Level 1 - Beginner

4 students, 2 witches

Level 2 - Student

5 students, 2 witches

Level 3 - Graduate

6 students, 2 witches

Level 4 - Master

6 students, 1 witch

Level 5 - Grand Master

6 students, 0 witches

Variant: Team Witch vs. Team Student

Play as two teams: one team tries to take the witches to the finish line first, the other team takes the students. Divide your group into two teams and choose who will play the witches and who will be students. Place the figures on the board as shown below: first a student, then a witch, another student, and so on. Put the two remaining students back in the box, you won't need them for this variant.



Team Witch has a small head start of one space, so Team Student goes first. Play and move the figures as explained above by pulling will-o'-the-wisps out of the bag and letting them roll down the mountain from one of the six openings.

If your will-o'-the-wisp doesn't hit any figures on its way down, you must move one of the opposing team's figures one space along the path towards the goal.

The team that moves three of their four figures on the goal tile first wins the game.

If you have questions on these rules or on any of our products, please call us at

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A game by
Bernhard Weber and
Jens-Peter Schliemann
With art by Annette
Nora Kara



www.amigo.games/videos/magicmountain

Players: 2-6
Ages: 5 and up
Play Time: approx. 15 minutes

Have you ever heard of the Magic Mountain? You'll find it in the middle of a dense forest, where the magical will-o'-the-wisps live. They don't know good from evil, but love dancing down the mountain paths.

Once they have reached the foot of the mountain, they visit Balduin, the wise magician who lives there. He is very powerful, and possesses a magic wand with a tip made from a legendary crystal.

This crystal has caught the eye of the four meanest witches in all the land. They're plotting to take Balduin's wand for themselves.

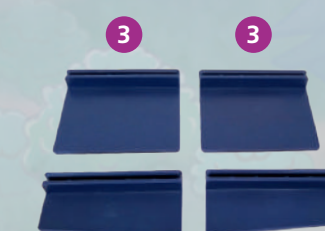
Fortunately, word of their plans has reached the students at the nearby Wizard's Academy, so six courageous students take to the road to warn Master Balduin. However, the witches already have a head start.

Send the will-o'-the-wisps through the forest so that they show the students the right way but lead the witches astray. However, once the will-o'-the-wisps have been allowed to run free, their path is quite hard to control. Collaborate to bring the students to Balduin's house before the witches reach him, because you can only win or lose this game together.

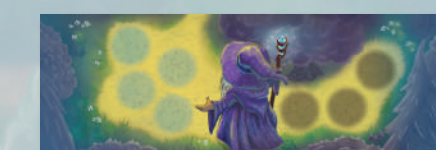
What's in the Box?



1 Game Board



4 Supports
(one each of no. 1 and
no. 2, two of no. 3)



1 double-sided
"Master Balduin" goal tile



6 Students



4 Witches





1 Bag



Will-o'-the-Wisps (balls) in red,
yellow, blue, purple, and white

Setup

- Set up the magic mountain as shown below by attaching the supports to the matching, marked places.
- Place the goal tile next to the bottom of the game board so that the side with three witch spaces and four student spaces is showing.
- Place the six students on the first six spaces of the path, marked . Then put the four witches on the spaces marked .
- Put all five will-o'-the-wisps in the bag, and you're ready to play!



Make sure you set up the game on a level surface, so as not to influence the balls paths in a way that's relevant to the game.

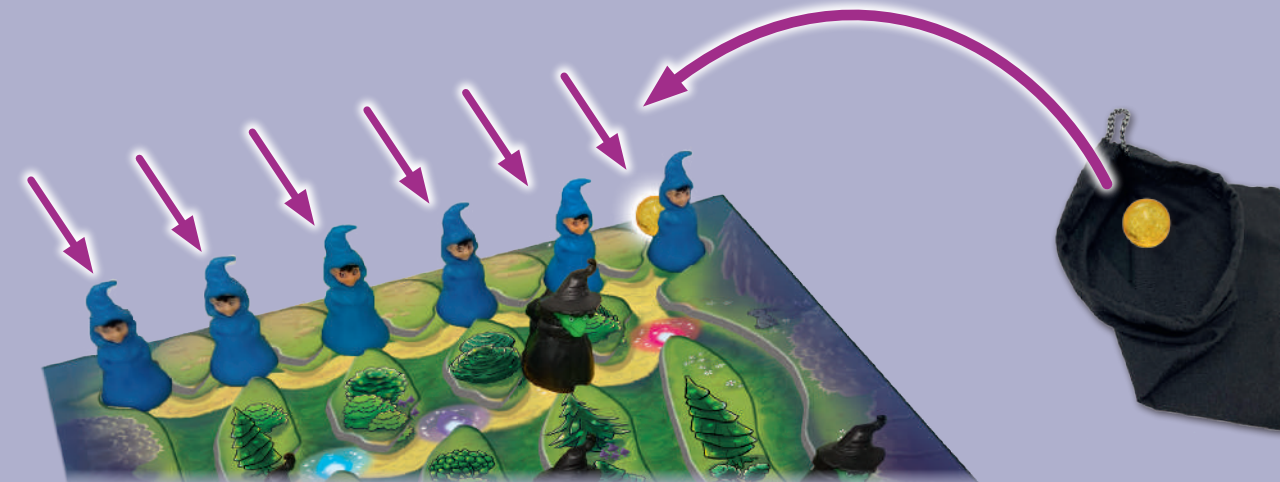
How to Play

Magic Mountain is a cooperative game, so you can only win or lose as a team.

Get the will-o'-the-wisps get the will-o'-the-wisps to roll down the mountain in such a way that **four students** reach Master Balduin before **three of the witches** do.

Taking Witches and Students Through the Forest

Take turns in a clockwise direction. The most courageous player goes first. When it's your turn, reach into the bag and pick a random will-o'-the-wisp. Start this will-o'-the-wisp on its path down the mountain by placing it in one of the six openings at the top edge of the game board. **Decide together, which opening is best for the current situation.**



If the will-o'-the-wisp hits a figure, move it down the mountain along the path. Take the figure and put it on the next vacant space of the path whose color matches the will-o'-the-wisp's. Rolling along the path, the will-o'-the-wisp may hit more than one figure. In this case, move all of them in the order in which they've been hit. If you move a figure quickly enough, it can even be hit twice by the same will-o'-the-wisp.



The yellow will-o'-the-wisp hits a student. Move this student down the path to the next vacant yellow space.



Oh no, the will-o'-the-wisp has also hit a witch in its path! Now, you'll have to move the witch to the next vacant yellow space on the path, too.

If the will-o'-the-wisp reaches the bottom without hitting any figures, you must move one witch one space further. Which one is up to you.

Sometimes a will-o'-the-wisp gets lost and stays at a crossing. In this case, give it a little push in the right direction.

Once the will-o'-the-wisp reaches the bottom, simply leave it there. It's now the next player's turn. When all five will-o'-the-wisps have reached the bottom, put them all back in the bag.

