

Game designer: Manu Palau



MAGIC MANDALA



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COMPONENTS

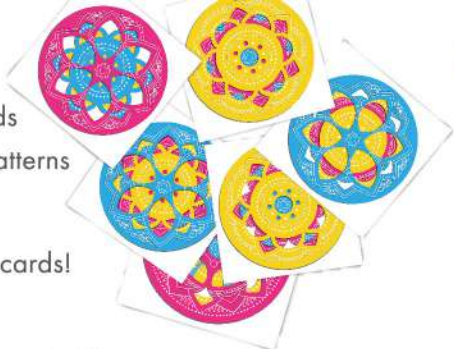
- 27 double-sided challenge cards
- 4 sets of 3 discs with different patterns

AIM OF THE GAME

Be the first to collect 5 challenge cards!

SETUP

Each player takes a set of 3 discs with different patterns. Shuffle the challenge cards and put them in a pile any side up in the center of the table.



PLAYING THE GAME

The youngest player starts the game and then the game continues clockwise. The player flips over the top challenge card.

Now all the players try to recreate the mandala on the card using their disks. The players flip their disks to choose the right side, stack them in the correct order and rotate them the right way.

The first player to complete the task puts their hand on the card. All the players stop and check the player's mandala. If it is correct, the player takes the card. Otherwise, put the card under the pile.

The next player opens the top card of the pile and starts a new round. The players continue to play following the same rules.

SOLO MODE

Draw 5 cards and note the time it takes you to complete all 5 challenges. Seems easy enough, right? Now draw 5 new cards and try to beat your own record!

END OF THE GAME

The first player to collect 5 challenge cards wins.