



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.

2

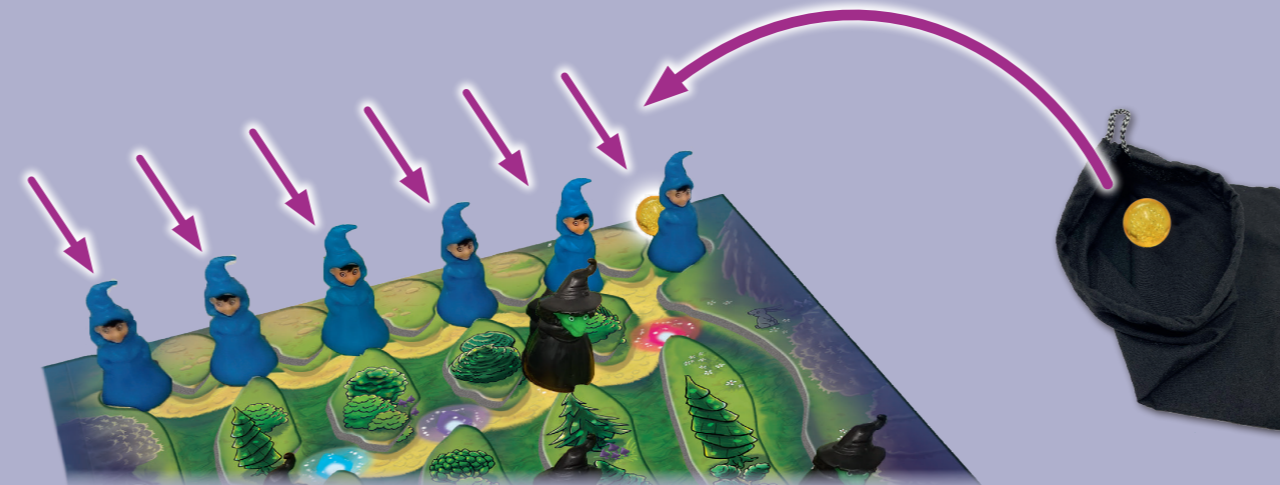
How to Play

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

Get the will-o'-the-wisps 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.

3

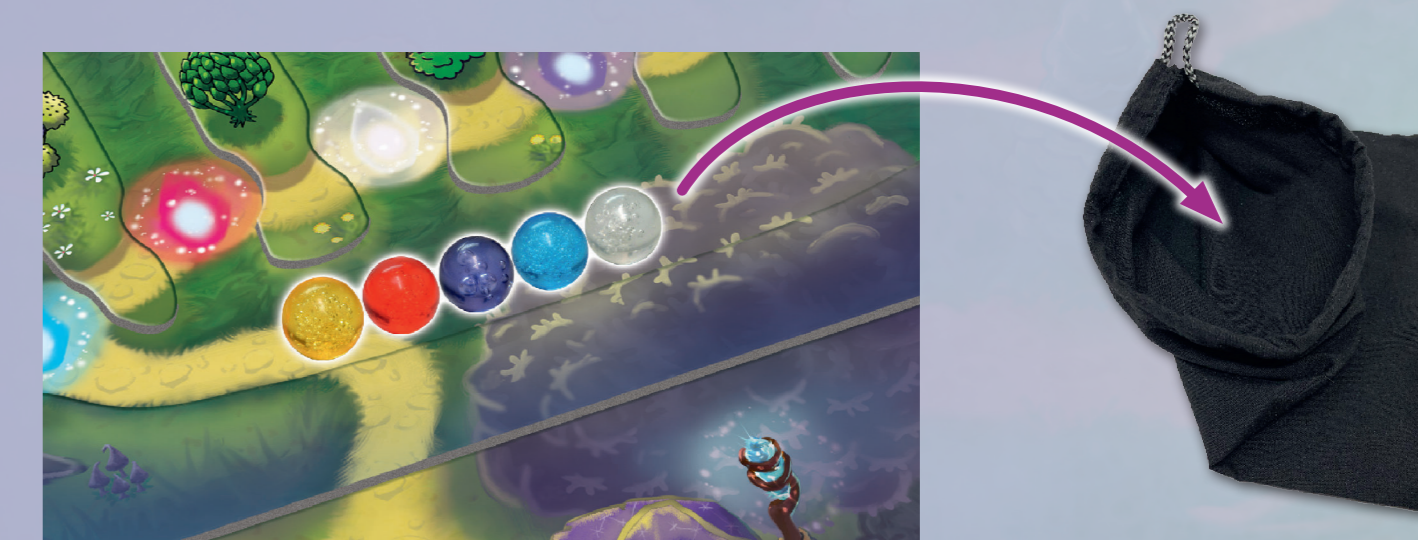


Oh no, the will-o'-the-wisp has also hit a witch in its path! Now, you'll have to move the witch to the next vacant yellow space on the path, too.

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.



4