

Magicabo™



Rules



BLOB



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COMPONENTS

- + 10 wooden toys
- + 10 photo tiles. Each tile has a toy side, and a cloud side
- + 1 magic scarf
- + 15 star tokens

Today is the day! All the greatest magicians in the country have gathered to participate in the annual Grand Magic Tournament. To win, you will have to show off the most prestigious magic trick, but also open your eyes to find the secrets of your opponents' tricks!



GOAL OF THE GAME

- Watch the magic trick. Be the first audience member to find the toy that has disappeared. Earn more stars than your magician friends!

SETUP

1. Put the 10 toys in the middle of the table. Make sure you can cover all 10 toys with the magic scarf.
2. Put the 10 photo tiles in a circle around the 10 toys. Make sure you can see the toy side of each photo tile.
3. Count the number of players. Make a pile of star tokens at the side of the table. Put this many stars in the pile:
 - + 3 players = 9 stars.
 - + 4 players = 12 stars.
 - + 5 players = 15 stars.



Easy game: to make the game easier, put some toys and their matching photo tiles back in the box.

The player who last saw a magic trick starts as the magician and takes the magic scarf! The other players are audience members.

HOW TO PLAY

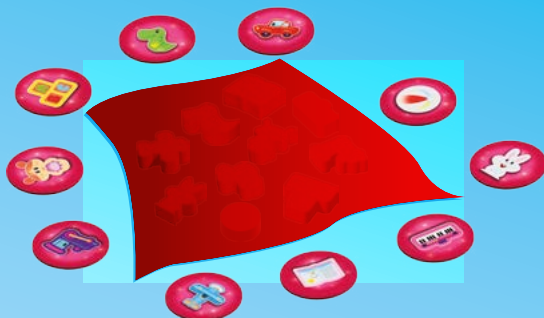
You play the game in rounds. Each round is called a "magic trick".

A MAGIC TRICK



➔ **When you are the magician,** you make 1 toy on the table disappear.

- + Carefully cover all the toys with the magic scarf. If you can still see a toy, move the toys so that the scarf covers all of them.



- + Put 1 hand on top of the scarf and feel the toys under it. Choose 1 toy and lightly hold it through the scarf. To make it disappear, say the magic word "**MA - GI - CA - BOOO!**" As you say "**BOOO!**", pick up the toy and the scarf together.



- ➔ **When you are an audience member**, you must find the missing toy faster than anyone else. You can earn 1 star in each magic trick.
- + When the magician picks up the magic scarf and says **"BOOO!"**, look at the toys still on the table. Work out which object is missing as quickly as you can!

+ As soon as you know which toy is missing, put your hand on the matching photo tile. When all of you have done this, ask the magician if you have chosen the correct photo tile:



- * If you have put your hand on the correct photo tile, the magician gives you 1 star token. If 2 or more audience members have a hand on the same photo tile, you earn the star if your hand is on the bottom.



- * If you put your hand on the wrong photo tile, you cannot win a star during this trick.
- * If all audience members choose the wrong photo tile, the magician earns 1 star.

This is now the end of the magic trick! If you are the magician, set up for the next trick. Put the missing toy back into the middle of the table. Then pass the magic scarf to the player on your left. The player with the magic scarf is now the magician and starts the next magic trick.

END OF THE GAME

The game ends when there are no star tokens left in the pile.

If you have the most stars, you win the Grand Mini-Magician competition!
In case of a tie, the players with the most stars share the victory.

EXTRA RULES: CLOUDS

Clouds make the game even more fun for you and your friends. When you set up for the next magician's trick, put the missing toy back into the middle of the table. Then flip over its matching photo tile:

- ✦ If you can see the toy side, flip it over to the cloud side.



- ✦ If you can see the cloud side, flip it over to the toy side.

As an audience member, you have to think twice as hard when you see clouds. Try to remember where the matching photo tile is hidden – you might need to find it in the next trick!

In the next magic trick(s), you might not see the missing toy on the photo tiles. This means the toy is hidden under a cloud!

Quickly put your hand on the cloud you think is hiding the matching photo. When everyone has chosen a photo tile, take a quick look at the toy side to see if you earn 1 star! Then put the photo tile back so you can still see the cloud side. When the magician sets up for the next trick, they will flip over this photo tile to the toy side.

- + If you have chosen the wrong photo tile, put the tile back so you can still see the cloud side.

