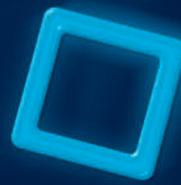


Magnetfix

The Magnetic Speed Game



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A game by Roberto Fraga with art by Oliver Freudenreich

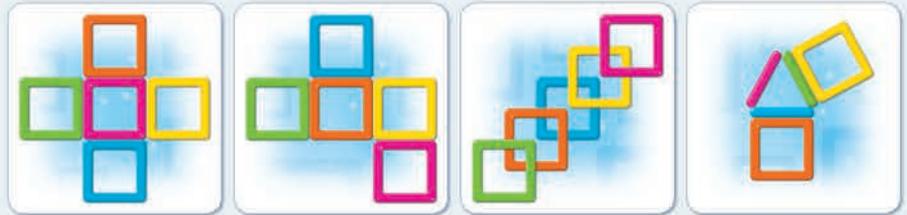
Players: 2–4

Ages: 6 and up

Playing Time: about 15 minutes

Components

55 construction cards



20 square MAGFORMERS® (four each in five colors: blue, yellow, green, orange, and pink)

The Aim of the Game

Use your five MAGFORMERS® to recreate the shapes on the construction cards as quickly as possible. Speed is important, but you'll also need to look closely: Make sure you follow the card exactly! The first player to arrange their MAGFORMERS® correctly gets to keep the card. And in the end, the player with the most cards wins the game!

Setting Up the Game

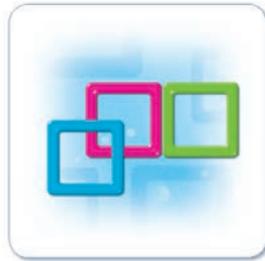
Take one set of MAGFORMERS® (one blue, one yellow, one green, one orange, and one pink piece) each. Shuffle the construction cards and put them in the center of the table in a face-down deck.

Playing the Game

The oldest player reveals the top card of the deck so that everyone can see it properly. The card goes next to the face-down deck within easy reach of all players. All players try to recreate the shape shown on the construction card as quickly as possible, all at the same time, using all five of their MAGFORMERS®.

Construction Cards:

To recreate the shape on the card, you must always use **all five** of your MAGFORMERS®. The cards always show a top-down view of the construction. If all five colors are not shown on the card, you'll need to build the visible pieces **on top** of the hidden ones.



André



Anna



Heike

Example: André and Anna have used their MAGFORMERS® correctly. Heike's construction is wrong because she has not built her MAGFORMERS® in the correct order.

When you think you've arranged your MAGFORMERS® in the right shape, quickly put your hand on the face-up construction card. The other players keep going, stacking their hands on top as they finish. Then, the fastest player (your hand will be on the bottom) checks their construction. If it is correct, they get to keep the construction card. If they made a mistake, check the next fastest player, and so on. If nobody got it right, the card goes back in the box.

Leave your MAGFORMERS® where they are, turn over the next construction card, and off you go again!

The End of the Game

The game ends when you run out of construction cards. The player with the most construction cards wins! If two or more of you have the same number of cards, you all win.

In a Rush?

Of course, you can also play a shorter game by using fewer construction cards. Simply put 15 or 25 cards back in the box before you start the game.



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