

# Mago Magino

What a shock! The magic crystal has disappeared!

Wonderful magic dice game with 1 variation for 2-5 little magicians from 5 to 99 years.

- Game type:** family game  
**Players:** 2 to 5 players aged 5 to 99 years  
**Contents:** 1 board, 1 magic arrow, 10 game pieces, 10 cardboard chips for the pieces, 1 magician Mago Magino, 15 magic crystals, 1 dice, 1 set of instructions  
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**Illustrations:** Barbara Kinzebach

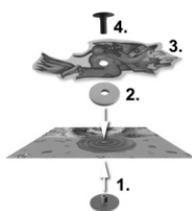
## Story

The magician Mago Magino is very clever and kind. He does good deeds, and the people who live in his country are happy and satisfied. With the help of his magic crystal he protects his land from the evil witch who lives deep in the enchanted forest spreading her evil ways throughout the whole of the magic world.

Unfortunately, the witch has stolen Mago Magino's magic crystal and has taken it to her secret hiding-place far behind the enchanted forest. There she has broken it into many little crystals.

Help the magician to get back his crystals so that he can protect his people again. The first player to bring three crystals to the magician's house wins the game. But be careful! The witch could transform you into frogs!

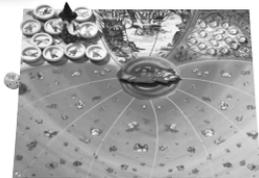
## Preparation



Before starting to play you insert the magic arrow into the board. To start, place the game board in the centre of the table within reach of all players.



Press the cardboard chips tightly into the game pieces.



Each player selects a colour and places his 2 pieces into the magician's house, one on top of the other, so that the sides with the children are facing upwards. From now on, we will call the pieces "children".

Place the magician Mago Magino in his house and the crystals on the spaces indicating crystals. Have the dice ready.

## Aim of the game

The players try to help the magician get his crystals back. The first player to bring three crystals back to the magician's house wins the game.

## How to play

The player who has the longest nose begins. You play in a clockwise direction. The player whose turn it is throws the dice and carries out the following actions, depending on the result shown on the dice:



The player has to spin the magic arrow. Watch out! If the magic arrow points to a **space** that is occupied by children, the witch will **bewitch** them.

If the arrow points to the **forest**, all the children who are on the three forest spaces will be bewitched.

The player may **then** move either one of his own children or the magician by **one space**.



A player may move either his child or the magician the number of spaces indicated on the dice (2, 3 or 4 spaces).

## Moving the pieces

The number indicated on the dice may either be used to move one's own child or the magician. The direction of the movement does not matter. The player may either choose the short way (3 spaces) through the dangerous enchanted forest or the longer way all around the board. It does not matter how many children are waiting on one space. The move through the forest must be in a clockwise direction.

You cannot divide the points in order to move two children at once and you have to use all the points shown on the dice. Exceptions are the spaces in the magician's house and the hiding-place of the crystals. The player who lands on one of these spaces can ignore any points he does not need.

If a child is bewitched and is "jumping" around the board as a frog, he may only

move **1 space** at a time, despite the result on the dice.

## The crystals

When a child reaches the hiding-place of the crystals, the player may load one crystal onto his piece and must then start going back to the magician's house. The crystals are so heavy that each child can only carry one of them.

Be careful! In the enchanted forest the crystals would disintegrate into dust. So the children must go the longer way back. Crystals must not be carried into the enchanted forest.

If a player succeeds in bringing a crystal back into the magician's house, he lays the crystal down and sets off again from there to collect a new one.

## Bewitching

When the magic arrow stops spinning and points to a space that is occupied by one or several children, the witch bewitches them so that they are transformed into frogs. If the arrow points to a space in the enchanted forest, all the children that are on the three forest spaces are bewitched. When this happens, turn the corresponding pieces over so that you can see the side with the frog.



If the children were carrying a crystal, they lose it, because frogs cannot carry crystals. Leave the crystals on the space

where the children were bewitched. It may be picked up later during the game.

A frog may only move **1 space** each turn, despite the number of points shown on the dice.

Be careful! All the frogs are identical, so remember which frogs your children are hiding under, because you are not allowed to look during the game. You are allowed to move any frog, but it would of course, be better to move your own!

If the magic arrow points to a space that is occupied by one or several frogs, nothing happens, because the children are already bewitched.

Once the arrow has spun, a player can move his own child or the magician to or over the space still indicated by the arrow and nothing can happen. A child can only be bewitched directly after the magic arrow has been spun and has stopped on the space they are already on.

## The magician Mago Magino protects the children

The magician is very sad about losing his magic crystal, so he still helps the children to bring back the crystals by protecting them on their journey. Mago Magino may be moved around the board to where he is needed.

The magician protects all of the children standing on **the same space as him** from being enchanted by the witch. If the magic arrow points to the space that is occupied

by the magician and one or more children, they will not be bewitched.

The magician is not allowed to enter the hiding-place of the crystals or the enchanted forest because the witch's magic power is too strong there.

## The magician Mago Magino rescues bewitched children

Mago Magino can also rescue bewitched children by transforming them from frogs, back into children. There are various possibilities:

1. A frog may only be moved towards the magician's house one space at a time. The magician does not have to be home, because even his house possesses enough magic power to transform the frogs arriving there, back into children. Turn the piece over so that the side with the child is visible and start again from the magician's house.
2. A frog may be moved to a space that is occupied by the magician. The piece is then immediately transformed back into a child.
3. The magician may be moved onto a space that is occupied by one or more frogs. When he arrives, he transforms all the frogs on this space back into children.

If a player was able to transform at least one bewitched child back during his turn, he is allowed to throw the dice again.

## Picking up crystals on the way

If a child lands on a space on which one or more crystals are lying, he may pick up **one crystal**. If a child who is not yet carrying a crystal begins his move on a space on which crystals are lying, he may pick one of them up before moving.

It does not matter if another player brought the crystal to this space or if it was the player himself who collected the crystal from its hiding-place before losing it.

## End of the game

The first player to take three crystals to the magician's house wins the game.

## Shorter variation of the game

If you prefer a shorter game, you may determine that the first player to take **two crystals** back to the magician's house wins.

Good luck with this exciting race to retrieve the magic crystals!