

# Magic Mountain

Cooperative

Ages 5+

Playing time: 15 minutes

2-6 players

No reading required to play

No math required to play

Time to learn: 5-10 minutes

Strategy level:   
1 goal/  
strategy      2-3 goals/  
strategies      4+ goals/  
strategies



Magic Mountain is like a boardgame version of pinball machine game! With a gameboard set on a descending incline with different paths for marbles to run in, you will work together to get the four blue students to their spots at the end of the board by with Wizard before the witches reach their spots! On each turn, you will pick one of 5 coloured marbles and decide which opening at the top of the mountain to roll it down. If the marble hits a student or witch while rolling down, you must move them along the path to the next spot of the same colour of the marble. On turns, you will work together to decide on the best strategy to move your students to the end and avoid having the witches get there. But sometimes, moving a witch forward may be strategic to open up a path for a student! So you'll need to plan your marbles to use and the paths to use carefully, keeping in mind that the marble might not go down the path exactly how you expected!