

# Goblin's Gold

Magician Goblin's gold has been stolen! It is hidden in the subterranean passages and it is guarded by trolls. The player who succeeds in recovering the gold from the subterranean with the help of the Goblin is the winner.

## Contents:

9 plastic pieces of maze

1 board

1 magician

1 magnet = (Goblin's gold)

Take care! You will find the magnet under the magician. You can put it back there after playing. (see illustration)

30 trolls

## Preparations

Put the magnet with the picture uppermost on the table. Choose a piece of maze and put it over the magnet in such a way that you can see the gold through the hole in the middle. Place the other 8 pieces of maze around the first, so that a square is formed, It does not matter which piece of maze goes where, as long as the whole forms a square.

Put the board on top of the maze with the pegs inserted through the holes. In the middle of the board is a spy-hole, through which you can see the magnet (= the gold).

The players choose a colour and sit down at that corner of the board. Put the magician on the blue center spot. You will feel the gold snap fast and the magician's wand will go up.

The trolls remain in the box, but they are ready to take part of the game.

Decide who begins.

## Object of the game:

To move the gold (= the magnet) to the opening at your corner.

The player who succeeds in doing this and extracting the gold is the winner.

**The game begins:**

You move the magician over the board to the first intersection. It is up to you which direction you choose, but the magician should never be lifted from the board: so you will have to push him. The magician pulls the gold under the board along with him.

When you have reached the first intersection with the gold, you may go on to the next one. You may go on pushing the magician until he loses the gold.

When that happens you will feel and hear the magnet drop and see the magician's wand go down. That means the end of your turn.

You move the Goblin back until he lifts his arm which means that he is in possession of the gold again. Then you move the magician back to the last intersection you reached. In the passage where Goblin dropped the gold, you place a troll.

Then it is the next player's turn. He carries on from the spot where the previous player left the magician and tries to move the magician with the gold to his corner.

This player's turn is over when the magician drops the gold again. A troll is put on that spot and the next player can try his luck and put his memory to the test.

It is important to remember which route the magician took to reach a certain point. The trolls mark the places the magician cannot pass.

The magician always remains on the sand coloured part of the board. He is not allowed to deviate from the path on his way to one of the corners.

Eventually one of the players will succeed in moving the magician to his corner. As soon as he manages to take the gold from the hole, he is the winner.

In the next game you rearrange the pattern of the maze under the board , so that you and the magician can take up a new challenge.

**Alternative:**

If you have a good memory, you can play Goblin's Gold with the same rules, but trolls are not used. You have to remember the places where Goblin dropped the gold.

Good luck!