



# ★ The Magician's Guide ★

RuleBook

## ★ Goal of the game



The players cooperate to put the hats in ascending order and to place each rabbit under its rightful hat.

Beware of the doves, they're disrupting the show!





## Setup

- 1 Shuffle the **Rabbit** tiles and line them up, face down.
- 2 Shuffle the **Hat** tiles and place one, at random, face up, on each **Rabbit** tile.
- 3 Put the **Magician** tile at one end of the line. It marks the position of **Rabbit Nb. 1**.
- 4 Place the **Dove** tokens on the **Hat** tiles, as shown on the next page. →



**Do NOT open the envelopes yet!**



> 4 PLAYERS : place 2 Doves



> 3 PLAYERS : place 3 Doves



> 2 PLAYERS : place 4 Doves



> 1 PLAYER, « SOLO » : place 5 Doves





## How to Play

- Determine the first player and turn the hourglass upside down. It determines the length of the game: 2m 30s. Players take turn.
- Without any communication, when it's their turn, the active player **must** perform one of these 3 actions:



★ If there is no **Dove** on it, **LIFT ONE PILE** (a Hat and its **Rabbit**) of their choosing to look at the **Rabbit** underneath, without showing it to the other players.



★ **SWITCH 2 HATS** of their choosing, whether they're side by side or not, if there is no **Dove** on either of them.



★ **SWITCH 2 PILES** (Hats and their respective **Rabbit**) of their choosing, whether they're side by side or not, if there is no **Dove** on either of them.







## A Magician's Trick!

Players cannot exchange information during the game. Moreover, they cannot lift a Dove to see the number of the Hat Beneath.

### ➤ END OF THE TURN

Finally, if they wish, the active player can also move a **Dove** onto another **Hat**.

If they do not wish to do so, they can indicate to the next player that it's now their turn.



## ★ End of the Game

➤ The game ends when the hourglass has run out.

Reveal the Rabbits hidden beneath the Hats.

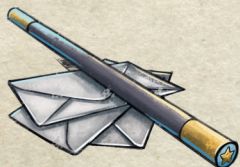


**If the Hats are in ascending order  
(from 1 to 9) and if the Rabbits  
are Beneath their rightful Hat  
(same colour and number)...**

**you won!**



- > **WHAT NOW?** You completed the first step in your training to become a Magician! **Open the envelope marked with one star** ★ . Or you can also try again...



In each envelope, new “**Magic Tricks**” are presented. If you complete all the challenges in one envelope, you can move onto a higher level and open the next envelope.



## > **MODULATIONS**

During a first game, you can play without the hourglass and/or without the **Doves**.

**When playing with young children, you can also remove 2 or 3 Rabbits (and their corresponding Hats).**







## Credits

**AUTHORS** : Julie DUTOIS, Romaric GALONNIER, Ludovic SIMONET & Cécile ZIÉGLER

**ILLUSTRATORS** : Jonathan AUCOMTE (ILLUSTRATIONS) and Olivier DEROUETTEAU (LOGO)

**ENGLISH TRANSLATION** : Valérie FLORENTIN

**MAGIC TROPHY** : Winner of the 2019 FLIP Creators Trophy, under the category "Reflection".



**MAGIC STORY** : Magic Rabbit was born during the JAM FLIP, a competition where board games are created in 24 hours... and it won!

The rabbits have since escaped the control of their authors and are causing chaos everywhere!

**MAGIC THANKS** to our families who stoically withstood our game-related extravaganza, and to JM for their unwavering support.

The Lumberjacks thank all of the playtesters at Gégé's!



**MAGIC CAFFEINE** Thanks to all of you, who have supported the [Coffee Break] line since the beginning. Should you encounter any problem with your game, please contact: sav@lumberjacks-studio.com



LUMBERJACKS [STUDIO] © 2020 ALL RIGHTS RESERVED. A COFFEE BREAK PRESENTED BY THE LUMBERJACKS

