

MAG-BALL

game instructions

GAME RULES

NUMBER OF PLAYERS: 2

- A coin flip will determine who starts with the ball.
- No hands may be above the Mag-ball table.
- Each player must keep their wand on their own half of the board.
- The player who is scored upon receives the ball to start the next match.
- If a player knocks the ball out of the playing field their opponent gets to start with the ball anywhere on their side of the field.

WINNING

- A point is awarded with the ball lands in your opponents goal.
- The first player with 10 points wins.