

# ATTRACTION™

## THE GAME YOU CAN'T RESIST!

### SETUP

Place all the stones on a smooth surface so that no two stones are touching. Set stones standing up vertically on their shortest sides.

Players take one stone to use as their first 'shooter'. Randomly select one player to start.



### PLAY

Place your shooter in front of you on the edge of the surface. Send your shooter sliding into the other stones by either:

#### 1 Flicking the shooter with your finger.



#### 2 Sliding the shooter.



#### 3 Tossing the shooter from behind the edge.



Each turn, players take one 'shot' aiming to collect stones. You must remain seated while shooting. The player to your left will go next.

- If any clusters are created by stones clinging together, take *one* of the new clusters. The turn passes to the player on your left.
- If anyone catches a falling stone with the magnets in their hand, they get to keep it. If a stone falls to the floor or is caught bare-handed, then simply put it back anywhere on the table.
- If your shot doesn't cause any stones to cluster, your shooter remains where it lands and the turn passes to the left. If you're left with no stones, on your next turn, take one from the playing surface to use as your shooter.

## WINNING

When the table is cleared, stack your stones in a column. Most stones win! In case of a tie, those who tied play again!

## PLAYING TIPS

Any one of your stones can be your shooter. The larger stone is normally the best shooter, but some delicate shots require a small shooter.

You may place your shooter anywhere along the edge of the table within your reach. This allows you to shoot from various angles. Remember you must remain seated while shooting.

The best way to capture a stone on the edge is to knock it towards the center. Knock stones into other stones to create large clusters.

## ADVANCED PLAY

- For a more challenging game, decide at the start to use only one method of shooting for the whole game.
- Play in teams with your teammate playing across from you. Teammates add their scores together.
- Allow players to stand and move around the table to take their shots.

**MORE ATTRACTION GAMES = MORE EXCITEMENT!**  
Add games together for more players or larger surfaces!



**WARNING:**  
CHOKING HAZARD-  
SMALL PARTS. NOT FOR  
CHILDREN UNDER 3 YEARS.

**WARNING:** This product contains 25 small magnets. Swallowed magnets can stick together across intestines causing serious infections or death. Seek immediate medical attention if magnet(s) are swallowed or inhaled.

*This game is intended for players of ages FOURTEEN and older. DO NOT play this game without adult supervision if you have small children in the house or if someone of any age is prone to placing things in their mouth.*

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YOU WANT  
TO PLAY!**