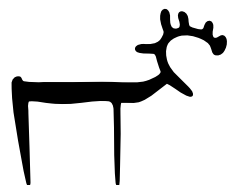


Magnetic Maze

- The game is for two teams of two players each (a navigator and a mover).
- There are two starting places, one for each team, marked in opposite corners of the maze.
- Each team starts by placing two sets of magnets on starting points, one on the top of the maze, second from the bottom so that they connect magnetically.
- The goal is to be in the middle of the maze faster than your opponents.
- The navigator is restricted to only look from below of the maze, they must not touch the maze or the magnets.
- The mover is standing above the maze, they can move the top magnet, but can't see the maze.
- Beware of the dangerous raindeer, magnetic traps, blocked tunnels, and falling magnets!



InterSoB

This game was taken from the InterSoB game for high school students organized by the Nordic Animals Association. The name InterSoB is combination of “inter” for interdisciplinary and “sob” for raindeer.