ASSEMBLY GUIDE · MAGNETIC HANGING GAME · 2 PLAYERS

Circus Trapeze

A white trapeze swings on a ball bearing under a striped big top, and two troupes of magnetic performers hang from it hand to feet. Push your rival's side down, but if the pointer hits a stop or anyone touches the ring on your turn, you lose.



You need

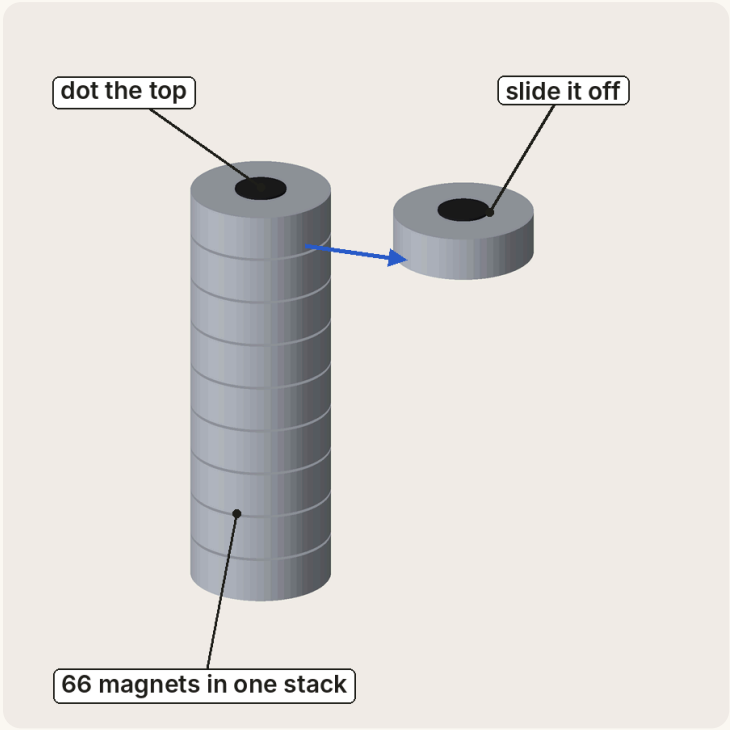
All the printed parts (already in the kit)
1 × 6700ZZ ball bearing (included)
66 × 3 × 1 mm disc magnets (included)
CA glue, a marker and a toothpick (included)

Good to know

No screws. Most of the build is gluing magnets.
Assembled it stands 236 × 80 × 249 mm.
The magnets are small and strong. Keep loose ones away from small children and pets.

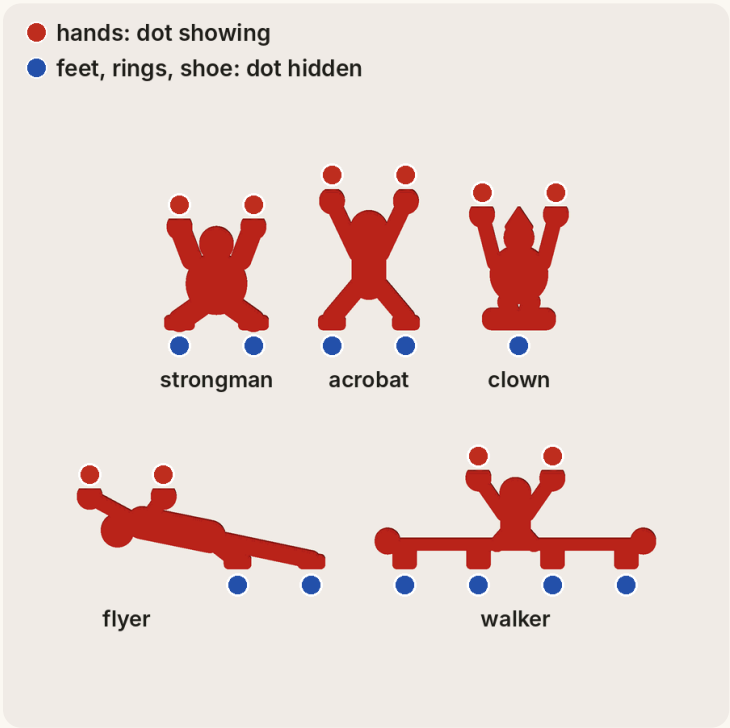
BUILD

Assemble



1 Dot the magnets

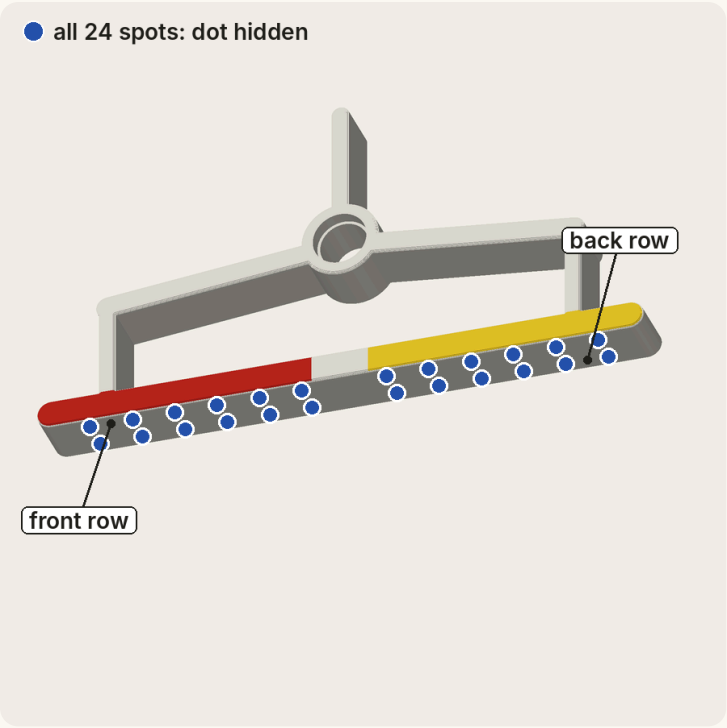
Snap all 66 magnets into one stack. Dab the top magnet with a marker, slide it off sideways, and repeat until every magnet has a dot. The dots now all mark the same pole.



2 Glue the troupe

Hands get their magnets **dot showing**. Feet, the walker's four rings and the clown's shoe get theirs **dot hidden**. Each team has 21.

Put a small drop of CA glue in a pocket and press the magnet in flush with a toothpick.

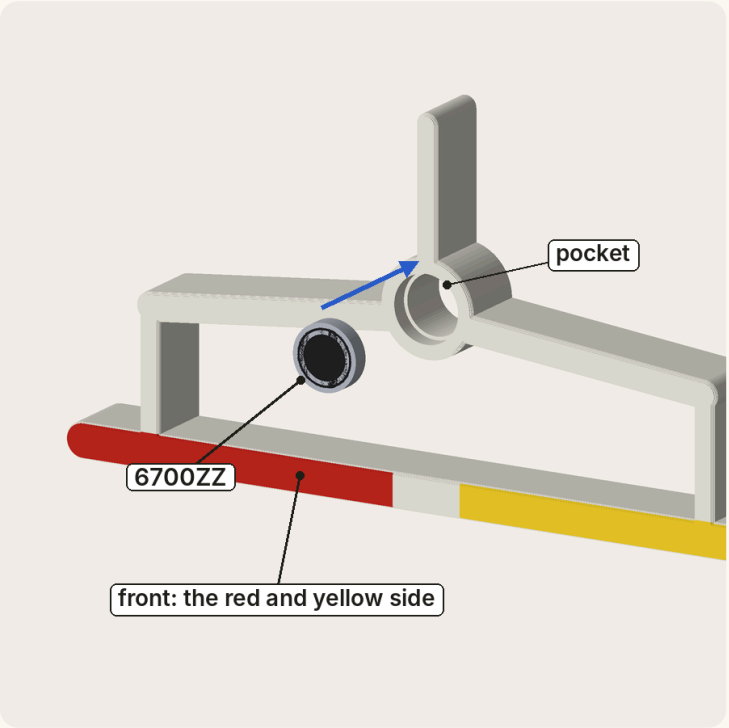


3

Glue the bar

All 24 spots under the trapeze bar, both rows, get their magnets **dot hidden**.

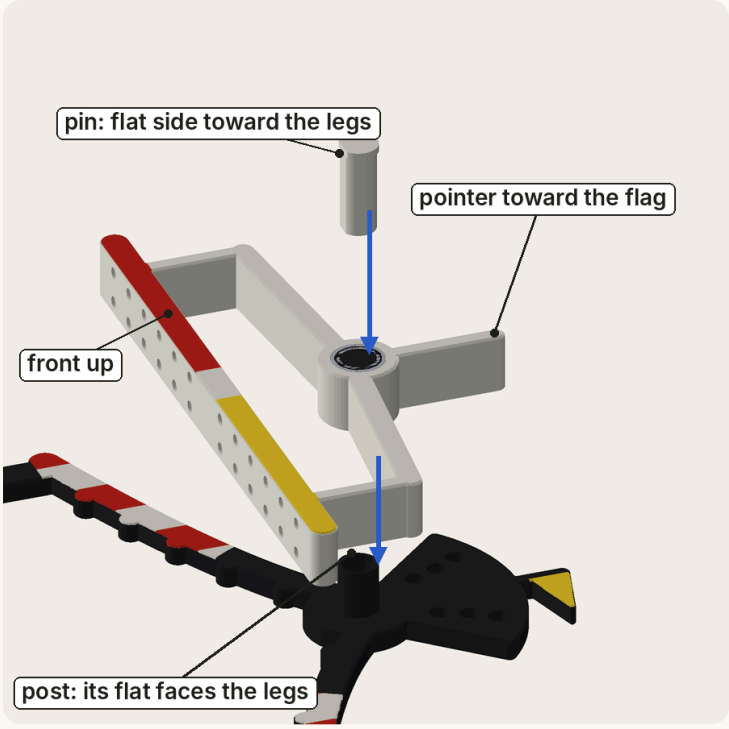
Test as you go: before the glue sets, hang each performer under the bar and the next one under its feet. If a piece pushes away instead of snapping on, pull that magnet out and flip it.



4

Bearing into the trapeze

The front of the trapeze is the side with the red and yellow bar. Press the 6700ZZ into the round pocket on that side with your thumb until it sits flush.

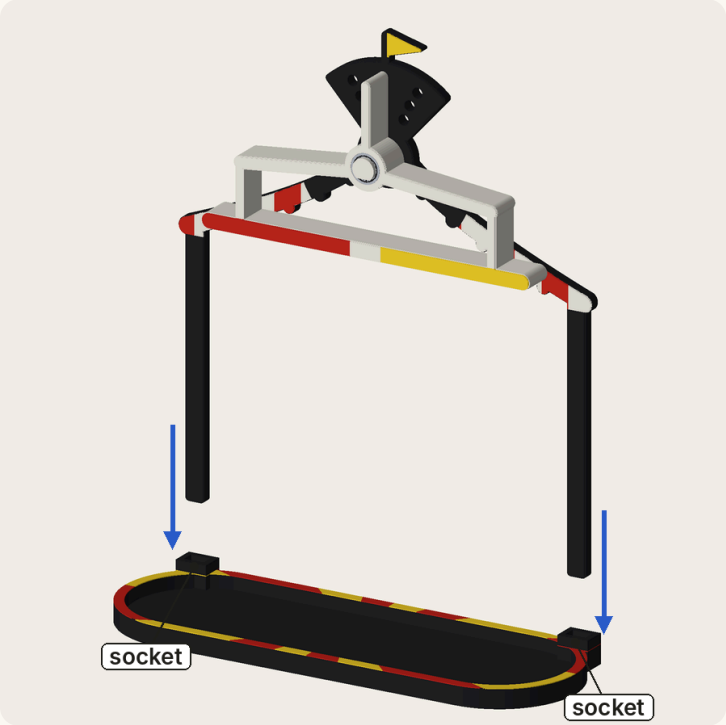


5

Hang the trapeze

Lay the frame on its back on a table. Set the trapeze over the frame's round post, front up, with the pointer toward the flag.

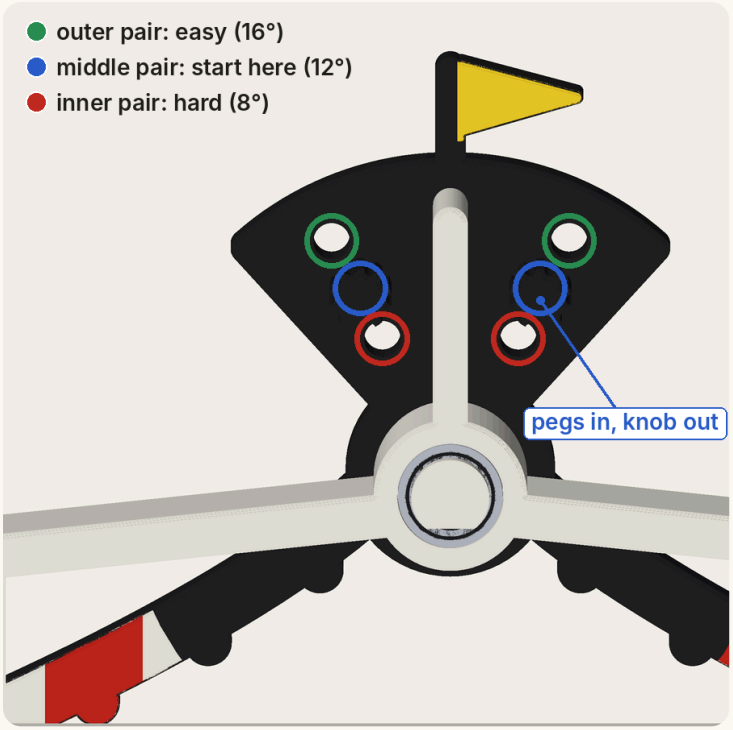
Turn the pin so its flat side faces the legs, like the flat in the frame's D-hole. Push it through the bearing and press it home until its head stops on the bearing. The table stops it flush at the back. The trapeze should swing freely.



6

Stand it in the ring

Push the frame's two legs into the sockets at the back of the ring, all the way down.



7

Set the stops

Plug two pegs into one pair of holes in the gauge from the front, knob out. Start on the middle pair; pull them out by the knob to change the difficulty.

Nudge the bar: the trapeze should swing a few times and settle level, with the pointer centred.

If something is off

A performer pushes away	One of the two magnets that meet is the wrong way round. Pull it before the glue sets and flip it.
A chain drops on a light tap	Press the magnets fully flush and keep glue off their faces, so they meet face to face.
The trapeze stops after a swing or two	Press the pin fully home. Its head and the post should touch only the bearing's inner ring.

PLAY

How to play



1 The ringmaster's call

Red hangs from the left half of the bar and yellow from the right, in either row. On your turn your rival picks which of your remaining performers you hang. You pick where: a free pair of spots on your half of the bar, or under the feet of any performer already hanging, from either team. One hand, then let go.

2 Out!

Wait for the swing to settle. You lose the round on the spot if the pointer touches a peg, a performer touches the ring floor, or anything drops during your turn.

3 Sink their side

Weight under your rival's chains pushes their side down, but every piece also makes the next swing bigger. When all ten hang, the pointer leans toward the side that sank, and that team loses. Dead level: the team that hung last loses.

4 Rounds

The last mover has a small edge, so swap who starts and play two or four rounds. Tied? Move the pegs one pair in and play a decider.

Read the troupe

Strongman	The heaviest and shortest piece: lots of weight for little reach toward the floor.
Acrobat	The tallest. Each one you add brings its chain closer to the ring.
Flyer	Light, with its feet 48 mm off to one side. Flip it to send the next performer outward or inward.
Walker	Carries a pole with four rings, so two performers can hang under it side by side.
Clown	Heavy, with both feet in one shoe, so nobody can hang under him. Hang him under a rival's chain to shut it.