Wandering Towers

All the wizards must assemble at Ravenskeep... but every last one of them has procrastinated, distracted by learning new spells. They've also used all their potions — they can't show up unprepared, with empty potion bottles!

Help your wizards get to Ravenskeep as quickly as possible. Using their magic, they could even move the very towers atop which they stand to get there more easily! But how can they refill their potion bottles along the way? Well, here's a little secret: Trapping wizards allows you to capture some of their magical essence in a bottle...

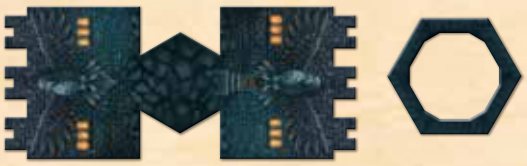


for 1 – 6 players, 10 years and up

CONTENTS

Before your first game, carefully remove all of the components from the punchboards. Then assemble Ravenskeep and the 9 towers as depicted below. Don't worry: You will be able to store them in the box without disassembling them.

1 **Ravenskeep**





9 **towers**: 5 raven towers, 4 normal towers.

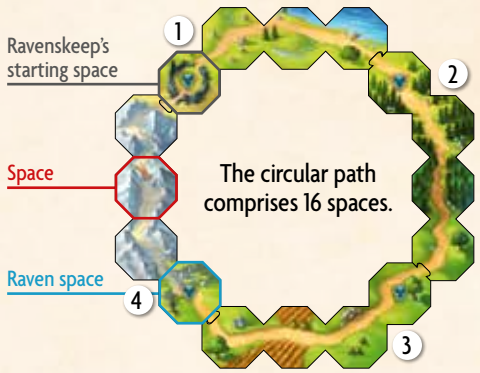


CAREFUL! Insert the battlements carefully!



4 **landscape tiles**, to be arranged into a circular path. Some spaces depict tiny blue fairy lights: In clockwise order, place the 3-light spaces, then the 2-light spaces, then the 1-light spaces, and finally the others.





8 **magic spells**



90 **movement cards** (with either die symbols or movement values 1 – 5)



24 **wizard meeples** in 6 player colors: 5x blue, 5x yellow, 4x red, 4x green, 3x orange, 3x purple.



1 **starting player token** in the form of a raven shield.



36 **potion bottles** in 6 player colors front: empty bottle; back: full bottle.



1 **die** (with movement values 1-6).



GOAL OF THE GAME

Fill all of your potion bottles **and** get all of your wizards into Ravenskeep (it doesn't matter which you do first). Move your wizards into Ravenskeep with good timing. Fill your potion bottles by moving towers onto wizards to imprison them. But if your own wizards are imprisoned, you must free them so they can get to Ravenskeep!

SETUP



1. Arrange the **4 landscape tiles** into a circular path in the middle of the table, as depicted on the previous page.
2. Place **Ravenskeep** centered on its starting space, where crumbling black walls are depicted.
3. Going clockwise along the track from Ravenskeep, place a tower centered on each of the next 9 spaces as follows: Start with a raven tower, then alternate normal and raven towers *(i.e. Ravenskeep, then the towers: raven, normal, raven, normal, raven, normal, raven, normal, raven).*
4. Set up the **magic spells**:
   - **For your first game:** Place the 2 magic spells, ***Advance a Wizard*** and ***Advance a Tower*** (see **Magic Spells**, p. 8), face up near the circular path. Return the other 6 magic spells to the box.
   - **For more excitement:** Randomly select a desired number of magic spells (the more spells, the more tactical the game becomes). Place them face up near the circular path. Return the rest to the box.



5. Shuffle the **90 movement cards**. Deal each player 3 cards for their hand. Place the rest of the deck in the infield of the circular path, with space beside it for a discard pile.
6. Place the **die** in the infield of the circular path.
7. Choose a starting player, who places the **starting player token** in front of them. **Turn order** is clockwise, starting with this player.
8. Each player chooses a player color (different colors are available at different player counts; see table below), then takes the number of **wizards** and **magic potion bottles** indicated for your player count.

Player count	2 players	3 players	4 players	5 players	6 players
Available player colors					
Wizards	5	4	4	3	3
Magic potions	6	5	5	4	4

Your potions go in front of you, empty side up. Your wizards go into your hand.
Return the unused wizards and potion bottles to the box.

9. Each tower's space depicts a number of tiny blue ghost lights: The first three spaces in clockwise order have 3 each, the next three have 2, and the final three have 1. These lights indicate the number of wizards that start atop each tower. Fill each tower to its number as follows:

Starting with the first tower clockwise along the path from Ravenskeep, do the following:

In turn order, place 1 of your wizards on this tower. If the number of wizards on that tower matches the number of blue ghost lights in the tower's space, skip to the next tower clockwise.
Continue like this until everyone has all of their wizards on towers.

Example of a 4-player setup



PLAYING THE GAME

Play goes clockwise, beginning with the starting player. On your turn, you must play 2 cards from your hand face up on the discard pile, one at a time. For each card you play, perform its move if at all possible.

Alternatively, you may forgo **both** actions to discard your entire hand and advance any 1 tower 1 space clockwise (see **Cards That Move a Tower**, below).

In either case, at any time during your turn, you may spend full potion bottles to cast **one magic spell** (see **Casting a Spell**, p. 5).

Finally, draw to refill your hand to 3 cards.

Each time the deck is depleted, shuffle the discards to form a new deck.

THE MOVEMENT CARDS

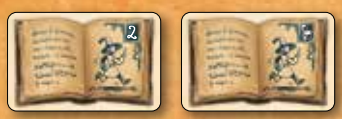
There are 3 types of movement cards:

1. Cards that move a wizard; these depict a wizard on the right page of the book.

2. Cards that move a tower; these depict a tower on the left page of the book.

3. Cards that can move either a wizard or a tower; these depict a tower on the left, a wizard on the right.

Cards That Move a Wizard



- Move one of your **own** visible wizards.
- If the card depicts a number, advance the wizard clockwise **exactly** that number of spaces.



- If the card depicts a die, roll the die to determine **exactly** how far a wizard will advance. For each additional die depicted on the card, you may reroll the die once; however, if you do, you forfeit the previous roll. Only after your final roll must you choose a wizard to move.
- Whenever a wizard's move ends in a space with a tower in it, the wizard goes atop the tower, rather than in the space.

Cards That Move a Tower



- Move **any** tower (Ravenskeep is not a tower), along with everything stacked atop it. Yes, if Ravenskeep is atop the stack, it goes along, too!
- **Once you have lifted a tower, you cannot change your mind.***
- If the card depicts a number, advance the tower clockwise **exactly** that number of spaces.



- If the card depicts a die, roll the die to determine **exactly** how far a tower will advance. For each additional die depicted on the card, you may reroll the die once; however, if you do, you forfeit the previous roll. Only after your final roll must you choose a tower to move.
- Whenever a tower's move ends in a space with towers already in it, the new tower goes atop the existing towers, **imprisoning** all wizards it covers (see **Imprisoning Wizards** below). Note: All 9 towers and Ravenskeep could end up in the same space!

Cards That Move a Wizard continued

- Each tower and each empty space can hold up to 6 wizards. If a move would exceed that limit, you cannot make that move.
- Whenever a wizard's move ends in the space with Ravenskeep, perform the following steps:
  a. Drop the wizard into Ravenskeep, where the wizard will remain until the end of the game.
  b. Advance Ravenskeep clockwise to the next space **or tower top** depicting a raven shield, with **no wizards** on it. If there are no such spaces, Ravenskeep stays where it is.
  c. **Your turn ends immediately** (fill your hand to 3 cards as usual).

Note: You must always use the full movement; if the movement number would take the wizard past Ravenskeep, you cannot choose to stop short to enter Ravenskeep.



Cards That Move a Tower continued

- Whenever a tower's move ends in a space with wizards already in it, the tower covers the wizards, **imprisoning** them (see **Imprisoning Wizards** below).
- If a move would put towers atop Ravenskeep, you cannot make that move.*

* **Note:** If you [accidentally] lift a tower whose move would place it atop Ravenskeep, **your turn ends immediately** without moving the tower you lifted (fill your hand to 3 cards as usual).

Imprisoning Wizards



If you move a tower in such a way that it newly covers wizards, you imprison them until they are uncovered and thus visible again. When you imprison one or more wizards (even if only your own), you may fill **one** of your empty potion bottles (no matter how many wizards you imprisoned) by flipping it over. If you have no empty potion bottles, you can still imprison wizards, but this will not fill a potion bottle for you.

Because your imprisoned wizards are covered, and thus hidden, you must try to remember where they are, so you can free them later. You are not allowed to peek under the towers!

Tip: It is much easier to fill potion bottles earlier in the game, when fewer wizards are imprisoned.

Cards That Can Move Either a Wizard or a Tower

- Move one of your own visible wizards, or move any tower.
- If the card depicts a number, **announce** whether you are moving a wizard or a tower, then advance it **exactly** that number of spaces.
- If the card depicts a die, roll the die to determine **exactly** how far a wizard or tower will advance. For each additional die depicted on the card, you may reroll the die once; however, if you do, you forfeit the previous roll. Only after your final roll must you **announce** whether you are moving a wizard or a tower.

CASTING A SPELL



At any time during your turn, you may cast **one** spell, for **your own benefit**. The spells available for you to cast are the magic spells placed face up during setup. To cast a spell, you must spend the number of full potion bottles depicted on the spell, then apply the effects of the spell (see **Magic Spells**, p. 8). If your spell causes a wizard to enter Ravenskeep, your turn ends immediately (and you draw to fill your hand to 3 cards, as usual). Spent potion bottles are returned to the game box.

END OF THE GAME

If you have **no more empty** potion bottles, and **all** of your wizards are in Ravenskeep, you trigger the end of the game: Finish the round, so everyone has had the same number of turns.

If only one player has all their wizards in Ravenskeep, and no more empty potion bottles, they win the game!

If several players have achieved both goals, the player among them with the most full (unspent) potion bottles remaining wins. If there is still a tie, the tied players share the victory.

Note: You are always allowed to peek into Ravenskeep to see how many wizards each player has in there.

Note: It doesn't matter which goal you fulfill first: Keep playing until someone has fulfilled both!

SOLO MODE

All of the usual rules apply, with the following exceptions:

GOAL OF THE GAME

Get all 12 wizards to Ravenskeep using as few cards as possible. 30 or fewer is your goal! (You have no potion bottles to fill.)

SETUP

4 Do not include any magic spells.

8 Use any 12 wizards. Their colors don't matter at all: They're all yours. Do not take any potion bottles.

9 It doesn't matter which colors go on the towers: You just need to have as many wizards on the tower as there are blue ghost lights on the space.

PLAYING THE GAME

Each turn, you must play **1 card** from your hand face up on the discard pile, and perform its move if at all possible. Then draw to fill your hand to 3 cards.

If the deck is depleted, **the game ends immediately**: You lose. Try again; I know you can do it!

END OF THE GAME

As soon as all **12 wizards** are in Ravenskeep, count the movement cards in the discard pile. Check your performance against the table below:

Cards in the discard	How you did
< 20	Exceptional! Did you use sleight of hand, or some card tricks? If not, I'll see you in Vegas!
20 – 23	Brilliant! Your future has a bright aura.
24 – 27	Very good, the mage guild accepts your application.
28 – 30	Wow, nice work
31 – 35	So close; you'll get it next time.
36 – 40	You've got the idea; keep at it.
41 – 45	Oh dear; practice makes perfect.
> 45	Perhaps you should attend a magic show to pick up some pointers.

SOLO WITH SPELLS

All of the **Solo Mode** rules apply, with the following exceptions:

GOAL OF THE GAME

Fill all 6 potion bottles **and** get all 12 wizards to Ravenskeep using as few cards as possible. 30 or fewer is still your goal!

SETUP

4 Place **3 magic spells** of your choice face up near the circular path.

8 Use any 12 wizards **and any 6 potion bottles**. Their colors don't matter at all: They're all yours.

PLAYING THE GAME

Each turn, **after** you have played 1 card from your hand face up on the discard pile, and performed its move (if at all possible), **you may also cast a magic spell.**

END OF THE GAME

As soon as you have **no more** empty potion bottles, and **all 12 wizards** are in Ravenskeep, count the movement cards in the discard pile. Check your performance against the table in **Solo Mode**.

COOPERATIVE MODE

All of the **Solo Mode** rules apply, with the following exceptions:

GOAL OF THE GAME

Fill all 6 potion bottles **and** get all 12 wizards to Ravenskeep using as few cards as possible. 30 or fewer is still your goal!

SETUP

0. **Agree whether to play with spells and potions.**

4. **If you are playing with spells and potions,** place 3 magic spells of your choice face up near the circular path.
5. Lay out **3 movement cards** face-up in the infield of the circular path. This is a single "**hand**" of cards for everyone to share.

8. Use any 12 wizards **and any 6 potion bottles**. Their colors don't matter at all: They're all yours.

PLAYING THE GAME

You are not allowed to discuss gameplay during the game!

If you are playing with spells and potions: Each turn, **after** you have played 1 card from your hand face up on the discard pile, and performed its move (if at all possible), **you may also cast a magic spell**.

At the end of your turn, draw to fill the face-up shared hand to 3 cards.

END OF THE GAME

As soon as you have **no more** empty potion bottles, and **all 12 wizards** are in Ravenskeep, count the movement cards in the discard pile. Check your performance against the table in **Solo Mode**.

NASTY VARIANT

All of the usual rules apply, with the following exceptions:

- You can use a magic spell **at any time** — even on another player's turn! — but only one per **action** (instead of one per turn. However, you may use that one magic spell multiple times at once if you spend enough potion bottles.

  Example: *If you spend 4 full potion bottles, you could cast "Move a Wizard" twice.*
- You can use magic spells for or against anyone you choose.
- If multiple players wish to cast spells at the same time, go in turn order, starting with the current player.
- You can cast the spell before, during, or after the action (your choice); however, it cannot undo an action that is complete. If your spell prevents completion of a movement card, the card stays on the discard pile, and the action ends incomplete.

TEAM VARIANT

In a 4- or 6-player game, you can agree to play in 2-player teams. All of the usual rules apply, with the following exceptions:

- On your turn, either you may ask your teammate if they have a useful card for you, or your teammate may offer you a card. You cannot exchange any other information, and this can only happen once on your turn. If accepted, your teammate passes one card to you, face down. Then you pass one back to them, face down — which could be the same card they gave you.
- You can give each other full potion bottles.
- If you have no empty potion bottles and you imprison wizards, you may fill one of your teammate's potion bottles.
- If you get all of your wizards into Ravenskeep, from now on, you move your teammates wizards instead of your own.
- The goal and endgame trigger is one **team** having no more empty potion bottles, and all of their wizards in Ravenskeep. If several teams have achieved both goals, the team among them with the most full potion bottles remaining wins. If there is still a tie, the tied teams share the victory.

MAGIC SPELLS

ADVANCE A WIZARD

Move **any** 1 visible wizard 1 space clockwise.



ADVANCE A TOWER

Move **any** 1 tower (and everything atop it) 2 spaces clockwise.

Note: You cannot use this to move a tower onto Ravenskeep.



SWAP A TOWER

Swap the **topmost** tower (and wizards atop them) in 2 spaces.



HEADWIND FOR A WIZARD

Move **any** 1 visible wizard 1 space counterclockwise.



HEADWIND FOR A TOWER

Move **any** 1 tower (and everything atop it) 2 spaces counterclockwise.



NUDGE RAVENSKEEP

Move Ravenskeep clockwise or counter-clockwise to the next empty space or empty tower top, whichever it encounters first in that direction.

Note: It does **not** have to move to a space / tower top depicting a raven shield!

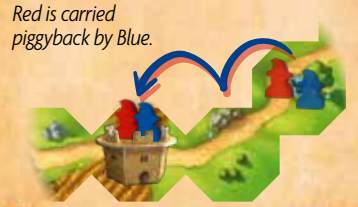


PIGGYBACK

You can cast this spell only when the current player is moving a wizard from a space or tower top where you also have a wizard. They must move your wizard along with theirs!

Note: You can cast this spell on yourself when you are moving a wizard from a space or tower top where you have at least 2 wizards.

Red is carried piggyback by Blue.



FREE A WIZARD

Lift any 1 tower to free 1 of your wizards from beneath it, placing the wizard on top of the stack. If the top of the stack is Ravenskeep, the wizard enters Ravenskeep — clever you!



If none of your wizards were under the tower you lifted, your spell and the potions spent to cast it go to waste!

Team Variant: You can use this spell to free your teammate's wizard or your own.

Designers: Wolfgang Kramer and Michael Kiesling
Illustrator: Michael Menzel
English rules: Nathan Morse

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Frankfurter Str. 121, 63303 Dreieich, Germany
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Capstone Games
2 Techview Dr.
Cincinnati, OH 45215
capstone-games.com

