6+

2-6

20-30 min

# WIZARDRY

## to the power of three



Pegasus Spiele

# Lukas Zach & Michael Palm



The two designers, Lukas and Michael each share their lives with 2 cats, 1-2 sons and the love of their lives in Bremen and near Lake Constance.

They met serendipitiously, when Lukas happened to buy something in Michael's game shop "Seetroll" during his vacation in the area. A deep friendship and their shared passion for developing games have welded them together.

You can find out more about them at:
www.LudoCreatix.com

## Components

- 1 game board
- 1 wizards' school with stairs (5 parts)
- 6 wizard students in 6 colours
- 1 Willy the Warden Ghost
- 1 ghost clock
- 18 tree tiles (with 16 Lumies & 2 ghosts)
- 3 dice (with 16 Lumies, 1 ghost & 1 magic potion)
- 3 magic potions & 3 dice enchantments



# Story

Flying brooms, talking cats and all kinds of magic things are hosted at the secret midnight market for all magical needs. It goes without saying that only grown-up wizards are permitted to enter! But aren't those Amir, Andy and Anna, the wizard students from 2nd class? They should have gone to bed long ago! Secretly, the students have crept out of the school during the cover of night. But Willy the Warden Ghost has discovered the cheeky rovers and is right on their heels. So dash back to the wizards' school before Willy catches you! The little wisps called Lumies illuminate the way for you.



# Game setup




1. Place the game board in the centre of the table.
2. Attach the wizards' school to the assembled stairs* and place it on the game board.
3. Shuffle the tree tiles and place 1 on each of the round spaces with the tree side facing up.
4. Each player chooses 1 wizard student and then place them all together on the midnight market.
5. Place Willy the Warden Ghost on the space with the ghost symbol deep in the forest.
6. Place the 3 dice and the ghost clock at the ready.
7. Decide at which difficulty level you want to play and ready the corresponding number of magic potions and dice enchantments near the game board. The remaining potions and dice enchantments are removed from the game.

**The assembly instructions are on the stairs. You only need to do this once.*

**Beginner:** 

**Advanced:** 

**Hard:** 

Now **everyone secretly looks underneath 1 tree tile.** If there are only two players, you can even look at 2 tiles each. Memorise which Lumie is hidden there, then put the tree tile face down back onto its space. If you find a ghost under a tree, show it openly and move Willy the Warden Ghost forward 1 space before you put the tile back.

The objective of the game is to memorise the hiding places of the Lumies well in order to get into the wizards' school before Willy the Warden Ghost catches one of you.

# How to play

You play in clockwise order. Whoever most recently visited a forest is the starting player of the game. That player receives the ghost clock. When it's your turn, **roll all 3 dice.**



## Search for the Lumies

The way to school is very dark at night! In order to advance quickly, you need the help of the Lumies. These are small light beings, which illuminate your path for a moment. But the Lumies are not easy to find. They especially like to hide under trees. The dice show you which Lumies you should search for. First try to find 1 Lumie by turning over 1 tree tile. **Your fellow players are permitted to help you with your search and give hints!**



**A) You have found a Lumie?**

Great! Turn over 1 additional tile until you have either found all the Lumies from the dice or found a false Lumie (see option B). This brings your turn to an end. Then move your wizard student forward by 1 space for each correctly revealed Lumie. Then turn back all open tree tiles. Now it is the next player's turn to roll the dice.



**B) You have found a wrong Lumie?**

What a shame, unfortunately that was not the right one. Your turn ends here. For each correct Lumie you found before this, move your wizard student forward by 1 space and then turn back all open tree tiles. Now it is the next player's turn to roll the dice.



**C) You have found a ghost?**

Oh dear, you have walked right into a ghost trap! Your turn ends here. For each correct Lumie you found before this, move your wizard student forward by 1 space and then, unfortunately, also move the Warden Ghost forward 1 space. Turn back all open tree tiles. Then it is the next player's turn to roll the dice.

Do the dice you rolled also show one of the two **special symbols**? You do not have to look for this on the tree tiles. Instead carry out the corresponding action:



**Magic potion:** Move a wizard student of your choice 1 space forward (without spending a magic potion).



**Ghost trap:** Move Willy the Warden Ghost 1 space forward at the end of your turn.

## Magic potion and dice enchantment

If Willy the Warden Ghost comes dangerously close, you can use the available magic potions and/or dice enchantments at any time. Decide together if and when you use them.



**Magic potion:** Move your wizard student, or that of a fellow player, 1 space forward. Spent magic potions are removed from the game.



**Dice enchantment:** Re-roll all the dice. Spent dice enchantments are removed from the game.

## At the end of a round



Every time it is your turn again as the starting player, the ghost clock reminds you that **you have to move Willy the Warden Ghost. Never forget that!** Move him as many spaces forward, as the number of arrows shown on the space on which the Warden Ghost is standing. Only after you have done that you can roll the dice.

## On the stairs

When you creep into the school you must be especially quiet. So shush! If **at the beginning of your turn you are on the stairs** in front of the school, you are now on your own. Do you still remember where the Lumies are hiding? Carry out your turn as usual, **WITHOUT any help from your fellow players!** You are still allowed to use magic potions and dice enchantments, however.

## At the wizards' school

Once your wizard student has reached the interior of the wizards' school, Willy can no longer catch you. You don't roll the dice anymore, but you can still help your fellow players searching for the Lumies, as long as their turn does not start on the stairs.



### Game end

There are 2 possible ways of ending the game.

1. The game ends, when all your wizard students are at the school. Willy didn't catch you and you have **won together!**

2. If, during the course of the game Willy the Warden Ghost moves onto/over the space of one or more wizard students, then he caught you! That will surely have consequences and unfortunately, you have **lost together**. But go ahead and try again!

We want to thank all wizard students, in particular Aditya, Amel, Amit, Andi, Babs, Basti, Benne, Chamila, Chaminda, Christian, Claas, Fabi, Heidi, Isabella, Jorid, Jürgen, Jule, Laura, Lotte, Mara, Matze, Mayelle, Nancy, Nathan, Nina, Paula, Robert, Silas, Steffi, Teresa, Theo, Thilini, Tina, Uller. Sincere thanks go to Philipp Kolhoff, who gave our magic scientific balance thanks to custom-made software. Special thanks go to Master Wizard, Demian, who provided the idea and was an indefatigable test student.

„For every age the right game!" – that is our motto!

Our joyful games are available in the four colours: green, blue, yellow and red. Each colour refers to a specific age of your child. This is an overview of our colour coding:




3+ Games for the Little Ones




4+ Rules Can Be Fun




5+ I Can Play This on My Own




6+ Even Mom and Dad Can Have Fun with This

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