Rules



Object of the game

ABRA KAZAM is a game for 3 to 8 players that is played standing up. The two decks of cards (big and small) represent the same spells. The goal is to guess and to make others guess as many cards as possible.

Content: *1 wooden magic wand, 48 small cards, 48 big cards (with the spell impact on the back), 8 « Book of Spells » cards, 1 rule book.*

Set up



1. **Give a Book of Spells card to each player.** They will be used to gather the cards won by each player.

2. **Sort all the cards into eight decks of different colours** (Blue, Green, Purple and Red).

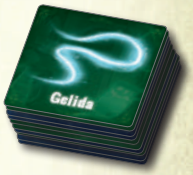


Select two colours with which you will play.
Put the cards corresponding to the colours you did not choose back in the box.

For an easier game:
take the Blue and the Green cards.

Beware that the Red cards are to be played by experienced Wizards.

3 Shuffle the big cards
and spread them on the table with the Spell face up, all pointing in the same direction, as shown on the picture.





4 Shuffle the small cards and stack them face down.



How to play?

The last one who read a book about Wizards begins. **S/he will be called «the Wizard»**. S/he takes the wand and faces the other players - as shown on the picture of the previous page.

1. **S/he draws a card and looks at the spell move** without showing it to the other players.



2. **S/he shouts « Abra Kazam! » and tries to mime the move with the wand** to make the other players guess the spell.
   S/he can repeat the mime but has to stop when there is only one player left to guess.



For an easier game: *the Wizard can tell the background colour of the card: Blue, Purple, Red or Green.*



3 The other players must find the corresponding card on the table as soon as possible.

When a player thinks s/he has found it, **s/he points it out and says its name** so that the Wizard can accept it or not.

Beware that a player can only propose one card *(two cards with 3 players). If several players show the same card at the same time, the one whose finger is closest to the center of the card is chosen.*



• **IF THE CARD IS GUESSED,** the Wizard wins the small card. S/he puts it on his/her Book of Spells and goes back to the other side of the table.

The player who guessed the spell wins the big card that was on the table and becomes the new Wizard. **S/he reads aloud the challenge on the back of the card** and puts it on his/her Book of Spells.
Another round starts with this new Wizard who takes up this challenge.





• **IF NO ONE GUESSES THE CARD,** the card is put under the stack. The Wizard goes back to the other side of the table and chooses a new Wizard.
Another round starts with this new Wizard who has no challenge to take up.

The Challenges

Each big card correctly guessed has on its back the impact of the Spell that the Wizard will have to bear.



Instantaneous Spells (Blue, Green and Purple)
Their impact is only applied once.



Continuous Spells (Red):
Their impact is to be followed even when the player is no longer the Wizard, and only ends when s/he guesses another card. If a player does not respect the challenge, s/he loses a small card (to be put under the stack). The spell ends immediately.

Credits

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End of the game

The game ends when there are 10 big cards left on the table.

The winner, the Grand Wizard, is the one with the most cards (big and small) **on his/her Book of Spells.**

In case of a tie, the one with the most big cards on his/her Book of Spells wins.

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Welcome Young Wizards.
The day of your Charms Examination has come.

I hope you have studied well because you will have to cast and recognize spells of all kinds.

Who will be the best student?
Grab your wand and good luck to you, the spells may backfire!

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