

WIZARDS AND WITCHES

Overview

Players take turns drawing from the card supply in the middle of the table and then either playing the card or discarding the card. During the game, players try to hit other players with various Potions and Spells, because when a player is hit with enough Potions or Spells they are out of the game. When there is only one player left, that player is the winner.

Contents: One (1) rule booklet, 120 playing cards:



14 Cauldron cards

- 5 One Cauldron
- 4 Two Cauldron
- 3 Three Cauldron
- 2 Four Cauldron



14 Magic Mirror cards

- 5 One Mirror
- 4 Two Mirror
- 3 Three Mirror
- 2 Four Mirror



14 Magic Lair cards



34 Potion cards

- 15 One Potion
- 12 Two Potion
- 7 Three Potion



10 Exploded Lair cards



34 Magic Spell cards

- 15 One Spell
- 12 Two Spell
- 7 Three Spell

Playing the Game (3-7 players)

Shuffle all 120 cards and place the stack face down in the center of the table as the draw pile. Players randomly choose a starting player and play continues clockwise. Play continues until only one player remains.

On a player's turn, the player must draw a card from the draw pile. If the card may be played, the player must play the card. If the card cannot be played, the card is discarded, face up, next to the draw pile. Played cards are resolved and play moves to the left. If the draw pile is depleted, the discard pile is shuffled and placed as a new draw pile.

If the drawn card is a Potion or Spell card, the player throws the Potion(s) or casts the Spell(s) at another player of their choice. If the other player is not protected by Cauldrons or Magic Mirrors, the other player is hit by the Potion(s) or Spell(s), either one (1), two (2) or three (3) hits, and places the card in front of them.

If the card is a Potion card and the other player is protected by Cauldrons, each unused Cauldron captures a Potion bottle. If the number of Potions thrown is less than the number of unused Cauldrons, the Potion card is placed on the Cauldrons to indicate the number of Cauldrons used (this may require rearranging cards). If the number of Potions thrown is equal to the number of unused Cauldrons, the Potion and Cauldron cards are discarded. If the number of Potions thrown is greater than the number of unused Cauldrons, the Cauldrons are used up and discarded, and any remaining Potions hit the player (this may require rearranging cards).

If the card is a Magic Spell card and the other player is protected by Magic Mirrors, each unused Magic Mirror captures a Magic Spell. If the number of Magic Spells cast is less than the number of unused Magic Mirrors, the Magic Spell card is placed on the Magic Mirrors to indicate the number of Magic Mirrors used (this may require rearranging cards).

If the number of Magic Spells cast is equal to the number of unused Magic Mirrors, the Magic Spell and Magic Mirror cards are discarded. If the number of Magic Spells cast is greater than the number of unused Magic Mirrors, the Magic Mirrors are used up and discarded, and any remaining Magic Spells hit the player (this may require rearranging cards).

If a player has been hit by 10 or more Potions or Spells, they are considered out, and all of the cards in front of them are discarded.

If the drawn card is a Cauldron or Magic Mirror card, the player places it in front of them for protection against thrown Potions and cast Spells. A Cauldron card protects a player from one (1) to four (4) thrown Potions, depending on the number of Cauldrons on the card. A Magic Mirror card protects a player from one (1) to four (4) cast Spells, depending on the number of Magic Mirrors on the card. A player may have any number or combination of Cauldron and Magic Mirror cards in front of them.

If the card is a Magic Lair card, the player may place the card in front of them if they do not already have a Magic Lair card. If the player already has a Magic Lair card in front of them, the card is discarded with no effect. A Magic Lair card allows a player, on their turn, to draw two (2) cards and then play one (1) and discard one (1).

If the card is an Exploded Lair card, the player may cast it at another player's Magic Lair to remove the Magic Lair, and both cards are discarded. If there are no Magic Lair cards in play, the player may select another player and that player is skipped and loses a turn. A player who has been skipped must be allowed to play at least once before being skipped again.

Playing the Game (Challenging Variant)

Game setup and play does not change, with the exception of the following rule:

- Players may only be hit by either Potions or Magic Spells, but not both, as determined by the first type to hit the player

Playing the Game (Strategic Variant)

After shuffling the cards, deal each player two (2) cards. Play continues according to standard rules, with a player drawing a card and then playing or discarding a card. For example, a player draws a card and places it in their hand with the other two (2) cards already held. The player may play the new card or another card from their hand. If the player cannot play any card held, one of the cards must be discarded.

Playing the Game (2 players)

For 2 players, the following changes apply:

- The game is played to 15 hits instead of 10
- There is no difference between Potions and Spells, either can be blocked by Cauldrons or Magic Mirrors

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