

# WIZARDS WANTED™



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If this is your first time playing, carefully punch out all of the cardboard pieces. Save the leftover frames and put them underneath the plastic tray. This will ensure nothing will fall out of place during storage.

# SETUP

Choose your wizard mover. Take the matching score marker and player board. Put your score marker on the zero space of the Fame Track on the outer edge of the game board. Put 30 pixie dust on your player board. Players do not start with any coins. The charm shown on your player board is your starting charm. Keep your wizard mover in front of you. You will place it on your first turn.



Place the Traveling Mountain Pixie on the stone space labeled with a 1.



Place the Forest Pixie on the toadstool adjacent to the Pixie Dust Marketplace entrance.



Spell Job Cards

Shuffle the spell job cards. For a two-player game, remove 7 cards from the deck at random and return them to the box.

**Place 1 spell job card face-up on each village space (8 cards total).**

Take 4 cards from the bottom of the spell job deck, shuffle the Royal Inspector card into those 4 cards and return them to the bottom of the deck. You should perform this step under the table so no player knows where the Royal Inspector card is in the deck. Then, place the spell job deck next to the board.



Royal Inspector Card



Royal Seal tokens

Shuffle the royal seal tokens face-down. Take a number of tokens equal to the number of players and place them in a face-down stack at the castle. Return the remaining royal seal tokens to the box without looking at them.

Shuffle the spell license cards and place a number of cards equal to the number of players plus 2. Place them face-down in the castle courtyard. Return the remaining spell license cards to the box.



Spell License Cards



Charms

Stack four charm tokens in each of the designated spaces near the teleportation stones at the corners of the board.

Turn the mushroom tokens face-down, mix them up, and put them in a pile beside the board. Pile the coins and pixie dust gems beside the board. This is the supply.



Mushroom Tokens




1 Pixie Dust


5 Pixie Dust


10 Pixie Dust


50 Pixie Dust



Nature Charms



Traveling Mountain Pixie Starting Position



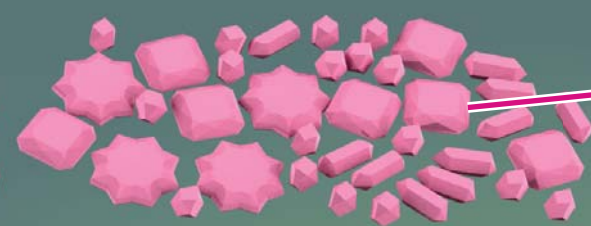
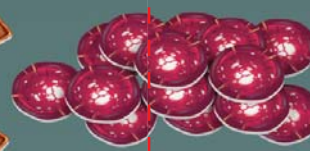
Forest Pixie Starting Position



Energy Charms



Animal Charms



Zero Space



Royal Seal Tokens



Spell License Cards



Spell Job Card



Village Space



Illusion Charms





# OBJECT

Earn fame by doing spell jobs, collecting coins and gaining experience in the four types of magic. When the Royal Inspector arrives, the player with the most fame wins!

# PLAY

The player who most recently ate mushrooms plays first.



On your first turn of the game, place your wizard on any one of the 8 village spaces on the board. Then, take your turn as normal.

Turns are taken in 2 steps: MOVEMENT and ACTION. Both steps are optional, but you must always move or skip your movement step before starting your action step.

## MOVEMENT

Your wizard can move in any direction, pass over other wizards, and backtrack over spaces you've already moved through this turn. Wizards can share the same space. Wizards can also take advantage of other means of transportation (see below).

## MOVES



Pixie Dust Cost / Gain

The farther you move; the more pixie dust you consume. If you only move 1 space, you gain 5 pixie dust. For 2-5 spaces, you must pay. There is a 5-space normal movement limit.

## ROYAL BIRD TAXI



Taxi Route

If your wizard is on a space showing a Royal Bird Taxi, you may pay 2 coins to instantly travel to the next Royal Bird Taxi space along the taxi route. The taxi route is marked with bird tracks.

Traveling by Royal Bird Taxi does not count towards your 5-space-per-turn movement limit and may be performed any number of times as long as you can pay the cost.



Royal Bird Taxi

# TELEPORTATION



If your wizard is at a teleportation stone, you may pay 10 pixie dust to instantly teleport to any other teleportation stone on the board. As soon as you arrive at the destination, if there are any charms there, collect one and keep it in front of you. You can only take one charm per turn, even if you teleport multiple times during your movement step.

# THE TRAVELING MOUNTAIN PIXIE



This old mountain pixie travels around the kingdom repairing old teleportation stones. Because he carries a working teleportation stone on his head, any space occupied by the Traveling Mountain Pixie counts as an active teleportation stone. This means you can teleport to or from the Traveling Mountain Pixie just as you would a normal teleportation stone.

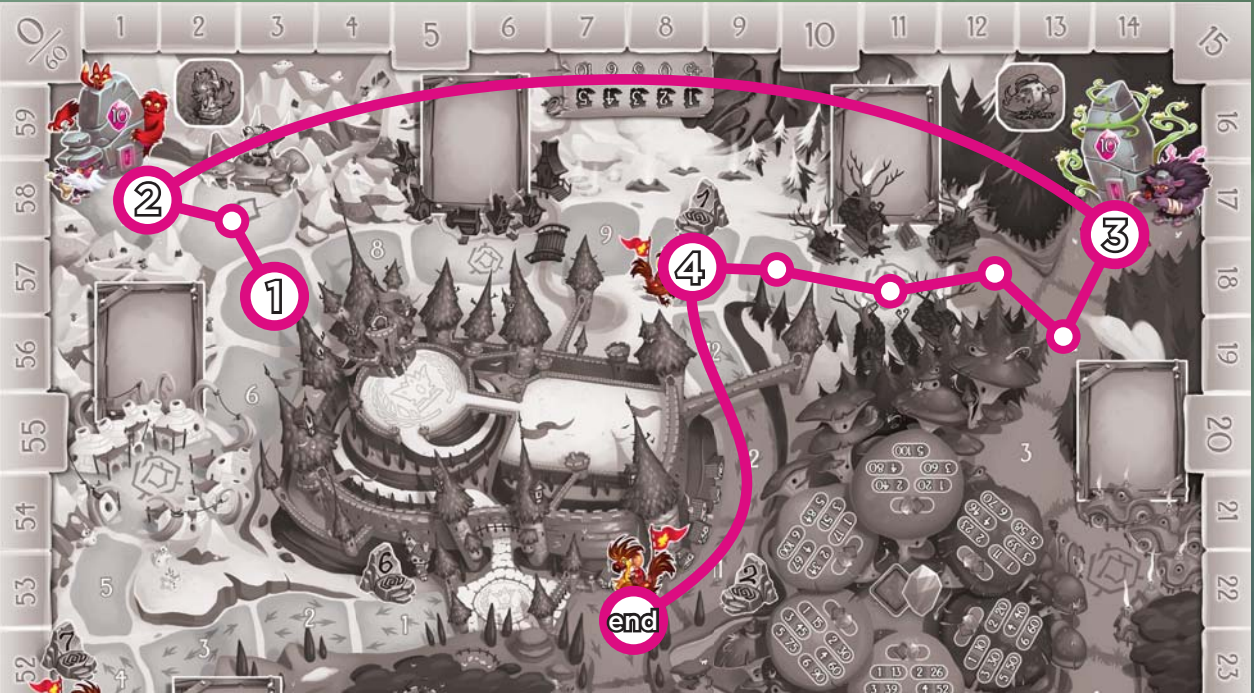
Traveling by teleportation does not count towards your 5-space-per-turn movement limit and may be performed any number of times during your movement step as long as you can pay the cost.


# COLLECTING MUSHROOMS



You automatically collect any mushroom tokens you pass over during your movement step, except when travelling by Royal Bird Taxi. Keep your mushroom tokens face-up in front of you until you use them. See the MUSHROOMS info box for more details.

# MOVEMENT EXAMPLE



1 Use Speed Mushroom to move 2 spaces 

2 Spend 10 Pixie Dust to teleport and collect a charm 

3 Spend 10 Pixie Dust to move 5 spaces 

4 Spend 2 coins to take Royal Bird Taxi  



# ACTIONS

You can do one of three actions on your turn. After you complete an action, or if you choose to skip this step, your turn is over and play passes to the player on your left.

## OPTION 1 - BUY PIXIE DUST

### Pixie Dust Marketplace

If your wizard is at the Pixie Dust Marketplace entrance, you may buy pixie dust from the supply. The toadstool marked with the Forest Pixie shows the current prices. You can never buy more than the maximum value shown on the toadstool, even if you have the coins to do so. Also, your wizard can never hold more than 100 pixie dust. If you ever end up with more than 100 pixie dust after a purchase, immediately return the excess to the supply.



### Pixie Dust Merchants

There are two Pixie Dust Merchants on the left side of the board. When purchasing from these merchants you must pay 1 extra coin in addition to the price shown at the Pixie Dust Marketplace, as a convenience fee.

After buying pixie dust from either the marketplace or a merchant, **move the Forest Pixie clockwise to the next toadstool in the ring.**

## OPTION 2 - COMPLETE A SPELL JOB

If your wizard is on a village space with an available spell job, you may complete it by spending the pixie dust shown on the card.

Immediately earn the fame shown by moving your score marker that number of spaces on the Fame Track. Collect the number of coins shown from the supply. If the spell job card shows a magic icon that matches any of your charms, gain 1 bonus fame and 1 bonus coin for each matching charm. Place the completed spell job card in front of you so that the magic icons on the card are visible.



Draw a new card from the spell job deck and place it face-down in the empty village space.

**NOTE: WHEN THERE ARE ONLY 3 SPELL JOBS AVAILABLE ON THE BOARD at the start of a turn, that player places 1 coin on top of those 3 spell job cards. Then, they turn over all of the new spell job cards so they are face-up and available.**

### LOOK AT THE BACK OF THE NEWLY REVEALED CARD ON TOP OF THE DECK.

- Place one mushroom from the supply face down into the space noted on the card.
- If the card shows the Forest Pixie, move the Forest Pixie clockwise to the next toadstool at the Pixie Dust Marketplace.
- If the card shows the Traveling Mountain Pixie, move the Traveling Mountain Pixie to the next stone space in numerical order (1 → 2 → 3 → 4 → 5 → 6 → 7 → 1 → ...).



### After Completing a Spell Job

1. Earn fame and coins
2. Replace spell job card (face-down)
3. Place mushrooms and move pixies (if shown)

# OPTION 3 - GET A SPELL LICENSE



If your wizard is at the castle entrance, pick up and look at the spell license cards in the castle courtyard. Each card shows a minimum set of requirements, such as magic icons, coins, mushrooms, etc. to get a spell license. If you meet the requirements listed on one of these cards by having the items shown, put the card in front of you. You instantly earn 3 fame and take the topmost royal seal token from the stack and place it on the card. Do not reveal the value printed under the token to the other players.

If you can't meet the requirements shown on any of the spell license cards, make a mental note of what they are and return them to the castle courtyard, face-down. Return to the castle when you have the necessary items to claim a spell license. You may only look at the spell license cards when you use this as your action during a turn.

## SPELL LICENSES



You must have at least 3 mushroom tokens.



You must have at least 2 nature icons and at least 2 mushroom tokens. Icons can come from spell job cards and/or mushroom tokens. Mushrooms showing nature icons can be counted towards both requirements.



You must have at least 70 pixie dust.



You must have at least 100 pixie dust.



You must have at least 10 coins.



You must have at least 7 coins.



You must have at least 4 icons of the same type. These icons can come from spell job cards and/or mushroom tokens.



You must have at least 5 icons of the same type. These icons can come from spell job cards and/or mushroom tokens.



You must have a set of at least 3 icons of the same type and another set of at least 2 icons of a different type. Icons can come from spell job cards and/or mushroom tokens.



You must have a set of at least 3 icons of the same type and another set of at least 3 icons of a different type. Icons can come from spell job cards and/or mushroom tokens.



You must have completed at least 5 spell job cards.



You must have completed at least 7 spell job cards.



You must have at least 2 animal icons and at least 50 pixie dust. Icons can come from spell job cards and/or mushroom tokens.



You must have at least 2 illusion icons and at least 5 coins. Icons can come from spell job cards and/or mushroom tokens.



You must have at least 1 icon of each type: nature, energy, illusion and animal. Icons can come from spell job cards and/or mushroom tokens.



You must have at least 1 charm token of each type: nature, energy, illusion and animal. Your wizard's starting charm does not count as a charm token.



You must have at least 4 charm tokens of any type. Your wizard's starting charm does not count as a charm token.



You must have at least 2 energy icons and at least 2 energy charm tokens. Icons can come from spell job cards and/or mushroom tokens. Your wizard's starting charm does not count as a charm token.



You must have completed at least 2 spell job cards. You must also have at least 2 charm tokens of any type, 2 coins, 50 pixie dust and 2 mushroom tokens. Your wizard's starting charm does not count as a charm token.



# CHARMS

Charms increase the fame and coin values of spell jobs. Each wizard starts with one charm already displayed on their player board. You can collect additional charms by teleporting to the four teleportation stones at the corners of the board.



Whenever you complete a spell job showing a magic icon, gain 1 bonus fame and 1 bonus coin for each charm you have that matches. If the spell job card shows more than one magic icon, and you have charms for each of them, gain the bonuses for each charm.

**For example:** you complete a spell job card worth 2 fame and 2 coins that has an animal icon and an illusion icon. You have two animal charms and one illusion charm. You will gain a total of 5 fame and 5 coins for that card (2 fame and 2 coins as shown on the card, and then 2 bonus fame and coins for the animal charms, and 1 bonus fame and coin for the illusion charm.



# MUSHROOMS

There are five types of mushrooms in the game. To use a mushroom, announce that you are doing so and then discard the mushroom token face-up beside the board. You can use as many mushrooms as you like on your turn.



**SPEED MUSHROOM:** You can use this mushroom during your movement step to move up to the number of spaces shown without using pixie dust. These spaces do not count towards your 5-space-per-turn limit.



**TELEPORTATION MUSHROOM:** You can use this mushroom during your movement step to instantly teleport from your current location to any teleportation stone (including the Traveling Mountain Pixie).



**PIXIE DUST MUSHROOM:** You can use this mushroom as if it were pixie dust. You may take change from the supply, if necessary. Pixie dust mushrooms do not count towards your 100 pixie dust limit.



**COIN MUSHROOM:** You can use this mushroom as if it were coins. You may take change from the supply if necessary.



**MAGIC ICON MUSHROOM:** The magic icon on this mushroom can be used to satisfy spell license requirements. It also counts towards end game bonuses.

# ENDING THE GAME



The game ends as soon as the Royal Inspector card is revealed in the spell job deck. If there are any royal seal tokens at the castle, reveal them now. Any player who does not have a spell license card loses fame equal to the total penalties shown on those royal seal tokens.

For example: two players did not get a spell license card before the game ended. The royal seal tokens still at the castle show a -2 and a -5. Those two players each lose 7 fame.



# END GAME BONUSES

At the end of the game, award the following bonuses to all players.

## Experience Bonus

Earn fame for the number of magic icons you have of each type.

No. of Magic Icons	Fame
1	0
2	★
3	★★★
4+	★★★★★★

## Wealth Bonus

Earn 1 fame for every 2 coins you have.



The player with the most fame is the winner!

If there is a tie, the player with the most coins among those tied wins. If still tied, the player with the most spell job cards among those tied wins.

# CREDITS

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