



Wizard

Players: 3–6 Apprentices Ages: 10 and up Playing Time: about 45 Minutes

Long ago in the forgotten times...

Apprentices would come from near and far to gather at the famous Stonehenge Academy of Magic. There, they would train their magical abilities, sometimes by playing the game **Wizard**. Over the centuries, the game's deeper meaning was lost. What remained was an entertaining card game that was played by people from all walks of life across all societal boundaries. Some years ago, the English archeologist Hensh Stone, PhD, discovered an ancient parchment at his dig site. It revealed that **Wizard** was originally meant to foster the gift of prophecy. The rules in this document are based on that historical scroll.

Components



60 Cards
4 sets of number cards with values from 1 to 13 in yellow, red, green, and blue



The Scorepad of Truth

Your Task

In this magical card game, you become magicians' apprentices and try to predict how many tricks you're going to take. At the end of each trick round, you'll earn experience points for a correct prediction. In each round, you'll get more cards, so you'll play more tricks. The player who has earned the most experience points at the end of the game wins and is celebrated as the most talented apprentice.

What is a Trick?

Take turns playing one card each. These cards together make up a trick. For example, if each player has five cards, you'll play five tricks.

Before the Game

The wisest player writes down your names on the Scorepad of Truth and becomes the dealer for the first round. The role of dealer passes in a clockwise direction after each round.

The Trick Round

Each **Wizard** trick round consists of 4 phases:

1. Dealing Cards
2. Predicting Tricks
3. Playing Tricks
4. Earning Experience Points

1. Dealing Cards

In a game of **Wizard**, you'll be dealt more and more cards each round. In the **first** round, you each get **one card**, so you only play **one trick**. In the **second** round, you get **two cards**, three cards in the third round, and so on.

Put any remaining cards in a deck to the side of your playing area, reveal the top card of the deck, and put it back, face up. This card determines the **trump color** for this trick round. If you reveal a Wizard instead of a number card, the dealer looks at their cards, chooses a trump color, and announces it clearly. If you reveal a Jester, this round has no trump color.

What is a Trump?

Every card in the trump color is a trump. A trump wins against any card of another color. At the start of each round, a new trump color is determined.

Example

Freya reveals a red 8. This round's trump color is red.



The last round has no trump color as you'll deal all the cards to the players.

2. Predicting Tricks

Look at your hand of cards and think about how many tricks you're going to "take" this round. The dealer's neighbor to their left begins by announcing how many tricks they think they'll win. Write down all the predictions on the Scorepad of Truth and read them out loud for everyone to hear before you start the first trick.

	Henry	Anya	Freya	
1	20	0	10	1
2	10	2	10	0
3		2		2
4				
5				

Example

Henry looks at his three cards for the third trick round and predicts that he'll take two tricks. Anya also predicts that she'll take two tricks, although there are only three tricks in total possible this round. Freya thinks she won't take any tricks.

3. Playing Tricks

The dealer's lefthand neighbor plays the first card into the first trick. All other players follow in a clockwise direction and play one card each.

When playing cards, make sure you follow these rules: If you play the first card into a trick, you may play any card. However, all other players must **follow suit**. That means that they **must** play a card of the **same color** as the first card in the trick. Trumps or other colors can only be played if you don't have any cards of the required color in your hand. While a trick is being played, the color you must follow suit with never changes.

Wizards and Jesters can be played at **any time** however, even if you **could** actually follow suit: They don't have any color.

Who wins the trick?

- The first Wizard played in the trick wins.
- If there aren't any Wizards in the trick, the highest card in the trump color wins.
- If there are neither Wizards nor trump cards in the trick, the highest card in the color that was first played into the trick wins.



Example
Henry starts off the first trick with a **blue 5**. Anya would love to play her red trump card, but she must follow suit with her **blue 3**. Freya has a **blue 7** in her hand, but she doesn't want to win the trick so she plays a **Jester** instead. Henry wins the trick.

If you win a trick, put it in front of you in a face-down pile. Then, **you** start the next trick by playing any card from your hand. If you win any more tricks this round, put them in front of you so the number of tricks you've won is always easily visible.

Wizards and Jesters

If you start a trick with a Wizard, all the other players may play any card they choose, even other Wizards or Jesters. The trick is won by the first Wizard played (yours).



Example
Henry starts off the next trick with a **Wizard**. Anya can play any card, so she plays a **green 11**. Freya plays her **blue 7**. Henry again wins the trick and starts off the next one.

If you start a trick with a Jester, everyone else may play any card of their choice—until one of them plays a Wizard or a number card. If it's a card with a color, all remaining players must follow that suit. If it's a Wizard, they may continue to play any card.



Example
Henry starts off the third trick with a **Jester**. Anya plays a **red 7**. Freya must follow suit with red and plays a **red 3**. Anya wins the trick.

Jesters **always** lose the trick with one exception: If there are **only** Jesters in a trick, the **first** Jester played wins the trick.

4. Earning Experience Points

Once you've played all the tricks for the current round, you earn experience points. If you correctly predicted **exactly** how many tricks you won, you **earn** 10 points for each trick plus a bonus of 20 points for your correct prediction. If your prediction was incorrect, you **lose** 10 points for each trick you won above or below your prediction. Add your points to your current total (or subtract them from it) and write the new total down on the Scorepad of Truth.

	Henry	Anya	Freya	
1	20	0	-10	1
2	10	2	10	0
3	50	2	0	2
4				
5				

Example
Henry predicted two tricks for the third trick round and won two tricks. He gets 10 points for each of the tricks plus 20 bonus points for his correct prediction, which makes 40 points in total (10+10+20). He adds the 10 points he earned during previous rounds, so he now has 50 points altogether (10+40). Anya also wanted to win two tricks but took only one. Since her prediction was incorrect by one trick, she loses 10 points and ends up with a total of 0 after subtracting it from her previous score. Freya didn't want to win any tricks and managed to fulfill her prediction. She gets the bonus of 20 points, making her total 40 altogether.

The End of the Game

Keep playing until you've all received your experience points for the last round. Six players play 10 trick rounds, five players play 12, four players play 15, and three players play 20. The apprentice with the most experience points wins the game. If there is a tie, you have more than one winner.

Variants

Plus/minus one: In this variant, the **total** number of predicted tricks for all players **can't** be the same as the number of possible tricks for that round. For example, if you're playing five tricks in the fifth round, you must predict either more or less than five tricks altogether.

Find more variants at amigo-spiele.de/spiell/wizard



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us directly.

Do you have any questions? We would be happy to help:

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