

True Wizard

RULEBOOK

Ages 14+ | Solo Player | Playtime 30 minutes

Endorea's magic is getting corrupted, and their only hope is to find and train one true and pure wizard from Earth. Living a normal life till yesterday, you have now been summoned to Endorea to face the Evil Warmage, Tyrranus.

Collect magic gems to learn magic spells, and decide when and how to cast your spells. Use them strategically to attack, defend and slow down the Evil Warmage. Destroy dark items hidden in the Endorean forest, and become the ultimate True Wizard!

Note: The parts marked in blue are unique in the solo version. . You may skip reading the rest if you have played True Wizard's multiplayer version before.

AIM

To have the most Victory Points in the end. Victory Points are gained by collecting Magic Gems, learning Magic Spells, and destroying Dark Items.

COMPONENTS

20 Magic Gems + 1 Draw Bag

Collect Magic Gems and exchange them for Spell Cards.
You can store upto 7 Magic Gems at a time.



16 Spell Cards

Learn Spells by spending Magic Gems as indicated on the Spell Cards.
There are 16 different Spells, each with their own ability.



Wizard Note : Each Spell can be cast up to 3 times. Use Spells wisely, considering how you can maximise their impact.

Spell Types - Icon Reference



Spirit Spell



Mind Spell



Body Spell



Element Spell

16 Dark Item Cards

Dark Items are evil.
Get Victory Points by
destroying Dark Items.

There are a total of 16
different Dark Items.
Destroy as many as
you can by collecting
the required Spells.



Name of Dark Item

Victory Points
gained if you
destroy this Item

Eligibility Requirement
(for example, you can
destroy Death Potion if
you have 2 Spirit Spells)

SETUP

- 1 Shuffle all 16 Dark Item Cards and place them face-down in a 4x4 grid.
- 2 Shuffle all 16 Spell Cards and place 1 Spell Card each, face-down, on top of every Dark Item Card. The Dark Item Cards are now hidden.



- 3 Place the Magic Gems in the jute Draw Bag and keep it in the centre. Take 5 Magic Gems and place them in your Player Area.

You are now ready to begin the game. Your setup should look like this:



Wizard Note : No cards are kept in players' hands in this game. All items in everyone's Player Area must be visible.

PLAYING THE GAME

You start the game. On your turn, perform ANY ONE of these four actions. You can't skip your turn or combine 2 actions.

1 Collect a Gem

Take a Magic Gem from the Draw Bag and place it in your Player Area. You can not take this action if you already have 7 Magic Gems, or if there are no Magic Gems left in the Draw Bag.

2 Learn a Spell

Buy a Spell by paying its cost in Magic Gems. Place the Spell in your Player Area. If the Spell card was face-down in the grid and after opening it you realise that you don't have enough Magic Gems, or if you choose not to learn the Spell, then return it to the grid face-down. Your turn is wasted. If the Spell Card was face-up (Open Spell) in the grid, then maintain its rotation while keeping it in your Player Area (The meaning of maintaining rotation is explained later. See: Cast a Spell)

Wizard Note : You cannot learn and then use a Spell on the same turn. Using a Spell is a separate action which can be performed in a later turn (see: Cast a Spell)

When a Spell Card is learnt and removed from the centre, flip open the Dark Item Card that was hidden below. This is called an 'Open Dark Item'.

3 Destroy a Dark Item

If you have the Spells and Magic Gems mentioned on an Open Dark Item, you can destroy it.

Place the Dark Item card in your Player Area to indicate that you have destroyed it and won its Victory Points.



Eligibility Requirement:
You can destroy Phantom Sceptre for free if you have at least 1 Spirit Spell & 2 Magic Gems in your Player Area

Eligibility Requirement: Icon Reference



Wizard Note : You don't need to cast a Spell or pay a Magic Gem to destroy a Dark Item. You just need to have these Spells and Magic Gems in your Player Area. Then on your turn, as an action, you can destroy the Dark Item for free!

4 Cast a Spell

You can cast any one Spell which you have learnt in a previous turn.

To cast a Spell, rotate the Spell card anti-clockwise, then follow the instructions written on it.

A Spell can be cast only once per turn and up to a maximum of 3 times per game. It is rotated every time it is cast, so that the numbers around the text box keep track of how many times it has been used. A Spell card is 'exhausted' when the name of the Spell is on the extreme right, and then you can't cast the Spell anymore.

Unused
Spell Card



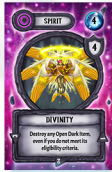
Spell Casted/
Rotated once



Spell Casted/
Rotated twice



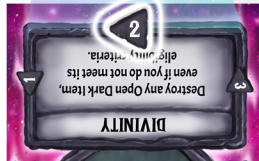
Exhausted
Spell Card



Rotate
anticlockwise
(left)



Spell Casting
description box
has arrows and
numbers around it



The number on top
shows how many
times the Spell has
been cast, and the
arrow shows the
direction of rotation



Wizard Note : Spells are not rotated when they are used to destroy Dark Items. Thus, even 'Exhausted' Spells can be used as eligibility requirement to destroy Dark Items.

Wizard Note : 'Spell Maintains Its Rotation' is written on some Spells. This means that if you get a Spell Card from another player, then it must be kept in your Player Area in its rotated form. For example, if the Spell has been cast twice already in the game, then you can cast it only once more.

After taking ANY ONE of the above four actions, your turn ends and then the Evil Warmage gets a turn. In this way, the game continues with you and the Evil Warmage (AI) taking alternate turns.

On the Evil Warmage's turn, you must take ALL THREE actions on behalf of the Evil Warmage (if applicable based on the game situation), IN THIS ORDER:

1 Steal Everything

If any Spells and Dark Item cards on the grid are in the 'Exhausted' position (rotated three times), then keep them face-up in the Evil Warmage's Player Area. As always, if a Spell card is picked up, the Dark Item below it is flipped open.

As the Spells are already Exhausted, the Warmage will not be able to use them for Spellcasting. (We'll explain later how Spells and Dark Items become Exhausted.)

2 Rotate Everything

If there are any open (face-up) Spells and Dark Items on the grid, then rotate them anti-clockwise by 90 degrees, while maintaining their position on the central grid. If you are not able to buy these Spells and destroy these Dark Items in your next turn, then the Evil Warmage will rotate them again in his next turn. Thus, if the Evil Warmage rotates any Spell or Dark Item thrice while it is still on the central grid, then it is called an 'Exhausted' Spell or Dark Item. Note that Spells maintain their rotation if you pick them in a later turn using 'Learn a Spell' action, but destroying a rotated or Exhausted Dark Item or Spell Card still gives you full points for that Card.



3 Open a Spell

If you have two or more Magic Gems in your player area, the Evil Warmage flips open one new Spell Card. The cards are opened in order - from left to right in the top row, followed by the row below it, and so on. The opened Spell Card must be kept face up in its position on the grid, and can be learnt by you or rotated by the Evil Warmage in later turns. If you have less than two Magic Gems, the Evil Warmage skips this action.

GAME END TRIGGER

The game ends as soon as the 16th Dark Item is destroyed by you or stolen by the Evil Warmage.

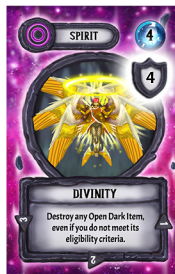
WINNING THE GAME

Add up your Victory Points based on the components kept in your Player Area.

- 1 Total Victory Points on Dark Item Cards
- 2 Total Victory Points on Spell Cards
- 3 One bonus Victory Point for each set of 3 Magic Gems
- 4 Four bonus Victory Points for each completed set of Spells
(1 Set means 1 Element, 1 Body, 1 Mind and 1 Spirit Spell Card)



+



+



+



Victory Points Calculation : 4 + 4 + 1 + 4 = 13

If you have more than 50 points, then you win against the Evil Warmage.

Your title in Endorea would be based on your final Victory Points:

Victory Points	Title
Less than 50	Human
50 - 60	Apprentice
61 - 70	Magician
70+	True Wizard

Wizard Note : Rules for Solo Version of this game are available on:
www.nightingame.com

True Wizard's best friends

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Game Design Lab group for advice, support and feedback on the game.

Playtesting Credits

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