

# True Wizard

## RULEBOOK

Ages 14+ | Players 2 - 4 | 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 take part in their sacred magical quest.

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 your opponents. Destroy dark items hidden in the Endorean forest, and become the ultimate True Wizard!



Watch 'How to Play True Wizard' on Youtube.

## 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.



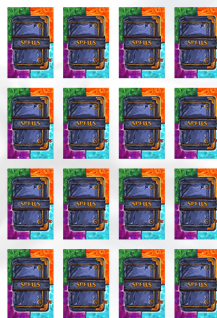
Name of Dark Item

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. Each player takes 3 Magic Gems and places them in their 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 to all players.

## PLAYING THE GAME

The youngest player starts. 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

Flip open a Spell Card and learn (buy) the Spell by paying its cost in Magic Gems. Place the Spell in your Player Area. If you don't have enough Magic Gems, or if you choose not to learn the Spell, then show it to all players and return it to the grid, face-down. Opening a Spell Card still counts as an action, even if you do not want to, or are unable to learn the 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. All players can see this 'Open Dark Item' and can choose to destroy it in their turn.

### 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

**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**



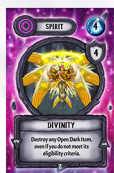
**Spell Casted/  
Rotated once**



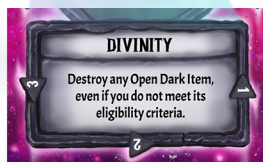
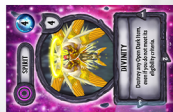
**Spell Casted/  
Rotated twice**



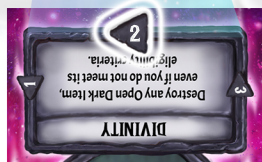
**Exhausted  
Spell Card**



**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 the player to your left gets a turn. In this way, the game continues clockwise.

## GAME END TRIGGER

The final round is triggered when the 16th Dark Item is destroyed. Each player should get same number of turns in the game, so the remaining players complete their turns and the game ends. If the final player triggers the end round, the game ends immediately.

**Wizard Note :** Some cards let you reserve Dark Item Cards. When the game end is triggered, you can destroy your reserved Dark Items if eligible. This is not counted as an action. If not eligible, the games ends and you do not get Victory Points for those cards.

## 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 :  $4 + 4 + 1 + 4 = 13$**

The player with the most Victory Points wins the game. If there is a draw, the player with the most number of Spell Cards wins.



**Wizard Note** : Rules for Solo Version of this game are available on:  
[www.nightingame.com](http://www.nightingame.com)

### True Wizard's best friends

Game Designers - Neha Mittal, Nalin Mittal

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Rulebook Editing - Franz Diaz

Solo Game - Andy Desa

Game Doctors - Nikhil Datia, Mridul Jain

### Special Thanks to

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

### Playtesting Credits

Ameen, Deepali, Tanya, Arya, Rahul, Sanju, Amit, Avani, Sid, Yukti, Andy, Aruna, Abhishek, Dev, Harshal, Franz, Joydeep, Rohith, Saloni, Shyam, Monica, Pankaj.

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