

WIZARDS WANTED™



CONTENTS

- | | | | |
|--|--|--|--|
| <ul style="list-style-type: none"> • 1 Game Board • 4 Wizard Pawns • 4 Score Markers • 4 Player Boards | <ul style="list-style-type: none"> • 1 Forest Pixie • 1 Traveling Mountain Pixie • 19 Spell License Cards • 34 Spell Job Cards | <ul style="list-style-type: none"> • 1 Royal Inspector Card • 5 Royal Seal Tokens • 16 Charm Tokens • 28 Mushroom Tokens | <ul style="list-style-type: none"> • 65 Pixie Dust Gems • 41 Coins |
|--|--|--|--|

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 and place them in a face-down stack at the castle.

Shuffle the spell license cards and place a number of cards equal to the number of players plus 1. Place them face-down in the castle courtyard. Return the remaining spell license cards to the box.



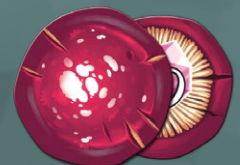
Spell License Cards



Charms

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

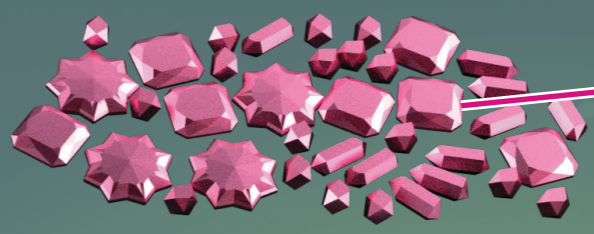
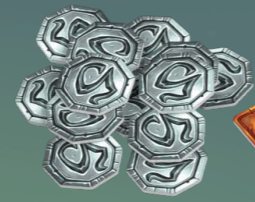
Turn the mushroom tokens face-down, mix them up, and put them in a pile beside the board. Pile the coins and pixie dust gems beside the board. This is the supply.



Mushroom Tokens



Animal Charms



Zero Space

Royal Seal Tokens



Spell License Cards



Nature Charms

Traveling Mountain Pixie Starting Position



Forest Pixie Starting Position



Spell Job Card



Village Space



Illusion Charms



Energy 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.



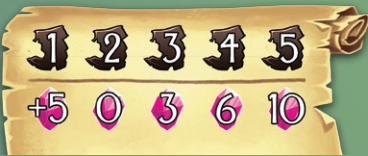
On your first turn of the game, place your wizard on any one of the 8 village spaces on the board. Then, take your turn as normal.

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).

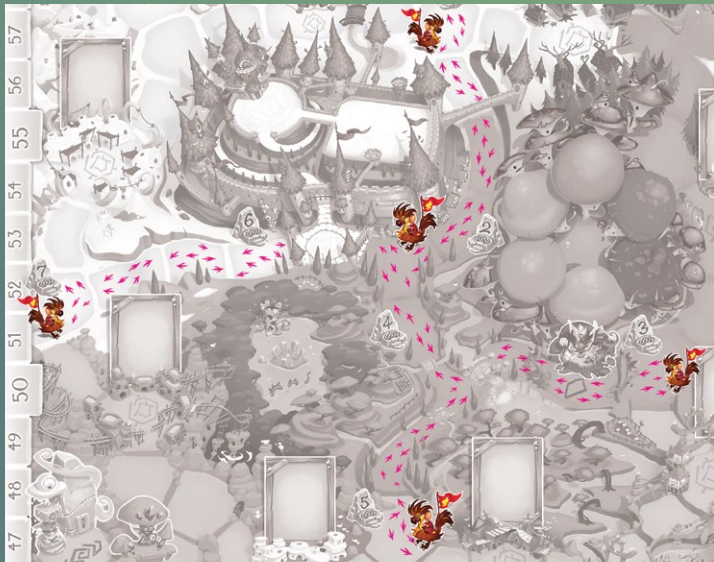
MOVES



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. Move the Traveling Mountain Pixie to the next numbered stone after teleporting.

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 stone 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. As with any teleportation, move the Traveling Mountain Pixie to the next numbered stone.

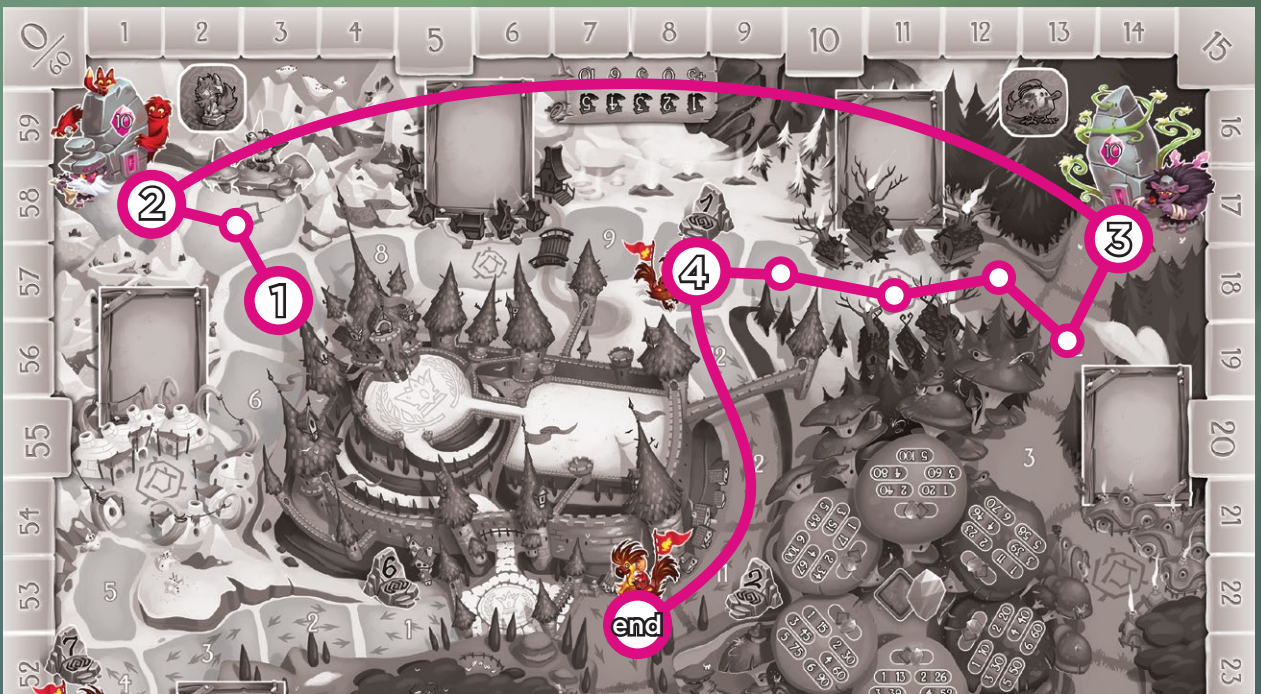
Traveling by teleportation does not count towards your 5-space-per-turn movement limit and may be performed any number of times during your movement step as long as you can pay the cost.


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 section 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 Marketplace



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.

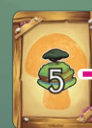
Pixie Dust Cost Fame Earned Coins Earned Magic Icons



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 and place a mushroom from the supply face-down into the space noted on the card.



Place 1 Mushroom Here

After Completing a Spell Job

1. Earn fame and coins
2. Replace spell job card (face-down)
3. Place mushroom

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. Take the topmost royal seal token from the stack and place it face-up in front of you. It shows the royal seal bonus you can earn at the end of the game. (See “Scoring” for more details.)

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.

NOTE: You can only have one spell license and royal seal.

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.



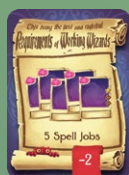
You must have at least 5 icons of the same type. These icons can come from spell job cards and/or mushroom tokens.



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.



Animal Charm



Energy Charm



Nature Charm



Illusion Charm

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). Move the Traveling Mountain Pixie to the next numbered stone after teleporting.



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

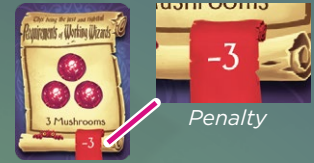


The game ends as soon as the Royal Inspector card is revealed in the spell job deck.

SCORING

Spell License Penalty

Any player who does not have a spell license card loses fame equal to the total penalties shown on the cards that were not taken. For example: two players did not get a spell license card before the game ended. The cards still at the castle show a -2, -2 and -1. Those two players each lose 5 fame.



Royal Seal Bonus

The players who picked up a royal seal token receive a personal bonus based on what is shown.

Icons - Receive 1 fame for each icon you have of the type shown. These icons can come from spell job cards and/or mushroom tokens.



Charms - Receive 2 fame for each charm token you have of any type.



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.



WINNING

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

Game Design: Nick Hayes
Illustration: Djib

Graphic Design: David Tucker
Copywriter: Mary Sadonsky

Playtesters: Jeff Bazarko, Nathan Beeler, Anthony Crusha, Jessica Crusha, Tom Decker, David Etherton, Scott Everts, Jonathan Franklin, Jorge Goytisolo, Anita Idicula, Eric Josephbek, Haroutiun Keuroghlian, Erin Laya, Bonnie Messbarger, Lizzy Palmer, Damon Saddler, Mary Sadonsky, Matthew Searer, Sim Stith, Chris Taylor, Zachary VandeKamp, Craig Vollmar, Ethan Wood, Chris Wray, Brian Yu, Dale Yu, Ryan Yu.

©2017 Mattel. All Rights Reserved. Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. Consumer Services 1-800-524-8697. Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303. Mattel Australia Pty., Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312. Mattel East Asia Ltd., Room 503-09, North Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Tel.: (852) 3185-6500. Diimport & Diedarkan Oleh: Mattel Southeast Asia Pte. Ltd., No 19-1, Tower 3 Avenue 7, Bangsar South City, No 8, Jalan Kerinchi, 59200 Kuala Lumpur, Malaysia. Tel: 03-78803817, Fax: 03-78803867.

FFN80-0970
1100256610-DOM

? service.mattel.com

