

# WIZARDRY

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Wizardry is a fast paced strategy game that is quick to learn but difficult to master



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# Story

DUELING WIZARDS HAVE GATHERED THEIR FORCES FOR A BATTLE OF WITS. WHILE SHARING SIMILAR TRAINING AND SPELLS, ONLY ONE WILL BE TRIUMPHANT. BOTH WILL MOVE MOUNTAINS TO BEST THEIR FOE.

## Objective

CAPTURE YOUR OPPONENT'S WIZARD TOWER OR UNITS THROUGH THE CLEVER USE OF SPELLS AND MOVEMENTS.



# Components

## 8 BOARD TILES



## 1 LIGHT TOWER BOARD TILE



## 1 DARK TOWER BOARD TILE



## 2 PLAYER AID TILES



## 3 MOVEMENT TILES / 9 SPELL TILES



4 BLACK TOKENS (DARK UNITS)

4 WHITE TOKENS (LIGHT UNITS)

1 BLACK MEEPLE (DARK WIZARD)

1 WHITE MEEPLE (LIGHT WIZARD)



# Setup

- \* TAKE 7 OF THE 8 BOARD TILES & THE DARK AND LIGHT TOWER BOARD TILES. LAY THEM OUT IN A 3X3 GRID WITH THE LIGHT TOWER IN THE CENTER OF THE BOTTOM ROW AND THE DARK TOWER IN THE CENTER OF THE TOP ROW.
  - \* PLACE THE 8TH BOARD TILE TO THE SIDE OF THE 3X3 GRID. THIS BOARD REPRESENTS THE BANISHED LANDS.
  - \* TAKE ALL 3 MOVEMENT TILES & 3 OF THE SPELL. SHUFFLE THEM TOGETHER AND PLACE 2 FACE UP IN FRONT OF EACH PLAYER. PUT THE REMAINING TWO FACE UP ON THE OPPOSITE SIDE OF THE 3X3 GRID FROM THE BANISHED LANDS.
  - \* PUT THE UNUSED SPELLS BACK IN THE BOX.
  - \* GIVE EACH PLAYER A PLAYER AID TILE.
  - \* PLACE WIZARD & UNITS AS SHOWN OWN THE NEXT PAGE.
  - \* THE DARK WIZARD GOES FIRST.
- \*\*\* NOTE: MOVEMENT TILES HAVE THIS SYMBOL ON THEM AND MUST BE USED IN EVERY GAME.



# Gameplay

## **EACH PLAYER TAKES TURNS:**

**\* CHOOSE ONE OF THE 2 SPELL(MOVEMENT/SPELL) TILES IN FRONT OF YOU TO PLAY**

**\* DO THE ACTION DESCRIBED IN THE SPELL**

**\* EXCHANGED THE SPENT SPELL TILE WITH 1 OF  
THE 2 TO THE SIDE OF THE 3X3 GRID**

**\*\* NOTE: TOWER TILES COUNT AS 1 SPACE. WHEN MOVING OUT OF A TOWER SPACE ORTHOGONALLY, YOU CAN MOVE TO ANY OF THE SPACES TOUCHING THE TOWER TILE ORTHOGONALLY. FOR DIAGONAL MOVEMENT, YOU MAY MOVE TO SPACES DIAGONAL TO THE CORNERS OF THE TOWER BOARD TILE.**



# Spells



## MOVE ORTHOGONAL:

Move a unit or wizard on to an adjacent square

Towers count as one space



## WIZARD MOVE:

Switch the board your wizard is on with a board adjacent or diagonal to it



## DIAGONAL:

Move a unit or wizard to a spot diagonal of that units position

If on a tower board diagonal is only on diagonal boards

# Spells



## ROTATE:

Turn a board you are on a different direction



## BANISH:

Replace a board you occupy with the banished board

You must occupy the board you are about to banish



## SWAP:

Switch a board you are on with an adjacent one

# Spells



## SWAP DIAGONAL:

Switch the board you are on with a board diagonal to it



## WIZARD SWAP:

Switch the board your wizard is on with a board adjacent or diagonal to it



## WIZARD BANISH:

You can use this spell to banish your wizard. If the wizard is already banished you can banish any board and replace it with your wizard board

# Spells



## TOWER SWAP:

Switch your tower board with a board adjacent to it even if you have no unit on or wizard on it



## TOWER SWAP DIAGONAL:

Switch your tower board with a board diagonal to it even if you have no unit on or wizard on the tower



## PORTAL:

Teleport any of your units back to their tower if the tower space is unoccupied.  
If occupied teleport to any open banished card space

# Game Ends

\* A PLAYER WINS BY CAPTURING A WIZARD OR ALL ENEMY UNITS

\* A PLAYER MAY ALSO WIN BY CAPTURING THE ENEMY TOWER WITH ANY OF HIS UNITS OR WIZARD

\* A PLAYER WILL ALSO WIN IF THEY CAN MAKE IT SO THAT THE ENEMY CAN NOT TAKE AN ACTION ON THEIR TURN



# Credits

- \* ICONS WERE FROM GAME-ICONS.NET
- \* THE RULE PAGE BACKGROUNDS AND SPELL BOARD TILE BACKGROUNDS WERE CREATED BY FAIRWAY3GAMES.COM
- \* THE SCROLL, SWORD, WIZARD, & GAME STATS DESIGN WERE CREATED BY ALISHA VOLKMAN
- \* ENVIRONMENT ART WAS DONE BY EQUINOX GAMEWORKS
- \* LIGHT TOWER WAS DONE BY MONZTRE.INK STUDIO
- \* DARK TOWER WAS DONE BY KUTEYNIKOV'S GAMES
- \* DESIGNED BY ADAM W. TELFORD
- \* PRODUCED BY WEBDESK GAMES



# Thank You



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