

**WIZARD:**  
“One endowed with exceptional skill or able to achieve something held to be impossible.”  
—Webster’s Dictionary

**WIZARD®:** A family game for 3–6 players, ages 10 and up.

**MATERIALS**  
A 60-card deck consisting of a normal playing deck plus four Wizards and four Jesters. The Jesters are lowest in value, followed by two up to ace, with Wizards highest in value.

**OBJECT OF THE GAME**  
The object is to correctly predict the EXACT number of tricks you will take in each round. You receive points for being correct, and the person with the most points wins the game.

**THE DEAL**  
To determine a dealer, each player is dealt one card. High card deals. On the first deal each player receives one card. Two cards are dealt on the second deal, three on the third and so on. The deal passes to the left after each round and

the new dealer shuffles all 60 cards. After the deal, the next card is turned up to determine the trump suit. If the card turned up is a Jester, it is turned down and there is no trump for that round. If the card turned up is a Wizard, the dealer looks at his/her cards, then chooses one of the four suits as the trump suit. On the last round of each game all cards are dealt out so there is no trump.

**BIDDING**  
Each player in turn, beginning to the left of the dealer,

indicates the number of tricks he/she will take. The scorer records it on the scorepad. The total number of tricks bid may or may not equal the total number of tricks available.

**THE PLAY**  
The play begins to the left of the dealer. Any card may be led. Players continue to play in clockwise order and must follow suit if possible. If a player cannot follow the suit led, the player may play any other suit, including the trump suit. A Wizard or a Jester

may be played at any time, even if the player is holding a card of the suit led.  
**A trick is won:**  
(a) by the first Wizard played.  
(b) if no Wizard is played, by the highest trump played.  
(c) if no trump is played, by the highest card of the suit led. The winner of the trick leads next.

**LEADING WIZARDS OR JESTERS**  
If the lead card is a Wizard, it wins the trick and players may play any card they wish, including another

Wizard. If the lead card is a Jester, it is a null card and the suit for this round is determined by the next card played. Jesters always lose. The one exception to this is if only Jesters are played, the first Jester played wins the trick.

**SCORING**  
For correctly predicting the number of tricks taken, a player scores 20 points and receives 10 additional points for each trick taken. A player whose prediction is incorrect loses 10 points for each over or under trick.

To win points, you must make your EXACT bid.  
**SAMPLE PLAY AND SCORING**  
**Round One:**  
PAUL called for 0 tricks and made it exactly. He scores 20. THOMAS called for 1 trick but did not make it. He loses 10. MARIE called for 1 trick and made it. She scores 20 points for predicting exactly, plus 10 for the trick, for a total of 30.

**Round Two:**  
PAUL called for 2 tricks but only made 1. He loses

10 points. THOMAS called for 0 tricks and made it.

	Paul	Thomas	Marie
1	20	$\frac{0}{0}$ -10	$\frac{1}{0}$ 30
2	10	$\frac{2}{1}$ 10	$\frac{0}{0}$ 20
3			

He scores 20. MARIE called for 0 tricks but made 1. She loses 10.

**LENGTH OF GAME**  
There are 60 cards in the deck. Play continues until the round in which all the cards are dealt out. Consequently three players play 20 rounds, four players

