

# Fantasy Wizard®

## Card Game

Players: 3 - 6

Age: 10 years and up

Duration: approx. 45 minutes

Contents: 60 character cards, 1 scorepad of truth, 1 scroll of rules

### Once Upon A Time

A long time ago, when the famous Wizard's Academy in Stonehenge was still active, every apprentice was required to train his magical skills with various exercises. One of these exercises was a card game called "Wizard," which was designed to develop the powers of premonition.

Over the course of the millennia, all knowledge of wizard training was lost and forgotten. The **Wizard** card game was rediscovered, however, when the renowned German archaeologist Dr. Harold Eitel unearthed an ancient scroll hidden deep in the vaults beneath Stonehenge. The scroll described the cards used in the game of **Wizard**. Although the deeper, arcane meanings of the cards may have been lost, the cards' images have been recreated from the originals, along with the rules of the game, which are presented here.

### The Task

In this enchanting card game every apprentice tries to predict the number of tricks he will win in each round. (Trick = Every player in turn plays one card face up in the middle of the table. These cards are the "Trick.") Correct predictions earn points. The player with the most points at the end of the game wins and advances another step toward becoming a wizard.

### Preparation

One player is elected to be the trustee of the apprentices. He is handed the "scorepad of truth" which he fills in with the names of the players, and keeps score of the points won by each player during the game. Then, he shuffles the character cards and deals.

### The Character cards

There are four different colors:

- |  |  |
|--|--|
|  Humans (blue), |  Elves (green),   |
|  Dwarves (red), |  Giants (yellow). |

The strongest card per suit is "13"; the weakest is "1".

The four Wizard cards (marked with a Z for Zauberer) are always trump. They are higher than a "13".

The four Jester cards (marked with a N for Narr) are never trump. They are lower than a "1".



### Dealing the cards

In **Wizard**, the number of cards dealt increases with each round. In the first round, only one card is dealt to each player, so only one trick can be played and scored. In the second round, each player is dealt two cards, and there are two tricks available. In the third round, each player gets three cards, in the fourth four, and so on until the final round when all the cards are dealt.

In each round the cards that have not been dealt to the players are placed face down in the middle of the table as the "stock." After every round, the task of dealing the cards passes clockwise to the next apprentice, who gathers and shuffles all the cards, then deals the appropriate number of cards for the next round.

### Trump

Once the appropriate number of cards has been dealt, the top card of the stock is turned face up and remains visible to all on top of the stock. This card determines the trump color for the round. (Trump = any card of the color determined to be trump in a round. This card wins against all other cards from different colors.)

If a Jester is turned face up, then there is no trump in this round. If a Wizard is turned face up, then the dealing apprentice may choose a trump color after looking at his cards. During the last round there is no trump because all the cards are dealt, leaving no card remaining to determine the trump color.

### The prediction

After looking at his cards, each apprentice predicts how many tricks he will take for the round. Starting with the player to the left of the dealer, each apprentice announces the number of tricks he will take, and the Trustee/scorekeeper records the numbers on the scorepad. Predictions continue clockwise.

Before the first card is played, it is often helpful if the Trustee announces all predictions again. To help keep track of predictions, it's a good idea to place a corresponding number of chips or coins in front of each player so it is always clear to all who wants how many tricks. (Chips are not included in the game.) When a player wins a trick, he places it in front of him with a chip on top. Any remaining trick without a chip indicates an "over-trick."

### Battling for tricks

The player to the left of the dealer plays the first card of the first trick. All other apprentices follow clockwise. Each player has to follow suit if possible. (Follow suit = play a card of the same color as the first card played.) If he cannot, he can either play a trump or any other card. A different color card can only be played when a player has none of the original color in his hand.

**Attention:** Wizard and Jester cards can be played AT ANY TIME regardless of whether a player can follow suit or not.

The highest card wins the trick. A Wizard is always higher than any other card, even trump. The winner takes the trick, piles the cards face down in front of him, and starts the next trick by playing any card from his hand, face up.

**Exception:** During the first round only one trick is played.

A trick is won by:

- (a) the first Wizard played in a trick
- (b) the highest trump card
- (c) the highest card of the color first played, if no trump or Wizard has been played.

### Special rules for Wizards and Jesters

If the first card led is a Wizard, it wins the trick. All other apprentices can play any card. If more than one Wizard card is played, the trick is won by the first Wizard.

If the first card led is a Jester, it is considered 'null.' The next player can play any card, which then determines the color other players must follow. Jester cards always lose; they cannot win a trick.

Exception: If only Jesters are played in a trick, the Jester card that was led (played first) wins the trick.

This is only possible with three or four players.

### Scoring

An apprentice whose prediction matches the number of tricks he has won scores 20 point plus 10 additional points for each trick he took. Incorrect predictions lose 10 points for each trick over or under the player's prediction.

### Example:

#### Round 1

Thomas predicted that he would not take the trick so he bid zero. He was correct and receives 20 points. Ute predicted she would win the trick, but did not. She loses 10 points. Kevin also predicted that he would win the trick, and he did, so he receives 30 points. (20 for the correct prediction +10 for the trick) At the end of Round 1 the scores are: Thomas 20, Ute -10, Kevin 30

#### Round 2

Thomas predicted he would get both tricks, but only managed to get one. Since his prediction was not correct, he does not get the 20 points, but loses 10 points for each trick he was off. In this case, Thomas loses 10 points since he won 1 less trick than he predicted. Ute said she would not get any trick and she was right. She receives 20 points. Kevin predicted he would not take any trick, but got one. He loses 10 points. The points from this round are added or subtracted to the score of the previous round(s). For example, Thomas now has 10 points (20 - 10 = 10).

	THOMAS		UTE		KEVIN	
1	20	0	-10	1	30	1
2	10	2	10	0	20	0
3						
4						

### End of game

There are 60 character cards in the deck. The apprentices continue playing until all cards are dealt during the last round. With 6 players that is the tenth round, with 5 players the twelfth, with 4 players the fifteenth and with only 3 players, the twentieth round. The final round is scored and the apprentice with the most points wins the game.

### Variations

**Plus/minus one:** The total number of tricks predicted by the players may not equal the number of tricks available in any round. For example: in Round 5 the sum of all players' predictions must not equal 5. After the deal, predictions are handed to the Trustee as usual. If the number of predictions adds up to the number of the round, the last person from the dealers left must change his/her prediction.

**Hidden prediction:** the apprentices write down their predictions on a piece of paper. Once all predictions have been secretly made, the papers are handed to the Trustee who notes it down on the score-pad of truth. In this variation, players' bids are not influenced by the predictions of the other players.

**Secret prediction:** all apprentices write their predictions on a piece of paper. Predictions are not revealed until after the round is played.

**Foresight:** in the first round, when each player only has one card, players do not look at their own cards. Each player holds his card up in front of his forehead so all other players can see the front of the card. After all apprentices have seen the others' cards, but not their own, predictions are made. All other rules and further rounds remain unchanged.

**Unicoloured: (for three or four players):** Each apprentice receives all the cards of one color, including the Wizard and Jester cards. With only three players, one color is not used and is returned to the box. In this variation, there is no trump. Apprentices shuffle their cards, put the pile face down in front of them, then draw four cards for the first round. Now apprentices make their predictions, openly or secretly, whatever has been decided before the game. In each subsequent round, players draw an additional card. In this variation, colors are not important for winning a trick. A trick is won by the highest number on a card. In the case of two cards with the same number, the one that was played first wins the trick. After each round, the cards used are separated by color and returned to each player who has the color in question. The apprentices shuffle all their cards before they draw a new hand. The game continues for twelve rounds.

