

## MATERIALS

36-card deck consisting of suited cards numbered 1 to 8\*, plus 2 Wizards and 2 Jesters.

(\*Please see Special Cards regarding the 8 of Spades.)

## OBJECT OF THE GAME

To be the first player to reach 100 or more points.

## DEFINITIONS

**Hand:** consists of eleven cards dealt to both players and the dummy stack.

**Round:** is one card played from each player's hand.

**Trick:** is the winning or losing of the cards in the round.

The words "round" and "trick" are used interchangeably.

Suit cards with number "8" are high and "1" are low.

**Scorekeeper:** Players decide who will keep score.

## THE DEAL

Each player draws a card. High card deals first hand. For subsequent hands, deal alternates between the two players.

Set aside three cards. Deal remaining 33 cards into three stacks of 11 cards: one for each player and a dummy stack,

which is located to the right of the dealer. The top three cards of the dummy stack are turned face up in a row. The remaining eight cards of the dummy stack are face down in a pile at the start of play.

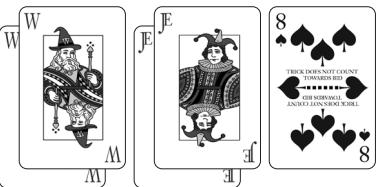
## SELECTING TRUMP

The three undealt cards are placed face down on the table and the top card is turned over to determine the trump suit for the hand. The remaining two face down cards remain unknown during the game.

If a Wizard is turned up, after the dealer looks at his hand, the dealer chooses any of the

four suits as trump. If a Jester is turned up, the hand is played as "No Trump". The trump suit or "No Trump" is marked on the score sheet for players to see.

## SPECIAL CARDS



**Wizard:** Can be played at any time. Always wins. **Exception:** If two Wizards are played on the same trick, the first Wizard played wins.

**Jester:** Can be played at any time. Always loses.

**Spade 8:** Can be played at any time to negate trick. Must follow suit if a spade is led and Spade 8 is the only spade left in player's hand (or Wizard or Jester can be played). Player who takes trick containing Spade 8 does not count trick towards his/her bid. Spade 8 remains face up on trick to remind scorekeeper to not count trick at end of the hand.

## BIDDING

Player who did not deal bids first by announcing the number of tricks he/she will take

(including 0 for no tricks) followed with a bid by the dealer.

## THE DUMMY

The dummy does not bid. The dummy is never the dealer. The card played from the dummy stack is always played second.

## THE PLAY

Player who did not deal leads first. Any card may be led. Players must follow suit if possible.

If a player leads a Jester, and the dummy plays a suited card, the last player must follow suit if possible, or play a Wizard, Jester, or Spade 8.

On the first round, after the opposing player leads, the dealer plays one card of his/her choice from the three face-up cards in the dummy hand, followed by the dealer playing one card from his/her hand. The player who wins the trick leads one card from his/her hand to begin round two, and then plays one card from the dummy followed by the opponent playing one card.

If the dummy wins the first trick, the dealer plays one card from his hand, followed by one card from the dummy, followed by a card played by the opposing player, until one of the two

players wins a trick. Thereafter, when the dummy wins the trick, the player who won the last trick plays first then selects the card to be played from the dummy, which is always played second.

The card played from the three face up cards in the dummy stack is replaced with another face up card from the dummy stack, so there are three cards face up before the next round begins.

## A trick is won by:

- The first Wizard to be played. If lead card is a Wizard, it wins the trick and any card, including the other

Wizard, can be discarded on it.

- By the highest trump played, if no Wizard is played.
- By the highest card of the suit led, if no Wizard or trump card is played.

### SCORING

To win points, you must make your EXACT bid. You cannot be over or under your bid. If you bid 0 and do not take any tricks, you have made your bid. You always receive a bonus of 20 points for making your bid. You also receive 10 points for each trick you make that you bid.

You deduct 10 points for each trick you win over or under your bid.

For example, if a player bids 0 tricks and takes no tricks, the player RECEIVES 20 points for making his/her bid. If a player bids 1 trick and wins 1 trick, the player RECEIVES 20 points for making his/her bid and 10 points for the trick for a total of 30 points.

Players DEDUCT 10 points for each trick they win over or under their bid.

For example, if a player bids 2 tricks and wins 5, he/she scores MINUS 30 points. If a player bids 2 tricks and makes

only 1 trick, he/she scores MINUS 10 points.

The dummy receives no points for tricks won and no score is kept for it.

### WINNING

The first player to win 100 or more points wins. If both players attain 100 points on the same hand, the higher scorer wins. If both players have the same score, the game is a draw.



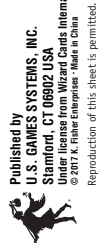
Oversized score sheets are available free for download at [www.usgamesinc.com/Two-Player-Wizard](http://www.usgamesinc.com/Two-Player-Wizard)

## WIZARD® SCORE SHEET

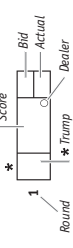
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### SCORE SHEET QUICK REFERENCE

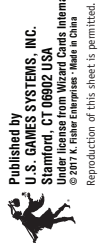


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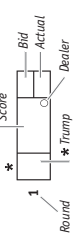
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