

# WIZARD

## WÜRFELSPIEL

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with illustrations by  
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Players: 2-5 Apprentices  
Ages: 10 and up  
Playing time: about 20 min.



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Contents:



10 Magic Cards



1 Seer Card



7 Wizard Dice



1 Tablet of  
Prediction

## **Recent new discoveries ...**

... brought English archeologist Dr. Hensch Stone back to England. He had received information about the Philosopher's Chamber, which was said to be located within Stonehenge. It was there that he discovered a rune-embellished cube placed on a table.

It turned out that the Wizards of the Academy of Stonehenge had practiced their powers of prediction with these cubes. The most experienced among them were able to see briefly into the future.

Rolling these cubes became popular entertainment in taverns and inns and soon spread across the entire land.

While in the chamber, Dr. Hensch Stone also discovered an ancient scroll near the cube. It described the connection between the celebrated game called **Wizard** and the cubes we now know as dice.

## The Task


Precisely predict the roll of the dice to score the most points. The Seer rolls the dice up to three times. After every roll, look to see if your prediction has come true.


## Preparation

Each player receives a **Page of Prediction** and needs a pen. The last person who played **Wizard** becomes the first Seer and receives the **Seer Card** and the seven dice.

## Dice



Each of the seven dice has four colors:

Blue  (Humans)

Green  (Elves)

Red  (Dwarves)

Yellow  (Giants)

The remaining faces show one Wizard  and one Jester .

## Gameplay

The game is played over several rounds, and each round has two phases:

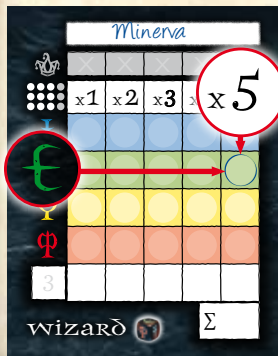
→ Prediction

→ Rolling & Scoring

## Prediction

Each player takes a turn making a prediction and writes it on their Page of Prediction. A prediction that comes true will score points. Predictions also determine who will be the Seer in the next round.

First, this round's Seer precisely predicts how many symbols they will roll of one color before rolling any dice. This means that the prediction includes a number (1–5) and a color (green, red, yellow, or blue), for example 5x green. The Seer records their



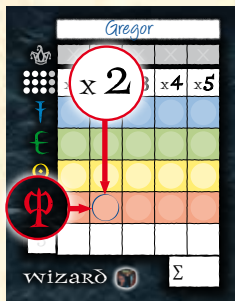
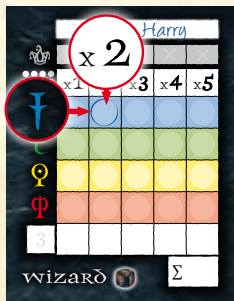
Seer Card

prediction by making a **circle** in the corresponding box on their Page of Prediction and announces it to their fellow players.

Going clockwise, each player takes their turn making a prediction in the same way. Each player must make a prediction that is **different** from those made so far by the other players in that round.

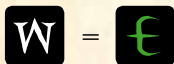
You are not allowed to predict Wizards, Jesters or a box that already has a score on your Page of Prediction.

*Minerva is the Seer and is given the Seer Card and the dice. She predicts 5x green. It's then Harry's turn and he says 2x blue. Gregor decides on 2x red.*



After every player has made their prediction, the Seer picks one of the four colors for all of the Wizards **W** rolled – the Wizard Color. Any Wizards rolled on the dice will count as the Wizard Color for all players.

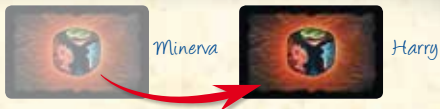
If the Seer does not announce a Wizard Color, the color of the seer's prediction – the Seer Color – automatically becomes the Wizard Color for that round.



Minerva predicted 5x green. To help her reach such a high number, she picks green as the Wizard Color. That makes all Wizards rolled green.

## The Seer

The players' predictions determine who becomes the **Seer** in the next round. The player who predicted the **highest number** of dice in a **color other** than the Seer Color is given the Seer Card. If more than one player made the highest prediction, the card is given to the player who made the prediction first.



Harry and Gregor both predicted 2 in a different color than the Seer Color (green). Harry made his prediction first. That makes him the Seer for the next round, and he receives the Seer Card.

If all of the players make their predictions in the Seer Color, the same player remains the Seer.

## Rolling the Dice

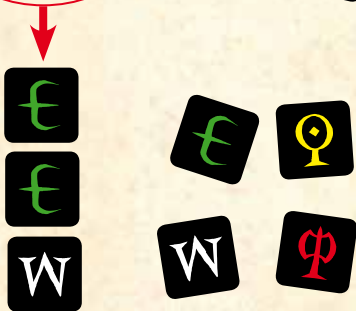
The Seer may now roll the dice **up to three times**. They roll all seven dice for Roll 1. For Rolls 2 and 3, the Seer may re-roll **any number** of the dice.

After **each** roll, every player has the opportunity to leave the round and use that roll for scoring. If the Seer decides to leave the round early to use a roll or has already rolled the dice three times, all players who are still in the round have to use that roll for scoring.

Roll 1



Roll 2



With Minerva's Roll 1, Harry's prediction (2x blue) comes true and he leaves the round. Minerva puts two green dice and one Wizard die aside and re-rolls the other dice. She doesn't roll a third time as her prediction (5x green) has already come true. Since Minerva left the round, Gregor must use that roll for his score, too.



## Scoring

For scoring, compare your prediction to all seven dice. If you predicted the **exact** number of dice in your chosen color, put an **X** in the box next to your prediction. If **more** or **fewer** dice were rolled in your predicted color, write the difference. Don't forget to count the Wizards as the Wizard Color.

Minerva					
	x1	x2	x3	x4	x5
♠					
⬇					
€					
♀					
♁					
3					
Wizarð					
Σ					

Harry					
	x1	x3	x4	x5	
♠					
⬇					
€					
♀					
♁					
3					
Wizarð					
Σ					

Gregor					
	x1	x2	x3	x4	x5
♠					
⬇					
€					
♀					
♁					
3					
Wizarð					
Σ					

Minerva's and Harry's predictions came true, so they write an **X**. Gregor predicted 2x red, but Minerva only rolled one red die. He writes the difference from his prediction, which is **1**.

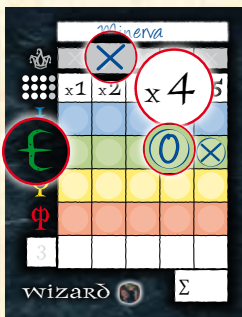
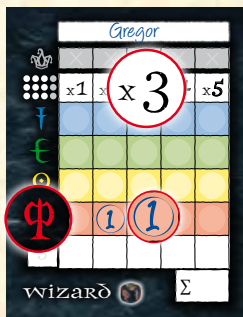
## The Jester

If up to five Jesters are rolled, you can use a Jester Score. This makes it possible to avoid negative points caused by an inaccurate prediction. For a Jester Score, write an **X** next to the number of Jesters rolled and mark your prediction with a **0**. You cannot use the same number of Jesters again in later rounds.

The image shows a section of a Wizard board for a player named Harry. The board has a grid with colored cells (grey, blue, green, yellow, orange, white) and various symbols. A red circle highlights a blue 'X' in the top row, and another red circle highlights a white '5' in the top row. A green circle highlights a green '€' symbol in the left column, and a blue circle highlights a green '0' in the right column. The board also shows a '3' in the bottom left and a 'Σ' in the bottom right.



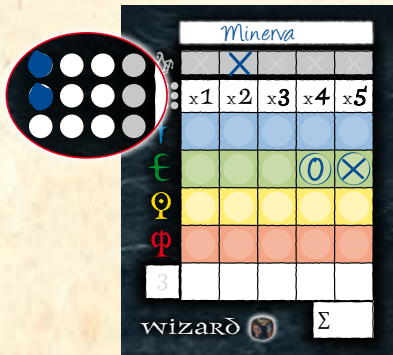
In the next round, Harry predicted 5x green, Gregor 3x red, and Minerva 4x green. Even after Roll 3, none of the players were able to make their predictions come true. Gregor writes a difference of 1. Harry and Minerva use a Jester Score, putting an **X** in their x2 Jester box and a **0** next to their predictions.



After all of the players have calculated their scores, the new Seer takes the dice and the next round begins.

## End of the Game

The game ends when one or more players have nine **Xs** on their Page of Prediction. The **Xs** in the Jester row count as well. Experts can play up to twelve **Xs**. For a better overview, we recommend filling in one white circle for every **X** you score.



## Scoring

You gain positive points for every prediction that comes true. You score one point for every **X** in the first column, two for the second column, etc.

The differences noted down are calculated as negative points.

Jesters are **not** worth **any** points. Every player with at least nine Xs (twelve for experts) scores three bonus points. The player with the most points wins. If there's a tie, the tied player with the fewest Jester Scores wins.

Minerva						
	x1	x2	x3	x4	x5	
♠	⊗					
♣	⊗			⊗	⊗	
♥		1		0	⊗	
♦	⊗		1	1	1	
♣		⊗	⊗	⊗	1	
Σ	3	2	1	2	7	8
WIZARD					Σ 23	

Harry						
	x1	x2	x3	x4	x5	
♠	⊗	⊗				
♣		⊗	1	1	⊗	
♥			0	2	0	
♦		⊗	1	1		
♣		⊗	1	⊗	⊗	
Σ	3		6	-3	0	10
WIZARD					Σ 13	

Gregor						
	x1	x2	x3	x4	x5	
♠	⊗	⊗	⊗			
♣		0		1	⊗	
♥		1	0	3	⊗	
♦	⊗	1		0	⊗	
♣		1	1		⊗	
Σ	3	1	-3	-1	-4	20
WIZARD					Σ 13	

Minerva wins the game with 23 points. Harry and Gregor each have 13 points, but Harry used fewer Jester Scores. That means he comes in second place.

## The Magic Cards - Variant for Advanced Players

Magic Cards modify the rules from round to round. If you're already familiar with the game, you can use these cards to make it even more challenging.

During the setup, shuffle the Magic Cards and form a face-down pile. At the beginning of each round, draw the top card and read the text aloud. The rules on that card apply for the **current round only**.

Apart from the modified rules, the game is played as usual.

If the pile runs out, re-shuffle all of the Magic Cards before the next round.







**Jesters cannot be re-rolled.  
All players double their scores  
for their predictions.**

Rolled Jesters cannot be re-rolled in this round. A Jester Score is an option, as usual.

For your score, write either twice the difference or two Xs next to your prediction, depending on your results. Jester Scores are not affected.

*Minerva predicts 5x green, Harry 4x green, and Gregor 2x yellow. The Wizard Color is green.*



Minerva					
	x1	x2	x3	x4	x5
Wizard					
Green					2
Yellow					
Orange					
White					
Σ					

Harry					
	x1	x2	x3	x4	x5
Wizard					
Green					XX
Yellow					
Orange					
White					
Σ					

Gregor					
	x1	x2	x3	x4	x5
Wizard					
Green					
Yellow					0
Orange					
White					
Σ					

*After Roll 3, Minerva writes down 2 as her doubled difference, Harry writes down two Xs. Gregor uses a Jester Score, puts an X in the x2 Jester box, and writes down 0 instead of 4 negative points next to his prediction.*





Roll 1 is made before the predictions. Roll 2 has to be made with at least three dice. Only then may you leave the round.

The Seer rolls all of the dice. Then, starting with the Seer, take turns making your predictions. For Roll 2, the Seer has to re-roll at least three dice. You may not leave the round and calculate your score before Roll 2.



Gregor					
	x1	x2	x3	x4	x5
♠					
⬢					
⬤					
⬥					
♣					
3					
wizard					Σ

Minerva					
	x1	x2	x3	x4	x5
♠					
⬢					
⬤					
⬥					
♣					
3					
wizard					Σ

Harry					
	x1	x2	x3	x4	x5
♠					
⬢					
⬤					
⬥					
♣					
3					
wizard					Σ

After Roll 1, Gregor predicts 5x red, Minerva 1x blue, and Harry 2x green. Gregor has to re-roll at least 3 dice before any player is allowed to calculate their score. He then has the option to roll one more time.



Instead of Roll 1, the Seer rotates two dice as desired. Now make predictions. Use the five remaining dice for Roll 2. Only then may you leave the round.

Instead of rolling the dice, the Seer rotates two of the dice to show whichever face they choose. Then take turns making your predictions. For Roll 2, the Seer rolls the five remaining dice. You may not leave the round and calculate your score before the Seer finishes Roll 2.. The Seer may roll a 3rd time.



Harry					
⚔	⚔	⚔	⚔	⚔	
⚔	x1	x2	x3	x4	x5
⚔					
⚔					
⚔					
⚔					
⚔					
3					
WIZARD					Σ

Minerva					
⚔	⚔	⚔	⚔	⚔	
⚔	x1	x2	x3	x4	x5
⚔					
⚔					
⚔					
⚔					
⚔					
3					
WIZARD					Σ

Gregor					
⚔	⚔	⚔	⚔	⚔	
⚔	x1	x2	x3	x4	x5
⚔					
⚔					
⚔					
⚔					
⚔					
3					
WIZARD					Σ

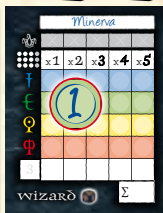
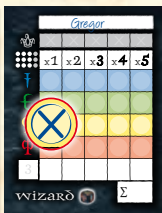
Harry rotates 2 dice to yellow and predicts 5x yellow. Minerva and Gregor make their predictions. Harry must roll the remaining 5 dice before any player may calculate their score. Then he may choose to roll again.



Calculate scores as if you had an additional die in each of the four colors.

In this round, add one extra die of each color to the number of dice that were rolled. Compare this number to your prediction to calculate your score. The number of Jesters and Wizards rolled does not change.

Harry predicts 3x blue, Gregor 1x yellow, and Minerva 2x green, the Wizard Color is blue.



After Roll 3, the additional colored dice give Harry a 2, Gregor an X, and Minerva a 1.



Jesters take on the color of your prediction. It is still possible to use a Jester Score.

Each player adds the Jesters rolled to the number of dice rolled for their predicted color. Don't forget the Wizards are the Wizard Color when scoring. It is still possible to use a Jester Score as usual.

Minerva predicts 5x yellow, Harry 2x red, and Gregor 3x green.



Minerva					
	x1	x2	x3	x4	x5
Wizard					
Jester					
Jester					
Jester					
Jester					
Jester					
Wizards					
Σ					

Harry					
	x1	x2	x3	x4	x5
Wizard					
Jester					
Jester					
Jester					
Jester					
Jester					
Wizards					
Σ					

Gregor					
	x1	x2	x3	x4	x5
Wizard					
Jester					
Jester					
Jester					
Jester					
Jester					
Wizards					
Σ					

After Roll 3, Minerva writes an X (2 yellow + 2 Wizards + 1 Jester) and Harry also writes an X (1 red + 1 Jester). Gregor writes an X in the x1 Jester box and a 0 next to his prediction.



Each player is allowed to cross out one of their scored boxes – along with its negative points – in the color of their prediction.

After you've made your prediction, you may cross out one of your scores from a previous round that is the same color as your current prediction. This means you can get rid of negative points. The box you cross out is counted as 0 when calculating your final score.

Gregor					
⚔	x1	x2	x3	x4	x5
♣	1	2	3	4	5
♠	1	2	3	4	5
♥	1	2	3	4	5
♦	1	2	3	4	5
3					
WIZARD					Σ

Minerva					
⚔	x1	x2	x3	x4	x5
♣	1	2	3	4	5
♠	1	2	3	4	5
♥	1	2	3	4	5
♦	1	2	3	4	5
3					
WIZARD					Σ

Harry					
⚔	x1	x2	x3	x4	x5
♣	1	2	3	4	5
♠	1	2	3	4	5
♥	1	2	3	4	5
♦	1	2	3	4	5
3					
WIZARD					Σ

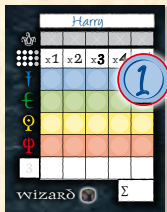
Gregor predicted 5x green, but would rather not cross out any of his boxes. Minerva predicted 4x green and crosses out her 1 next to 2x green. Harry predicted 2x blue and crosses out his 2 next to 3x blue.



The Seer may roll the dice the same number of times as the number of dice they predicted. Wizards are ignored and do not count.

The number of the Seer's prediction determines how many times they may roll. For example, if the prediction is 1x green, the Seer rolls once; if the prediction is 2x red, they roll twice, etc. Any Wizards rolled do **not** take on a color in this round and are ignored, but can be re-rolled like the rest of the dice.

Harry is the Seer and predicts 5x blue. He may now roll the dice five times.



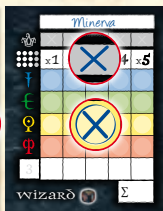
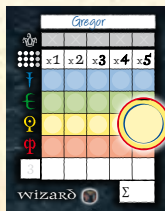
Any Wizards rolled don't count. After Roll 5, he writes down a difference of 1.



If you use a Jester Score in the same column as your prediction, write an X for both.

If the number of Jesters is the same number as your prediction, put an **X** in the appropriate Jester box as usual **and**, as an exception, put an **X** next to your prediction instead of a 0. This gives you points for your prediction.

Gregor predicts 5x yellow, Minerva 3x yellow, and Harry 3x green.



After Gregor's Roll 2, Minerva leaves the round and puts an **X** in the x3 Jester box and an **X** next to her prediction. Harry's prediction comes true and he puts an **X** next to his prediction. Gregor continues to roll the dice.



After the Seer's prediction, the rest of the players make their predictions at the same time and in secret.

As usual, your predictions cannot be same as the Seer's, but the secret predictions can be the same as one another. After everyone has written their predictions, reveal them to determine the Seer for the next round. If multiple players make the same prediction, go clockwise from the current Seer to determine which one is the next Seer.

After Harry predicts 5x red, Gregor and Minerva make their secret predictions. Their predictions just happen to be the same: Both chose 2x blue. Because Gregor is the next player after Harry, he becomes the Seer for the next round and is given the Seer Card.

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