



Rulebook

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# Game Overview

Wizard Wars puts players in control of Elemental Wizards who battle each other to prove which is the dominant Element of the realm. While traversing the realm of Elements, players try to prove their dominance by building their forces, upgrading their arsenal and eliminating the enemy.

## Number of Players

Wizard Wars can be played with any number of players from two to six.

## Game Components

- 36 Wizard pieces which include:
  - 6 Fire Element Wizard pieces (2 circle, 2 square, 2 pentagon)
  - 6 Water Element Wizard pieces (2 circle, 2 square, 2 pentagon)
  - 6 Sky Element Wizard pieces (2 circle, 2 square, 2 pentagon)
  - 6 Earth Element Wizard pieces (2 circle, 2 square, 2 pentagon)
  - 6 Light Element Wizard pieces (2 circle, 2 square, 2 pentagon)
  - 6 Darkness Element Wizard pieces (2 circle, 2 square, 2 pentagon)
- 8 Guardians pieces
- 1 Elemental Game Board
- 1 Rulebook
- 30 Combat Deck
- 30 Temple Deck

## Story

In the beginning, the Elements were out of control. Mother Nature brought them into balance by creating a realm for them called Armonía. In Armonía, each Element had its own territory where they could flourish. Mother Nature also made the Temple of Harmony where beings of that realm could pray to her. This was located in the center so that all of the Elements could meet, creating a powerful mystical energy.

Civilizations had come and gone until the Siblings were born. Each Sibling embraced a different Element. Lumus chose to follow Light, while his sister Nyx was swallowed by Darkness. Fia played with Fire, while her brother Sid danced with Water. Azure soared with Sky, while her brother Demetrius became one with Earth. The Siblings each believed that their Element was the best and would try to prove it through contests. The contests quickly became arguments and then fighting.

They each started their own school to teach about their Elements. The students wished to defend their Element and started fighting with the other schools. Some students would break into other

schools and kidnap enemy students. The kidnapped students were subjugated to brainwashing so they could be taught to follow a new Element. To protect their schools, the Siblings created Elemental Guardians to patrol their borders. Students would test their skills by defeating Elemental Guardians patrolling opposing territories. Using their schools, the Siblings have been fighting to prove their Element's dominance ever since.

## Biographies

### Lumus

**Age:** Oldest Twins

**Gender:** Male

**Element:** Light

**Personality:** Honest. Typical Boy Scout character. Big on order. Family is everything. Loves Mother Nature. Paladin.



### Nyx

**Age:** Oldest Twins

**Gender:** Female

**Element:** Darkness

**Personality:** Manipulative. A dark criminal, doesn't care about order. Doesn't find family as important as the Elements. Opposes Mother Nature. Necromancer.



### Fia

**Age:** Youngest Twins

**Gender:** Female

**Element:** Fire

**Personality:** Passionate. Rushes in without thinking. *Hot* tempered. Loyal to family. Unsure about Mother Nature. Follows Lumus. Fighter.



### Sid

**Age:** Youngest Twins

**Gender:** Male

**Element:** Water

**Personality:** Logical. He always thinks before acting. Is always calm under pressure. Cool and calculated. Stuck with his family. Confident in the Elements over Mother Nature. Follows Nyx. Scientist.



### Azure

**Age:** Middle Twins

**Gender:** Female

**Element:** Sky

**Personality:** Wishes for Freedom. Family is restricting. Feels trapped by Mother Nature. Follows Nyx. Supporter.



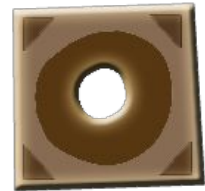
### Demetrius

**Age:** Middle Twins

**Gender:** Male

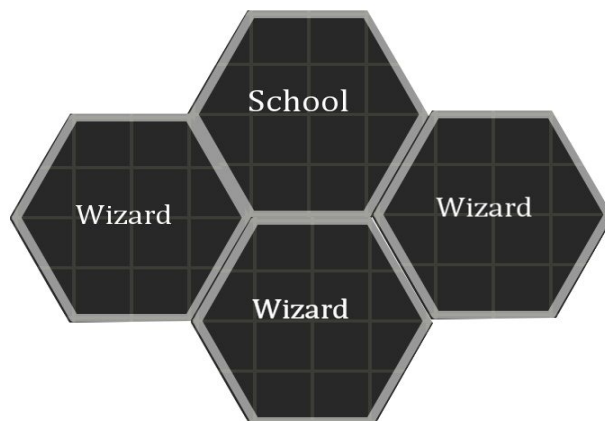
**Element:** Earth

**Personality:** Wishes for order. Family should stick together. Feels secure with Mother Nature. Follows Lumus. Healer.



### Game Setup

1. Unroll the board.
2. Select your Element.
3. Place three (one of each of your Element's matching pairs) Wizard pieces in the three spaces behind your Element's School, farthest from the Temple in the middle.



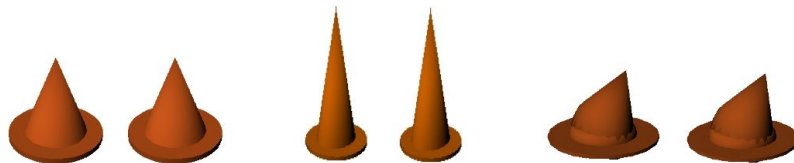
4. Place your Element's Guardian piece on the wall of that Element's territory on the wall space that extends outside of the playable area.
5. Shuffle the Temple and Guardian Decks and place on the edge of the board.
6. The Fire Element goes first and then go clockwise.

## Board

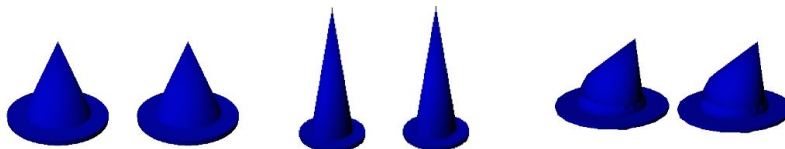


## Pieces

Fire Element -



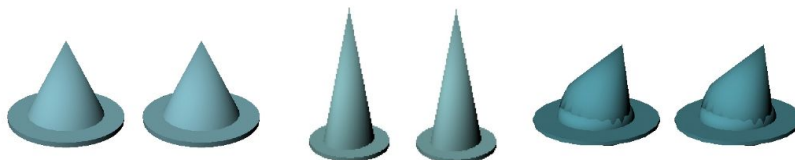
Water Element -



Earth Element -



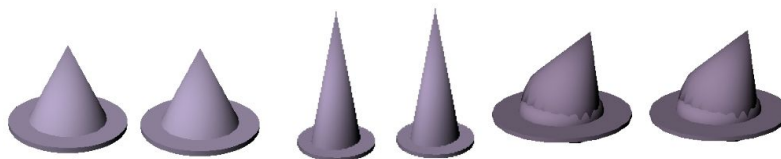
Sky Element -



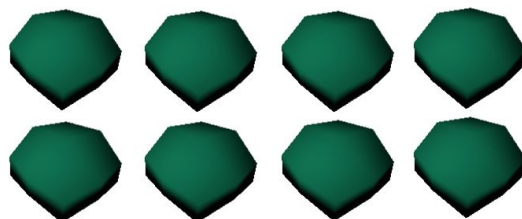
Dark Element -



Light Element -



Guardians -



## Color Cards



## Goals

### Battle

*'Eliminate the enemy'*

A Wizard or Guardian piece is destroyed when two enemy Wizard pieces are adjacent to it. You may also destroy an enemy Wizard piece by warping to your School with them inside of it.

### Gaining cards

*'Add to your arsenal'*

Combat Cards - You gain these by being involved in the destruction of an enemy piece.

Temple Cards - These are gained by getting your Guardian or Wizard piece to the temple.

### Duplicating

*'Build your forces'*

You may duplicate each original Wizard piece once by having them reach an enemy School.



## Winning

*'Prove your dominance'*

You win by being the remaining Element on the board.

## Rules & Mechanics

### Actions

Each player will have multiple actions that they can decide on during their turn. This will typically be movement, combat, and card acquisition/use.

- At the start of a turn the player must decide if they want to move their Guardian piece for one space up the wall towards the Temple.
- Now the player can choose how they want to distribute ten spaces of movement between their three Wizard pieces.
- If a player is able to move at least two of their Wizard pieces adjacent to an enemy Wizard piece, then this piece will have been captured.
- This is also an action that can be performed on an enemy Guardian piece to reset it back at the starting position.
- If these actions occur, then the attacking player will receive a Combat Card.
- During player movement, if a Wizard piece lands on the Temple space then that player will receive a Temple Card. That Wizard piece is then warped back to its appropriate Element's School. Temple cards will offer a positive or negative reward.
- Any Temple and Combat Cards can be used, but only one card per turn.
- A player can choose to navigate to an opposing player's School in order to duplicate this Wizard piece. Duplicated Wizard pieces must spawn into your Element's School.
- Once a player cannot perform any more of these actions, it is the next player's turn.

### Turn Sequence

Each player's turn sequence includes...

- **Movement**
- **Combat**
- **Card Acquisition and Use**

This can be done in any order.

## Movement

### Wizard Movement

The player has ten spaces to move at the beginning of their turn and may split that movement between their Wizard pieces however they choose.

- (Example) One Wizard piece may move six while two other Wizard pieces move two spaces each.
- (Example) One Wizard piece may move all ten spaces, but then the other Wizard pieces cannot move.
- A player's team of Wizard pieces must move *exactly* ten spaces.

Players may only move their Wizard pieces to adjacent spaces on the board.

- There is no jumping pieces.
- Players cannot move to a space that is occupied by another piece.
- Wizard pieces can move into any space on the board other than the Guardian piece starting space outside the edge of the board. Units cannot occupy the same space.

Moving a Wizard piece into the Temple grants a player a Temple Card and immediately warps that player back to their own School.

- The School cannot be previously occupied by the player's own Wizard piece.
- If the player's School is occupied by an opponent's Wizard piece, the opponent's piece is eliminated from play when the player warps to their own School.

Moving a Wizard piece into an opponent's School provides a duplication of that piece.

- That duplicated piece spawns in the player's School.
- Duplication cannot occur if that player's Wizard piece occupies its own School.
- If the player's School is occupied by an opponent's Wizard piece, the opponent's piece is eliminated from play when the player spawns in their own School.
- This can only be done once by each of the three initial Wizard pieces bringing the total amount of potential Wizard pieces for any School to six (two of each type).

### Guardian Movement

Players may only move the Guardian piece one space towards the Temple along their assigned territory wall on their turn.

- The Guardian pieces can only occupy wall spaces.
- The Guardian piece is placed back in its starting space when two Wizard pieces are adjacent to it.
- If Guardian pieces reach the Temple, then the player is granted a Temple Card and the Guardian piece is placed back in its starting space.

## Combat

Players eliminate an opponent's player piece by moving two Wizard pieces adjacent to it.

- Guardians pieces do not count as a piece that can be used to eliminate other Wizard pieces.
- Adjacent Wizard pieces used to capture opponent's pieces do not necessarily have to belong to the same team.
- Moving two Wizard pieces adjacent to an opponent Guardian or Wizard piece eliminates that piece and grants the player a Combat Card.
- Combat can be performed at any time during player movement. It does not necessarily end their movement.

## Card Acquisition and Use

- There is no limit to cards that can be acquired throughout gameplay.
- The Temple Cards are randomly sorted between positive and negative effects to add risk and variety to gameplay.
- The Combat Cards are randomly sorted positive effects to additionally reward players for performing the combat mechanic throughout gameplay.
- A player can only use a Temple or Combat Card when it is their turn (Players cannot play cards when it is not their turn).
- A player may only play one card per turn, unless a Negative Effect Card is drawn; then it applies to the player who drew it in addition to any other card that has been played on that turn.
- After a card is played, it is removed from gameplay.

## General Rules

### Wizard Duplication

- When a Wizard piece reaches an opponent's School, it duplicates it and the duplicated piece spawns in its element's School. Each Wizard piece can only be duplicated once per game. This is kept track by noting whether the exact matching piece of the same color has entered gameplay.

### Co-op Combat

- If more than one team has Wizard pieces performing the adjacent combat mechanic, then both teams get a Combat Card for eliminating that Wizard or Guardian piece. The Wizard piece that initiates the combat mechanic chooses which enemy Wizard piece is eliminated.

## How to Win

The game concludes when only one Element's Wizard pieces are left on the board.

## Credits

**Producer:** Nicholas Iennarella

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**Story Lead:** Shawn Adams

**Co-Artist Lead:** Aaron Billups

**Editor/Co-Artist Lead:** Ashley Day

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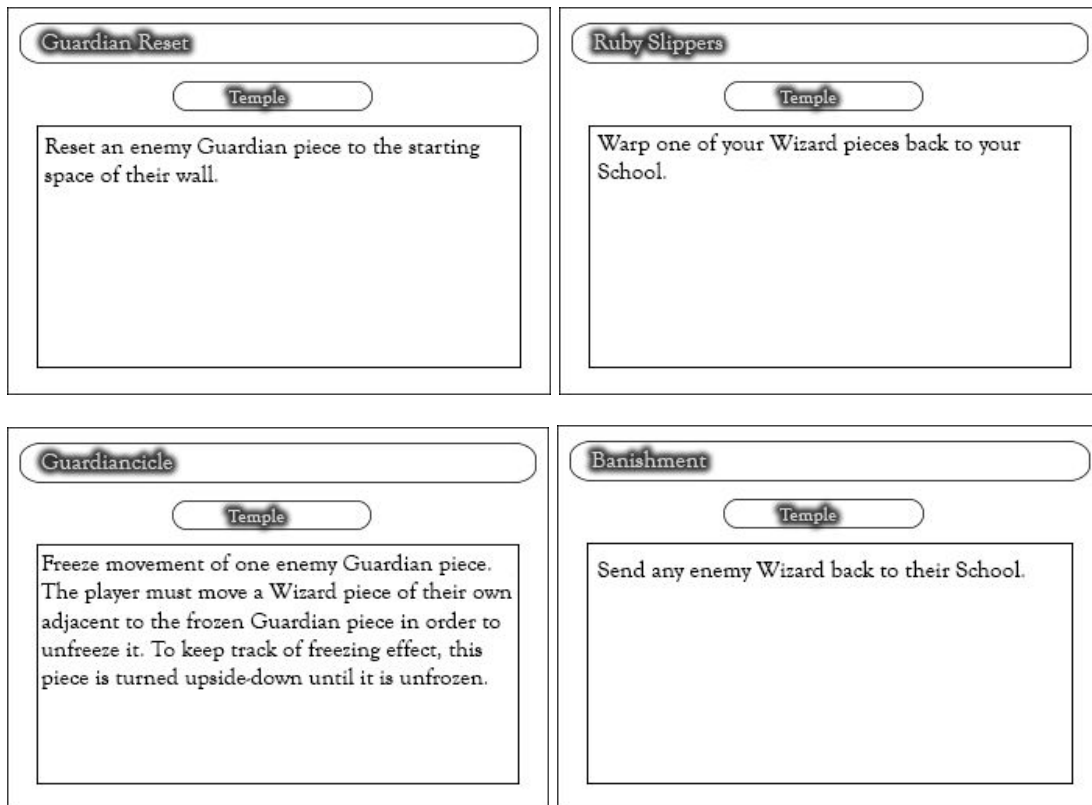
**Tester Lead:** Jeremy Lanman

## Appendix

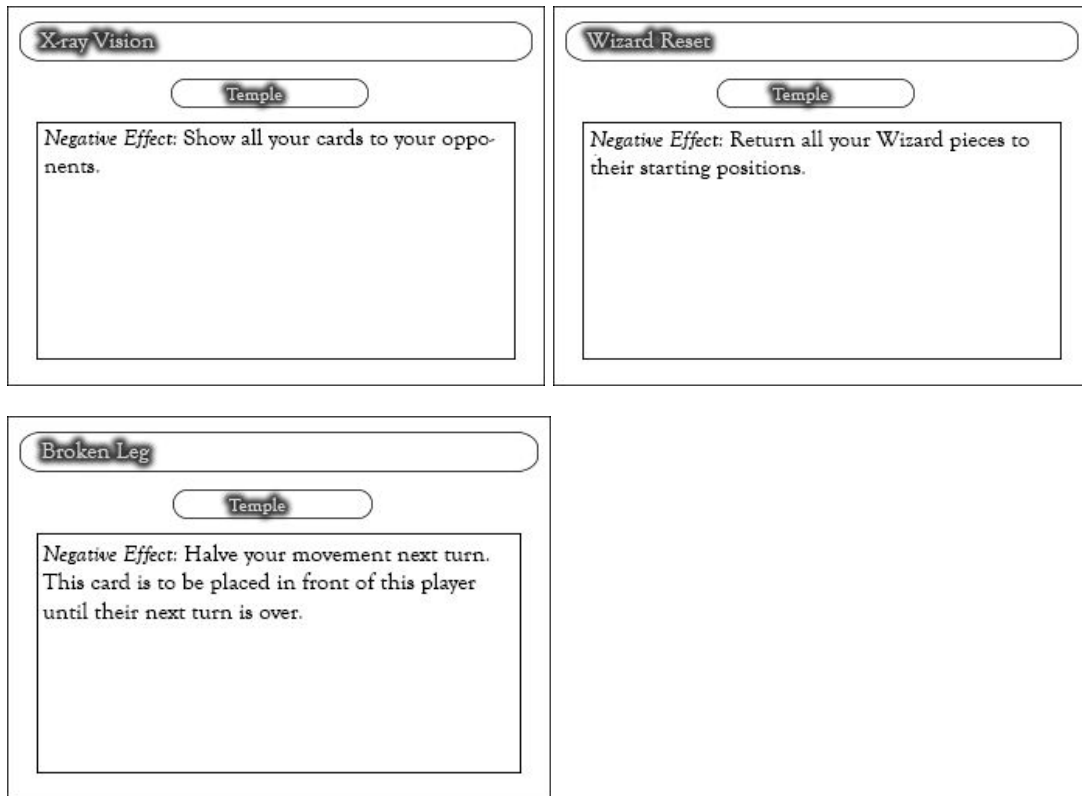
### [Printable Decks](#)

#### Temple Deck

(Two of each card per deck for a deck of thirty)

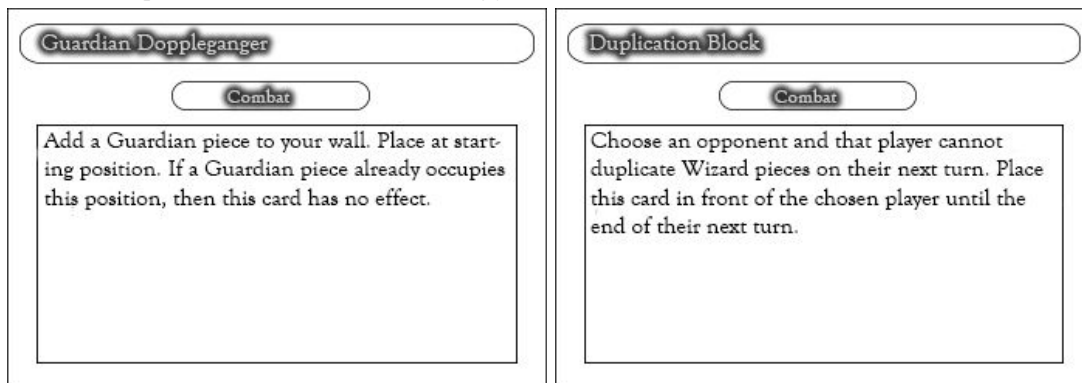


|  |   |
|--|---|
| <div>Let's do the Temp Warp again!</div> <div>Temple</div> <div>Warp one of your Wizard pieces to the Temple.</div>  | <div>Training Dummy</div> <div>Temple</div> <div>Draw a Combat Card.</div>  |
| <div>Celerity</div> <div>Temple</div> <div>Move one Guardian piece one extra space.</div>  | <div>Magic Mirror</div> <div>Temple</div> <div>Warp one of your Wizard pieces to any space in your home territory.</div>  |
| <div>Retreat</div> <div>Temple</div> <div>Negative Effect: Move your Guardian piece back one space.</div>  | <div>Lose a Card</div> <div>Temple</div> <div>Negative Effect: Remove this card and one other of your choosing from your hand and remove both cards from play. This does not count as playing a card for your turn.</div> |
| <div>Teleporter</div> <div>Temple</div> <div>Negative Effect: Reset your Guardian piece back to first space on the wall. If a Guardian piece already occupies this position, then this card has no effect.</div> | <div>Petrification</div> <div>Temple</div> <div>Negative Effect: Can't move next turn. This card is to be placed in front of this player until their next turn is over.</div>   |



## Combat Deck

(Two of each card per deck for a deck of thirty)



|   |   |
|---|---|
| <div>Mind Control</div> <div>Combat</div> <div>Move an opponent's Wizard piece instead of yours this turn. No one gets a card if combat occurs.</div> | <div>Twins</div> <div>Combat</div> <div>Duplicate two Wizard pieces when you reach an opponent's School.</div>  |
| <div>Smite</div> <div>Combat</div> <div>Kill any Wizard piece.</div>  | <div>Necromancy</div> <div>Combat</div> <div>Revive a dead Wizard piece.</div>  |
| <div>Thievery</div> <div>Combat</div> <div>Randomly remove an opponent's card. It's now yours to keep.</div>  | <div>Eeny, Meeny, Miney,...</div> <div>Combat</div> <div>Pick three Combat Cards and choose one to keep. Place the other two at the bottom of the deck.</div> |
| <div>Wiz Swap</div> <div>Combat</div> <div>Switch places with any Wizard piece on the board</div>   | <div>Magic Carpet</div> <div>Combat</div> <div>Double your movement for one turn.</div>   |

Iron Boots

Combat

Choose an opponent and half their movement on their next turn. This card is to be placed in front of this player until their next turn is over.

Running Shoes

Combat

Add five movement for one turn.

Clairvoyance

Combat

Look at one opponent's entire hand of cards.

Wizardcicle

Combat

Freeze an enemy Wizard piece on a space. The player must move a Wizard piece of their own adjacent to the frozen Wizard piece in order to unfreeze it. To keep track of freezing effect, this piece is turned upside-down until it is unfrozen.

Hermes' Shoes

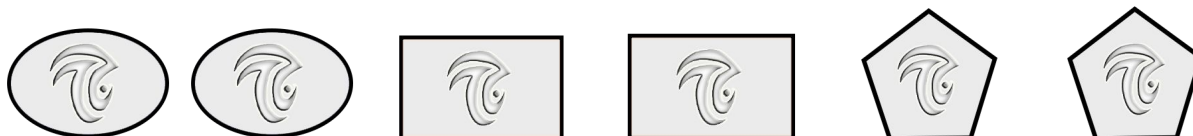
Combat

Your Wizard pieces have two extra spaces added to their movement **permanently** throughout the rest of the game. This card is placed in front of the player that receives this permanent effect for the rest of the game. This card cannot be removed by other players.

## Printable Pieces

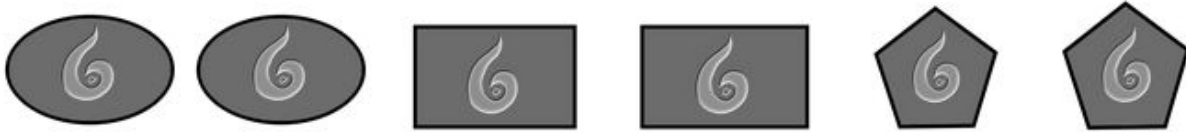
### Wizard Pieces

Light





Fire



Earth



Darkness



Water



Sky



## Guardian Pieces

