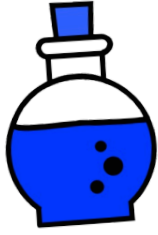


Welcome to



Wizard Quest!



Embark on a magical journey to collect potions and save Crestwood Academy!

Goal: Be the first player to collect all 8 potions.

Components:

- Game board
- 3D board pieces (mountain, trees, sand dune, waterfall, academy)
- Game cards (spell cards, quest cards, mystery cards)
- 3D potion pieces
- Player pieces (houses, characters)
- Health bar pieces



Setup:

1. Unfold the game board and place it in the center of your playing location.
2. Place the 3D board pieces in their designated locations.
3. Each player randomly chooses a gray spell card from the card deck and places it in front of them.
4. Shuffle the game cards and place them face down in a draw pile.
5. Organize the potion pieces next to the board.
6. Each player chooses a color and receives:
 - Health bar pieces
 - House piece
 - Character piece
7. Players place their houses on any empty space. These spaces are used as starting pieces and as a way to collect potions from other players.
8. Players place their characters on their house spaces.

Cards:

- **Spell Cards:** Used in battles. You can have as many spell cards as you wish in your spell card area. Used cards are flipped over and cannot be reused until all other spells are used.
- **Quest Cards:** Guide you to hidden potions. You can have a limit of 3 active quest cards at a time (explained later). Each card shows a location and numbers to roll on the dice. It also shows the potion that can be gained by completing it.
- **Mystery Cards:** Add surprises to the game. Draw, follow the instructions, and discard the card.

Gameplay:

Your Turn: Players take turns in a circular direction



1. Draw cards to refill your hand to the limit of 3 cards.
2. If you draw a mystery card, follow the instructions and discard it.
3. Choose an action:
 - Add a spell card to your spell card area.
 - Add a quest card to your quest card area (limit of 3).
 - Discard an unwanted card.
 - Do nothing with your cards.
4. Roll the die and move your character by the indicated number of spaces in the direction of the arrows. If you encounter a crossroad, you may choose what way to go if an arrow is pointing both ways, otherwise continue without using the shortcut.
5. Follow the instructions on the space you land on. If the space is blank, no action is needed.
6. If possible use a quest card (see "Using Quest Cards" for more information)
7. If another player is passed on the game board, battle them. (see "Battles" for more information)

Using Quest Cards: If you land on a location matching an active quest card, you can attempt to redeem the potion. Roll the die three times or until you roll the required number.

- On a successful roll, claim the corresponding potion from the area. If none are available, you can take one from another player who has multiple. Discard your quest card and your turn is over.
- On an unsuccessful roll, your turn ends, and you must discard your quest card. Your turn is now over.

Any player may have no more than 8 potions at a time. However, this does not mean they can't have more than one specific potion. Be careful though, If you have multiple of one potion type, your potions are at higher risk of being taken as stated above.

Battles: Battles happen when a player passes another player on the game board.

1. Players choose a spell card at the same time and each roll the die to determine the attack strength.
2. Compare attack strengths. Only the difference in damage is applied (e.g., 4 damage vs. 7 damage = 3 damage taken).
3. The loser loses health points (tracked on the health bar).
4. Used spell cards are flipped over and cannot be reused until all other spells are used.
5. When someone is at 0 health, the battle is over. The winner receives a potion of their choice from the loser. If the loser has no potion, no action is taken.
6. Both players' health is reset after the battle.

House Spaces: If you land on another player's house space (optional rule), you need to pay them a potion of their choice.

Winning the Game:

The first player to collect all 8 potions wins. They will go down in history for saving Crestwood Academy!