

Spells and Potions Rules

ome to the world of spells and potions where wizards compete to see who is the most powerful... ready to try!

Basic Spells and Potions Definitions

Wizard – Each player

Trick – Each round in a game

Trick Points – Points given to the winning wizard at the end of each trick

Four Magical Elements – The four suits

- 1) Fire
- 2) Earth
- 3) Air
- 4) Water

Trump – The most powerful element in a trick (the trump is Fire, unless the Larfor's Trump Choice card is played).

Element Cards – Number cards (1 to 10 per element/40 cards per deck).

Spells and Potions Cards – Magical cards with specific instructions for each one (12 in a basic deck).



Gladder's Reward (1)
Adds 10 points to a trick

Pranxtor's Fiery Reverse (2)
The lowest ranking card of the lead suit wins



Jaype's Trump Shield (2)
The highest ranking card of the lead suit wins, regardless of whether a trump has been played



Merlin's Power Blast (2)
Adds 2 ½ points to the rank of your team's Element Cards

Merlin's New Apprentice (2)
The winner of the trick chooses who should lead the next trick



Larfor's Trump Choice (2)
The winner of the trick chooses the trump element for the remainder of the game

Harpier's Penalty (1)
Subtracts 10 points from the value of the trick



Spells – Change the rules of a trick
Counter spells – Cancel the powers of certain spells
Potions – Give either a certain power or curse
Antidotes – Cancel the effect of certain potions

Potion Points – Points to be added or subtracted from the Trick Points when indicated by a Potions Card.

Game Overview

Spells and Potions is a trick-based card game (like Spades) with Fire as the trump suit. The basic game is played with two teams of two players each. You are partnered with the wizard (player) diagonally opposite you. To play, each wizard lays an Element, Spell or Potions Card. The highest ranking card at the end of each trick (round), wins the Trick Points for the player who laid the card. The team with the highest number of points at the end of the game (when the deck is finished) is the winner!

Getting Started (Practice Game)

- Separate the 12 Spells and Potions Cards from the 40 Element cards.
- Shuffle the Spells and Potions Cards and, separately, shuffle the Element Cards.
- Deal the Element Cards until you run out (each player should have 10) and then deal Spells and Potions

Cards (each player should have 3).

- Wizards should read their Spells and Potions Cards to find out what powers they have.
- One wizard leads with the Element Card of his/her choice. In clockwise order, everyone takes turns laying a card.
- Each card should be of a higher number than the previously laid card, a Spell and Potions Card or, if a player has no Element Cards of the same type of element originally laid, he/she can lay a trump card. If a player does not have any of the above mentioned cards, he/she can play any card.
- Play by the rules. Remember – only an Element Card can win a trick, so you'll want to play the Spell and Potions Cards that give your team best chance to have the winning Element Card at the end of the trick.
- After each trick, place the cards from the trick face-down in a pile in front of the winning wizard.
- The winning wizard leads the next trick.
- Repeat until all the cards are played.
- Partners combine the points from their tricks, which are worth 10 points each plus or minus any Potions Points. The team with the most points wins the game.

Basic Play

- Rule #1:** Every rule can be broken... with the right spell or potion!
- Rule #2:** You must play a card from the element (suit) that was led for that trick (round), if you have one.
- Rule #3:** If and only if you cannot follow the lead element, you may play a card from any other element including Trump (Fire).
- Rule #4:** A Spell and Potions Card may be played at any time it is your turn, even if you have a card of the lead element.
- Rule #5:** The highest card of the element led wins the trick unless a trump is laid in which case the highest trump wins the trick. (If all the cards in a trick are Spells and Potions Cards, then the leader of the trick wins.)

Simple Practice Rounds (Here are some ideas to get you started with a simple version. You can introduce more rules as you get used to the game):

- 1) Follow the Leader: Play a basic round; following the lead element without using trumps or Spells

and Potions Cards.

- 2) Watch out for Trump: Add in the Trump element
- 3) Spells and Potions: Add in Spell and Potions Cards

Congratulations!

You now know the basics of *Spells and Potions*. You are ready to play the *Ritual Tournament*.

Here is how:

Ritual (the Full Game):

Spells and Potions tournaments are originally designed for 4 wizards, although variations for 3 or 2 wizard play exist and are described later on. (If you have fewer than 4 players, skip ahead).

Ritual Definitions:

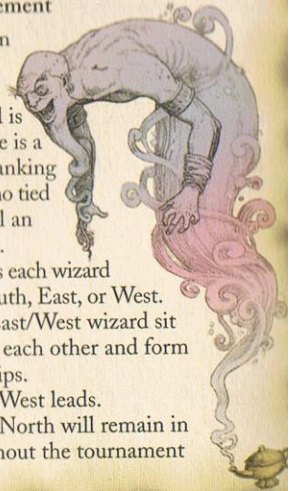
Duel – 13-tricks contest between 2 partnerships
Tournament – 3-duel contest between individual wizards, played with rotating partners
Arranger – Determines the initial tournament seating
North, South, East or West – Seat/position for duel

Ritual Tournament Play:

A tournament is a contest between individual wizards played with rotating partners. At the end of the tournament each wizard will have partnered with every other wizard for one duel.

Phase 1: The Arrangement

- Each wizard picks an Element Card. The wizard with the highest ranking card is the Arranger. If there is a tie for the highest ranking card, the wizards who tied repeat this step until an Arranger is selected.
- The Arranger assigns each wizard a post of North, South, East, or West.
- North/South and East/West wizard sit diagonally opposite each other and form opposing partnerships.
- The Wizard of the West leads.
- The Wizard of the North will remain in his/her seat throughout the tournament



while the others rotate after each duel.

Phase 2: Disclosure

Make sure each wizard has seen and understood meaning of the basic Spells and Potions Cards

Phase 3: Duels!

- The Wizard of the North shuffles the 12 Spells and Potions Cards and deals 3 to each wizard.
- The Wizard of the South shuffles the Element Cards and deals 10 face-down to each wizard.
- The Wizard of the West leads the first trick. Play 13 tricks.
- Tally each partnership's score plus or minus any Potion Points. Each wizard in the partnership: receives the same score for that duel.
- Switch partners: Wizards of the West, East, and South rotate seats clockwise. The Wizard of the North remains in the same seat.
- Repeat these steps until to 3 duels have been played.

Phase 4: Tournament Results and High Praise

- After playing in 3 duels, calculate each wizard's individual score.
- The wizard with the highest individual score wins the tournament and gets High Praise from Merlin, as well as the full respect of all fellow wizards!
- In the case of a tie, the winners share in the glory.

Instructions for Three-Player Games:

Optional practice rounds:

You may want to repeat the four-player practice game by dealing one hand for the *Wizard's Companion*. *The Wizard's Companion is the empty seat where the "fourth player" would sit. Companion's hands must be placed face-up so that all wizards can see it. The Wizard sitting across from the empty seat plays both his and the Companion's hand. It might be good to play three rounds, with each player partnering Companion once. Remember – this is just to give you some practice before you start the Ritual!*

Ritual Tournament Play:

A tournament is a contest between individual wizards played with rotating partners. At the end of the tournament each wizard will have partnered the two other wizards for one duel each and with the Wizard's Companion for one duel.

Phase 1: The Arrangement

- Each wizard picks an Element Card. The wizard with the highest ranking card is the Arranger. If there is a tie for the highest ranking card, the wizards who tied repeat this step until an Arranger is selected.
- The Arranger assigns each Wizard a post of South, East, or West.
- East/West are partners and the Wizard of the South partners with the Wizard's Companion (North) to form opposing partnerships.
- The Wizard of the West leads.

Phase 2: Disclosure

Make sure each wizard has seen and understood the meaning of the Spells and Potions Cards.

Phase 3: Duels!

- East shuffles the 12 Spells and Potions Cards and deals 3 to each wizard and 3 to the Wizard's Companion.
- The Wizard of the South shuffles the Element Cards and deals 10 face-down to each wizard/Companion.
- The Wizard of the West leads. The Companion's cards must be placed face-up so that all wizards can see them. The wizard sitting across from the Companion plays Companion's hand. Play 13 tricks.
- Tally each partnership's score plus or minus any Potion Points. Each wizard in the partnership receives the same score for that duel. (Scores are not kept for the Companion.)
- Switch partners: The Companion remains in the North seat throughout the tournament; Wizards of the West, East, and South rotate seats clockwise after each duel.
- Repeat these steps until 3 duels have been played.

Phase 4: Tournament Results and High Praise

- After playing 3 duels, calculate each wizard's individual score.
- The wizard with the highest individual score wins the tournament and gets High Praise from Merlin, as well as the full respect of all fellow wizards!
- In the case of a tie, the winners share in the glory.

Instructions for Two-Player Games:

Optional Practice Rounds:

You may want to repeat the four-player practice game, but deal one hand for the Wizard's Companion for each player. The Companions' hands must be placed face-up so that both wizards can see them. Wizards play both their own hand and their Companions' hand. Remember – this is just to give you some practice before you start the Ritual!

Ritual Tournament Play:

A tournament is a contest between two wizards played in three duels.

Phase 1: The Arrangement

- Each wizard picks an Element Card. The wizard with the highest ranking card is the Arranger. If there is a tie for the highest ranking card, repeat this step until an Arranger is selected.
- The Arranger decides which wizard will lead the first trick of the first duel. For the other two duels, the wizard that lost the previous duel gets to choose which wizard will lead.

Phase 2: Disclosure

Make sure each wizard has seen and understood the meaning of the basic Spells and Potions Cards.

Phase 3: Duels!

- One wizard shuffles the 12 Spells and Potions Cards and deals 3 to each wizard and 3 to each Wizard's Companion.
- The other wizard shuffles the Element Cards and deals 10 face-down to each wizard/companion.
- The wizard who dealt Spells and Potions Cards leads. The Companions' hands must be placed face-up so that all wizards can see them. Wizards play their Companion's hands. Play 13 tricks.

* NOTE: If a wizard leads, the next player is the other wizard, then the Companions. If a Companion leads, the next player is the other Companion, then the wizards.

- Tally each partnership's score plus or minus any Potion Points. (Scores are not kept for Companions.)
- Do not switch seats in a two-player game. The wizard who loses a duel chooses which wizard leads the next.

- Repeat these steps until 3 duels have been played.

Phase 4: Tournament Results and High Praise

- After playing 3 duels, add each wizard's individual scores.
- The wizard with the highest individual score wins the tournament and gets High Praise from Merlin, as well as the full respect of all of the fellow wizard
- In the case of a tie, the winners share in the glo

More about Spells and Potions:

- It is tradition to greet your new partner with a handshake or a bow.
- Partnerships are an important aspect of the game.
- In a good partnership the wizards understand each other.
- In a great partnership the wizards can guess what their partner wants them to do.
- Is it Magic? Maybe, but it is also down to strategy. For example, if your partner plays a low card, they may want you to play "Pranxtor's Fiery Reverse" so the low card becomes the winning card.
- Becoming a great wizard takes logic, insight and some trickery!
- To play at the highest level means learning to guess which cards others have based on their play.
- It is considered impolite to tell other players about your own hand in any way.
- It is considered rude to look at another wizard's hand.
- It is downright despicable to conspire to send a type of a secret message.
- When the game is over, be sure to thank your partner with another handshake and a bow.

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