

zvata[®]
**WIZARDS OF
ÆYDOR**

The head of all
Wizards of
Æyodor - the
OverSeer - has
called upon his
trusted
SpellKeepers..

...to announce
his retirement...



SpellKeepers,
thanks for meeting
me here. The time
has come... to find
the next OverSeer!

Send this scroll to our
contenders. For the
future of Æyodor, may
the best Wizard win!



Trusted Wizard,

Let it be known that this scroll is being sent only to four of the bravest and wisest of all Wizards of Æyodor, including you. I am retiring, and with the help of our SpellKeepers, I wish to identify the next OverSeer of Æyodor. You have been chosen as one of the contenders.

Your goal is to acquire the extremely powerful magical Crystals and ancient Spells from the far corners of our six hidden Terrains. Each Terrain has been divided into two zones - the Safe Zone with Crystals where the SpellKeepers will not venture into, and the Duel Zone with Spells and more Crystals, which are being guarded by the SpellKeepers.

You may play safe and go for the Crystals, but remember that the powerful but gracious SpellKeepers are known to reward brave Wizards. If you duel with them and win, you will be rewarded with an ancient Spell from that Terrain.

You are hereby given the permission to clone yourself and be in two Terrains at the same time, so decide where you want to be wisely. More information to follow. Good luck!

- The OverSeer of Æyodor

Prefer watching a video to learn the rules? Scan the QR code given or visit zvata.com/wizr
 We recommend that all the players watch the rules video to dive right into the game.



Setup and What's What

- The Six **Terrain Boards** (Ocean, Mountain, Desert, Forest, Snowland and Cave) must be arranged in the centre (in any order). One sample layout is given below. Each Terrain has a **Duel Zone** where a **SpellKeeper** stands guard, and a **Safe Zone** below the Duel Zone.
- Crystals** and **Spells** must be carefully punched out from their boards (this punch-out step is for the first time only), sorted, and placed next to their respective Terrains.
- Bonus Cards** must be sorted and grouped by their heading (**Crystal, 3-Spell & 5-Spell Bonuses**) and placed next to the Terrain Boards face up, with the highest number on top and lowest at the bottom for each group. *For example, 3-Spell Bonus Cards must be arranged as 5,4,4,3, with 5 on top face up.*



What else do we have?

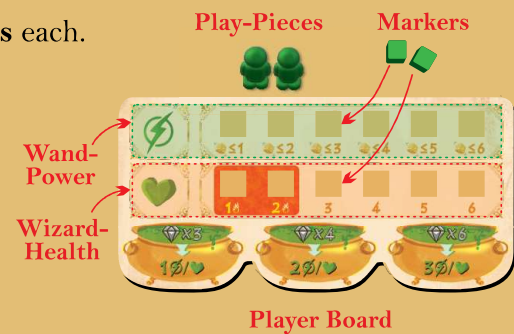
- Two **Terrain Dice** with all the Terrain Symbols on them
- One **Duel Dice** with numbers
- One **SpellKeepers' Dice** with the Duel and Crystal Symbols

Terrain Dice		SpellKeepers' Dice	
Snowland		Duel with SpellKeeper	
Desert			
Forest			
Mountain		Get rewarded for bravery with 2 Crystals	
Cave			
Ocean			

Okay let's begin! What does each Player get?

A **Player Board**, 2 **Play-Pieces** (Clones) and 2 **Markers** each.

The Player Board has **Wand-Power** (or **Power**) and **Wizard-Health** (or **Health**) indicators to keep track of the Wand-Power and Health of the Players throughout the game. **At the start of the game, each Player starts with Power and Health values of "3"**. We will be talking about the significance of these in a bit.



Goal of the Game

Goal of the Game is to collect maximum **Victory Points** (or VP) by collecting **Crystals** (worth 1 point each), **Spells** (worth 5 points each) and **Potion Bonuses** (worth points mentioned on each Bonus Card).

How can you collect them, you ask? Crystals can be collected by standing on an **Active Terrain**, Spells can be collected by **duelling** with SpellKeepers, and Potion Bonuses can be obtained by collecting sufficient Spells and/or Crystals.

Okay, let's dive right in...How do we Play the Game?

First, the **Active Player** for the first turn must be chosen to start the game. The most experienced gamer becomes the Active Player for the first turn. After the first turn, the player to the left of the Active Player becomes the next Active Player for the turn, and so on in the clockwise direction.

Each turn consists of four main events:

1. **Place your Play-Pieces** (All Players)
2. **Roll the Terrain & SpellKeepers' Dice** (Active Player)
3. **Collect Crystals & Spells** (All Players)
4. **Increase Power & Health** (All Players)

#1: Place your Play-Pieces

All Players must place their two Play-Pieces on any Terrain, and on any Zone - Safe or Duel, with the **Active Player** being the last one to place/move. *Duel Zones are the ones with the SpellKeepers, and Safe Zones are the ones below the Duel Zones.* All players also have the option of staying put in the same Terrain and Zone during their turn.

Note that both Play-Pieces of the same Player cannot be placed on the same Terrain, even if its on different Zones. However, Play-Pieces of different Players can be on the same Terrain, and even on the same Zone of that Terrain.

#2: Roll the Dice (to determine Active Terrains and Duel-Readiness)

After everyone has placed their Play-Pieces, the Active Player must roll the two Terrain Dice and the SpellKeepers' Dice together.

- * The two Terrain Dice determine which two Terrains become the Active Terrains for that turn.
- * The SpellKeepers' Dice determines whether the SpellKeepers in those Activated Terrains want to Duel or give out Crystals.

Re-Roll: If the Active Player is not happy with the roll, **the Active player has the option to immediately re-roll any one of these three Dice once.**

Lucky Roll: If both the Terrain Dice have the same Terrain Symbol after the first roll or the re-roll, it's a Lucky Roll. In case of a Lucky Roll, the Active Player can and **must** change one Terrain Dice to *any* other Terrain Symbol of his/her choice. **Note** that if the Lucky Roll is during the first roll (and not the re-roll), the Active Player does not get a re-roll.

For example, Shan is standing in the Desert and Ocean terrains and wants those terrains to be activated. He rolls the dice and gets Snowland and Desert on the Terrain Dice, and Duel on the SpellKeepers' Dice. Shan decides to try his luck and re-rolls the Dice with Snowland. He gets Cave, making his final roll Desert, Cave and Duel.


*


In an other example, Shan is standing in the Snowland and Forest terrains and wants those terrains to be activated. He rolls the dice and gets Desert on both the Terrain Dice. A lucky roll. Shan decides to simply change one of the Terrain Dice to Forest. His final roll on the Terrain Dice is now Desert and Forest.

#3. Collect Crystals & Spells

All Players could potentially get something during a turn. What each Player gets depends on the location of their Play-Pieces and the final Dice roll of the Active Player.

1. Players get nothing for their **Play-Pieces on Terrains that are not Activated.**
2. All Players with Play-Pieces on the **Safe Zone of Activated Terrains** get One Crystal of that Terrain each. Distribution must be clockwise from the Active Player.
3. For the Players on the Duel Zone of the Activated Terrains:

If the SpellKeepers' Dice has the Crystal Symbol : The Players on the Duel Zone of an Active Terrain get two Crystals of that Terrain. *"The SpellKeepers do not think you are ready to duel, but still reward your bravery."*

If the SpellKeepers' Dice has the Duel Symbol : The Players on the Duel Zone of the Activated Terrains must duel with the SpellKeeper for a Spell from that Terrain.

Note that the SpellKeepers' Dice and its outcome are applicable only for wizards with Play-Pieces on the Duel Zone of an Activated Terrain.

For example, Shan is standing in the Duel Zone of the Cave terrain and the Safe Zone of the Ocean terrain. The final dice roll by the Active Player comes as Cave, Ocean, and Crystals. For this roll, Shan gets two Cave Crystals, and one Ocean Crystal. Players standing on terrains other than Cave and Ocean get nothing.

DUELLING ✕

To Duel with the SpellKeeper, roll the Duel Dice 🎲. Winning or losing a Duel depends on the number you roll as compared to your Wand-Power on your Player Board.

Winning a Duel

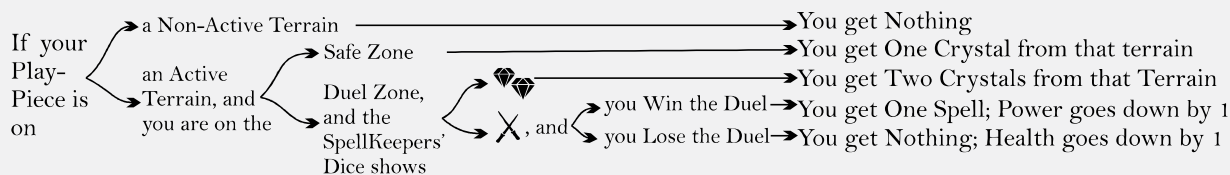
If the number rolled is lesser than or equal to your **Wand-Power** on the Player Board, you win that duel, and get a **Spell** from that Terrain. Your Health remains the same, but a winning duel reduces the power of your wand, so your **Wand-Power** reduces by 1.

Losing a Duel

If the number rolled is greater than your **Wand-Power** on the Player Board, you lose that duel and do not get a Spell. Your **Wand-Power** remains the same, but your **Health** in a losing duel reduces by 1.

Note that the Markers must be moved accordingly on the Player Board immediately after each duel.

Quick Reference



For example, *Shan* currently has his *Wand-Power* and *Wizard-Health* values both at 3 on his Player Board.

If *Shan* rolls 1, 2 or 3, he **wins** the duel and gets a **Spell**. His **Wand-Power** now lowers to 2.



If *Shan* rolls 4, 5 or 6, he **loses** the duel. His **Health** goes down to 2.



! Low Health !: Note that when *Health* goes to 2 or below and into the Red Zone of the Player Board, you can no longer be in the Duel Zone of any Terrain, and are sent back to the Safe Zone at the end of that turn. To go back to the Duel Zone, you need to increase your Health to 3 or above. So how do you increase it?

#4: Increase your Power & Health

Increasing your Wand-Power and Health increases your chances of winning Duels and duelling longer. You can increase your Power and/or Health right before the next turn begins, by giving up Crystals. Players may exchange

- 3 different types of Crystals for 1 Power or Health,
- 4 different types of Crystals for a total of 2 Power and/or Health,
- and 6 different types of Crystals for a total of 3 Power and/or Health.

That is, if exchanging 4 or more crystals, the players can choose any combination of power and/or health they like.

This information is also given in the bottom of your Player Board.

For example, *Shan* has 4 unique Crystals which he may exchange for 2 Power/Health values. *Shan* can use that in any combination.

He may

- increase Power by 1 and Health by 1, or
- Power by 2, or
- Health by 2.

Shan may also decide to wait until he gets 6 unique Crystals to exchange them for 3 Power/Health combination.

How do we get Potion Bonuses?

"Potion Bonus cards give out Bonus points to the Wizards who are the bravest, fastest, or the most strategic."

There are **3** types of Potion Bonus cards for **3** different Objectives/Milestones:

1. **Crystal Bonus Cards** for collecting and retaining a total of *any* **8** Crystals at any point on hand, (Note that this player is free to spend these Crystals after the card is claimed)
2. **3-Spell Bonus Cards** for collecting **3** *different* Spells, and
3. **5-Spell Bonus Cards** for collecting **5** *different* Spells.

These are Bonus Victory Points that can be claimed, and you **need not give** up your Crystals or Spells for getting these. Whenever you reach one of these milestones, you can collect the **top-most Bonus Card for that category** from the centre. Usually, the faster you are to get a Potion Bonus, the more Victory Points you receive. **Note that you cannot collect more than one Bonus Card of the same type.**

The rounds continue clockwise. The Player to the left of the Active Player becomes the new Active player and the above steps are repeated. The Active Player may be the one rolling the Dice for that turn, but all Players get Crystals and/or duel for Spells if they are on a Terrain that gets activated. The game continues until one of the **End Game Scenarios** given below is reached.

End Game Scenarios

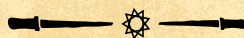
The last round of the game gets triggered when any one of the two scenarios from below takes place.

End Game Scenario #1	End Game Scenario #2
A Player gets a total of 6 Spells <small>*This is the most likely scenario*</small>	Crystals from any 3 Terrains get empty

This last round goes on until before the turn of the Player who triggered one of the End Game Scenarios. That is, all Players except the Player who triggered the End Game get one final turn.

And the next OverSeer of Aeydor is...

The Victory Points of all Players are then added up - with **each Crystal worth 1 Point**, **each Spell worth 5 Points**, and **each Potion Bonus worth the Points given on the card**. The Player with the highest Victory Points wins the game, and is declared the next OverSeer of Aeydor. In case there is a tie, the tied-Player with the highest Potion Bonus Victory Points wins the game. In case there is still a tie, the tied-Players get to share the OverSeer title and reign together.



You are now ready to play Wizards of Aeydor. Start playing and after a round, you will catch on quite easily. You might encounter some specific scenarios during the game. The next page has some additional clarifications.

Additional Clarifications on specific scenarios. You may come to this after you start playing the game.

Rolling:

- In the event of a Lucky Roll where both Terrain Dice have the same Terrain Symbol, changing one to any other Terrain Symbol is mandatory. Both Dice *must not* have the same symbol.

Collecting Crystals/Spells:

- If more than one Player get Crystals/Spells during a turn, distribution begins from the Active Player and continues in a clockwise direction.
- In the scenario where there is no Spell or Crystal left in an Active Terrain that a Player is standing on, that Player must roll one of the Terrain Dice to determine which other Terrain he/she gets a Spell or Crystal from.
- You *can* collect the same type of Crystals and Spells multiple times, but Spell Bonuses can be claimed only when the Spells are unique, and Power/Health values can be increased only when Crystals are unique.

Duelling:

- If the final roll comes up as a duel, players *have* to duel and do not have the option to not duel.
- If multiple Players are duelling during a turn, the order of duelling starts with the Active Player and continues clockwise.
- If you have two duels coming up in the same turn, announce which Terrain you want to duel first for and then begin the duel.
- In the case where your Health value is 3 and you have two duels coming up in the same turn - if you lose the first duel, you still have to duel for the second Terrain even though your Health goes down to 2 and into the Red Zone now, since you are forced into the Safe Zone only at the end of the turn. If you lose that duel as well, your Health goes down to 1.

Potion Bonus:

- If more than one Player is eligible to receive the same Potion Bonus card during the same turn, distribution starts with the Active Player and goes in the clockwise direction.
- Each Player can have only one Bonus Card per type.

Increasing Power/Health:

- Increasing Power and/or Health can only be done before a turn begins. It cannot be done after the Active Player has rolled the dice.

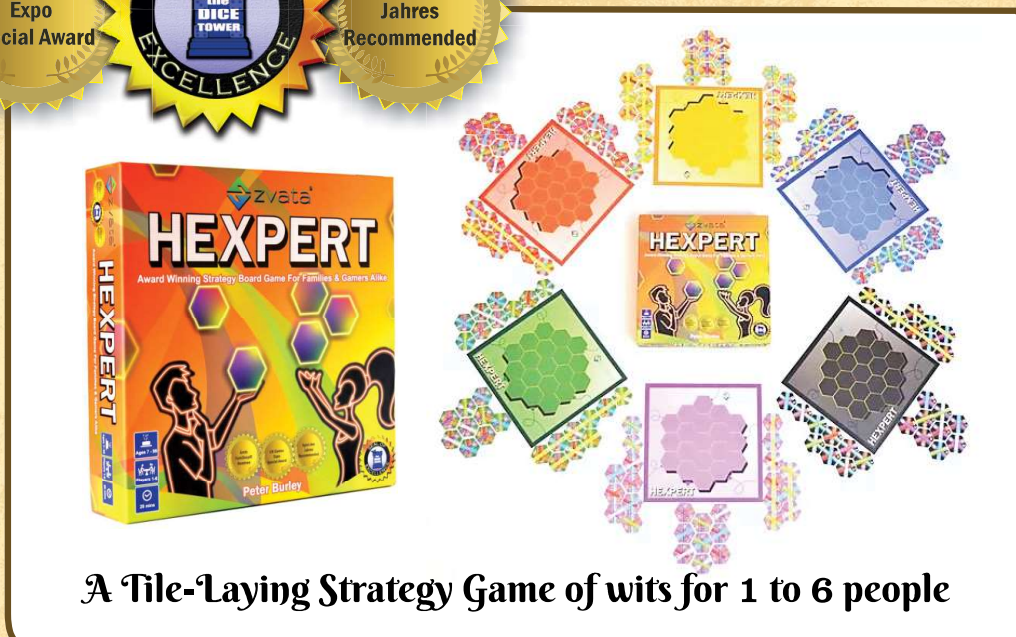
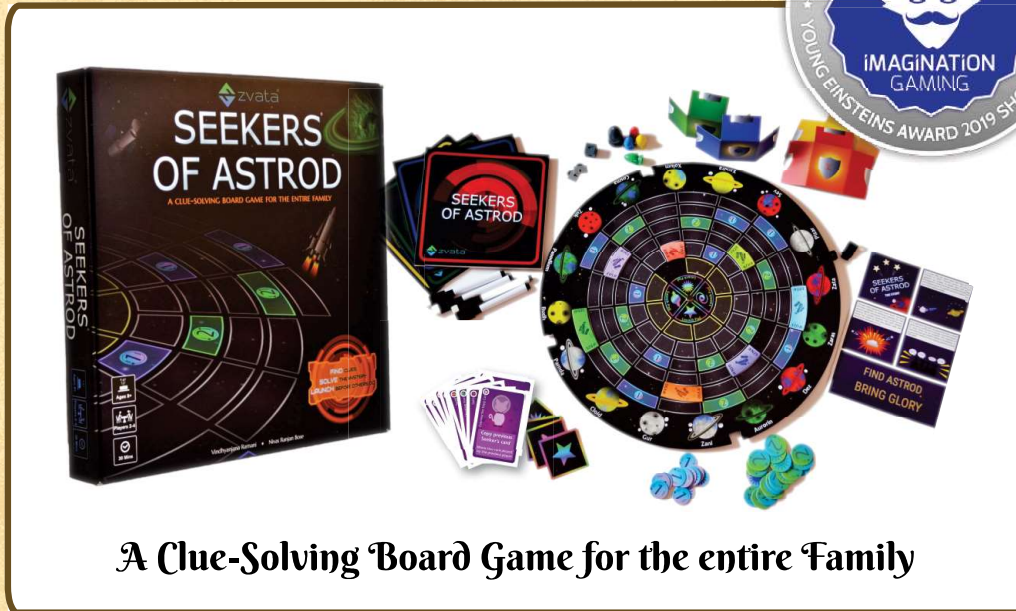
Advanced Variant

If you are a seasoned Board Gamer and would prefer a little more challenge, try the version below.

All the rules mentioned so far are applicable, along with these additional powers.

- Players may exchange a Spell for *any* 3 Crystals, before the start of a turn.
- The Crystal-Bonus card brings with it, two special powers.
 - ◆ Every player who owns a Crystal-Bonus gets an extra roll of the Duel Dice during a duel.
 - ◆ A Player who possesses a Crystal-Bonus card may initiate an exchange of Crystals with another player before the start of a turn. If both Players agree to the barter, the exchange may take place. Remember that the person initiating the barter must hold a Crystal-Bonus.
- Players may sell one Crystal for additionally re-rolling 1, 2, or all 3 dice after a roll. This option is available only once per turn.

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