

HI & WELCOME!

PRINT & PAPER: best on white paper, size A4 or Letter, portrait format, black or colored.
(The cards look better if you print them colored.)

CHECKLIST "WITCHES AND WIZARDS" – 7 pages:

- checklist and game rules (3)
 - magic cards and formula (4)
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- Cut out the **Magic Cards** and the **Magic Formula**.
 - You also need **paper and pen** to write down your score.
- TIP: print or stick the cards on thicker paper or cardboard!

CONTENTS:

34 Magic Cards: 32 different animals, 2 x Bacillus

1 Magic Formula (Who enchants who?)

Paper and pen: one of you writes down the player's names. (Choose wizard's names if you like.)

WITCHES AND WIZARDS Course and rules of the game

1) SHUFFLE ALL MAGIC CARDS AND DEAL OUT (face down):

2 players: 7 cards for each player

6 players: 5 cards

3 players: 7 cards

7 players: 4 cards

4 players: 7 cards

8 players: 4 cards

5 players: 6 cards

9 players: 3 cards

Take your cards and hold them so other players cannot see which animals you have got.
Place the rest of the cards face down as a pile on the table.

2) CHOOSE ONE MAGIC CARD: and put it face down on the table.

3) REVEAL MAGIC CARDS:

One of you is the start-player (e.g.: the youngest, oldest,...).

One by one, turn over the cards you just put on the table:

first the start-player, then the left hand neighbour,...go on clockwise.

4) ENCHANTMENTS: THE MAGIC FORMULA

CAT 1 ENCHANTS CAT 4

CAT 2 ENCHANTS CAT 1

CAT 3 ENCHANTS CAT 2

CAT 4 ENCHANTS CAT 3

The **BACILLUS** enchants everything.

ENCHANTMENTS: THE MAGIC RULES

One by one slowly find out which animals can be enchanted.
The start-player's card is the first card that can be enchanted. Go on **clockwise**.
Put the Magic Formula on the table, so you always see the rules.

e.g.: Start-player's card is **Ape Cat 3**, the left hand neighbour's card is *Buffalo Cat 4*.
- Buffalo enchants Ape! Now the **Buffalo** is the new card which can be enchanted.
- The next player's card (clockwise) is a card with *Cat 1*, e.g. *Bug*:
Bug enchants Buffalo! Now the **Bug** is the new card which can be enchanted....

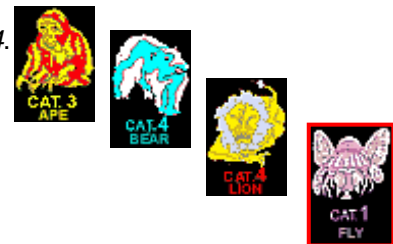


If the following player(s) cannot enchant, it is still the start-player's card which can be enchanted.
If a card can enchant another - this „winning“ card is always the one which can be enchanted next!

e.g.: Start-player's card is **Ape Cat 3**, left hand neighbour's card is *Bat Cat 2*.
- Bat cannot enchant Ape. It is still the **Ape** which can be enchanted.
- The next player's card is *Eagle Cat 3*. Eagle cannot enchant Ape.
It is still the **Ape** which can be enchanted...



e.g.: Start-player's card is **Ape Cat 3**, left hand neighbour's card is *Bear Cat 4*.
- Bear enchants Ape! Now the **Bear** is the new card which can be enchanted.
- The next player's card is *Lion Cat 4*. Lion cannot enchant Bear.
It is still the **Bear** which can be enchanted.
- The next player's card is *Fly Cat 1*. Fly enchants Bear!
Now the **Fly** is the new card which can be enchanted...



WINNER OF A MAGIC ROUND

The player who was the **last** having enchanted a card, wins the round.
If no one was able to enchant the start-player's card, the start-player wins the round.

BACILLUS: The player who revealed a bacillus card wins the round.
Also if a following player reveals another bacillus.

MAGIC ROUNDS

- After the round, write down the scores (see next page).
- Then place the revealed cards face down aside on the table. Next round.
- The new start-player is the left-hand neighbour of the previous start-player.
- Choose Magic Card, reveal, enchant, score – new start-player,.....
- When all cards have been played, take all cards and deal again.

THE BEST WITCHES AND WIZARDS

For scoring and winning the game, we came up with different versions:

PARTY (for more than 2 players):

- After each round the winner scores **3** points.
- and all other players have to imitate the animal on the winning card!
Everything is allowed for imitating the animal. Sound, gesture, disguise...
For the Bacillus you can play being ill or sick....
- Then the winner decides who did the best imitation. This player scores **1** point.
- The first who has 17 or more points is the best witch/wizard & wins the game!

EASY I:

The player who won the most rounds wins the game:

- After each round the winner scores **1** point.
- The first who has 17 points wins the game.

Or: The player who has the most points after 10 games is the best witch/wizard.
(When you have played all cards 10 times. Don't forget to write down the number of played games.)

EASY II:

The player who won the fewest rounds wins the game:

- After each round the winner scores **1** point.
- When one of the players has 17 points, the game is over
and the player with the least points is the winner.

Or: The player who has the least points after 10 games is the winner.
(When you have played all cards 10 times. Don't forget to write down the number of played games.)

PROFESSIONAL:

The player who is best in predicting his scores wins the game!

- Before the game starts, every player guesses how many rounds s/he will win until all cards are being played. (All together 7 rounds if everyone has 7 cards).
- One of you writes down the „predictions“.
- If your prediction was right: this number is your score!
- Next game: all guess, write down, shuffle & deal cards,...
- The first who has 17 or more points is the best witch/wizard.

You may play with less or more points or magic rounds.
In that case, don't forget to decide and write down before you start playing.



CAT.4
BUFFALO



CAT.4
BEAR



CAT4
CROCODILE



CAT.4
ELEPHANT



CAT.4
LION



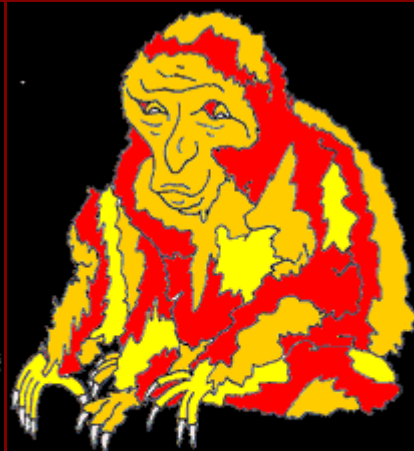
CAT.4
RHINO



CAT.4
HIPPO



CAT.4
TIGER



CAT.3
APE



CAT.3
EAGLE



CAT.3
HYAENA



CAT.3
KANGAROO



CAT.3
LYNX



CAT.3
JACKAL



CAT.3
SNAKE



CAT.3
WARTHOG



CAT.2
BAT



CAT.2
FROG





CAT.1
BUTTERFLY



CAT.1
MOSQUITO



CAT.1
SPIDER



CAT.1
WASP



CAT.1
GRUB



BACILLUS



BACILLUS

Cat. 1 enchants Cat. 4

Cat. 2 enchants Cat. 1

Cat. 3 enchants Cat. 2

Cat. 4 enchants Cat. 3