

# ELFENWIZARDS

a game by Alan R. Moon

*In the Land of the White Winds the Wizard Guilds meet every four years to award one of their own the title of High Wizard. Other Magicians in the Guilds are awarded lesser but almost as prestigious titles of Wizard, Sorcerer and Necromancer. There is fierce competition between the powerful Wizard Guilds for the available titles, because when the Scrollmaster reads the Scroll of Honor, each Wizard Guild wants its name to be read the most often.*

*In Elfenwizards, each player controls a Wizard Guild and uses his Magicians' Spells to get the most prestigious titles and gain the most Power. Because in the Land of the White Winds, magic is power, and power is magical.*

**Note.** In this translation we assume that magicians levels are, in decreasing order: High Wizard, Wizard, Sorcerer, Necromancer, Magic User. The word "magician" generally refers to game pieces representing to all of them.

## Components

---

- Gameboard
- 42 dice as Major Spells (7 dice per color)
- 39 wooden pieces as magicians
- 42 wooden chips as Minor Spells (7 per color)
- 12 Grey Magic chips
- 1 wooden Dragon (indicating the first player)
- Rulebook

## Game Setup

---

Place the gameboard at the center of the table and put the Grey Magic chips in the appropriate space.

Each player gets 7 major spells (the dice), 7 minor spells and the relative Magic Users of the same color. With three players, use red, green and blue magicians; with four, add the yellow magicians; in five players, add also the black magicians.

Each player places his Magic Users according to what is indicated in the setting up table on the back of the rulebook, while the remaining magicians are put back in the box.

One player will be chosen as secretary and will take note of scores during the game; he will therefore need pencil and paper. In the first turn of the game, the first player is randomly determined and that player takes the wooden Dragon piece.

## Game Turns

---

The game is played in up to 4 turns, each turn consists in ten steps, which have to be performed in this order:

1. Withdrawal of the High Wizard
2. Major Spells rolls and placement
3. Other Major Spells rolls and placement
4. Minor Spells recovery (1)
5. Duels and titles assignment
6. Minor Spells recovery (2)
7. Vacant titles assignment
8. Demotion of remaining magicians
9. Grey Magic chips recovery
10. Scoring

## 1. Withdrawal of the High Wizard

---

Ignore this phase in the very first turn of the game.

At the beginning of each following turn, if there is a Magic User in the High Wizard space, his owner places a Minor Spell chip on the turn track, in the space corresponding to the turn just finished. The player can get this chip from his own supply or from the Minor Spells Space on the gameboard. This Minor Spell remains in that place until the end of the game.

Subsequently, the player takes the wooden Dragon piece (he's the new first player) and removes his magician from the High Wizard space of the board placing it in any Magic Users space of his choice.

## 2. Major Spells rolls & placement

---

Beginning with the first player (Dragon) and proceeding clockwise, each player rolls his Major Spell dice and places them all or a part of them, in the chosen spaces of the board (see "Placement of Major Spells").

## 3. Other Major Spells rolls & placement

---

Beginning again with the first player and proceeding clockwise, each player rolls all his remaining Major Spell dice (those he choose not to place in the previous step). The player can now accept the roll and place the spells as indicated in step 2, or he can pay one Minor Spell (which is discarded to the corresponding space of the board), in order to roll again his dice one last time.

If the player decides to pay one Minor Spell, he must roll all the Major Spells that he didn't place in step 2 (he can't choose to roll just some of them).

## 4. Minor Spells recovery (1)

---

The players who have placed Major Spells in the Minor Spells space of the board can now recover a minor spell chip for each 2 points of dice results (on the same or more dice). For example, a 4 allows to recover two minor spells, two 1s allow to recover one minor spell, a 3 and a 1 allow to recover 2 minor spells.

Any possible fractions and points not spent are lost. Such used Major Spell dice are taken back by the players and placed again in front of themselves. Any possible unused Major Spells remain for the moment in the Minor Spells space of the board.

## 5. Duels and titles assignment

---

During this step, Magic Users fight, casting spells, for each available title to be awarded. See "Duels" and "Titles assignment" for more details and resolution.

## 6. Minor Spells recovery (2)

---

The players who still have Major Spells in the Minor Spells space on the gameboard, can now recover more Minor Spell chips in the same way already described in step 4. Such used Major Spell dice are taken back by players who place them again in front of themselves.

If a player should still have unused Major Spells in the Minor Spells space of the board after having recovered all his Minor Spell chips, he may choose to leave them in place for the next turn, or he can take them back without having used them this turn.

## 7. Vacant titles assignment

---

Vacant titles are now awarded to magicians defeated during the duels, which have been placed in the various Defeated spaces on the gameboard. See "Defeated magicians" for more details and resolution.

## 8. Demotion of remaining magicians

---

Defeated magicians that didn't receive one of the vacant titles are now removed from their Defeated spaces and placed back by players in a Magic Users space of the board.

When demoted, defeated magicians that were at Wizard or Sorcerer levels also receive a Gray Magic chip (as indicated on the gameboard in these spaces). Grey Magic chips are placed under the corresponding magician's piece.

## 9. Grey Magic chips recovery

---

Players that placed Major Spell dice in the Grey Magic space on the gameboard, can now remove one Grey Magic chip from any one of their magicians, for every 4 points of dice results (on one or more dice). For example, a 5, a 2 and a 1 allow to remove 2 chips. Such used Major Spell dice are taken back by players and placed again in front of themselves.

If a player should still have unused Major Spells in the Grey Magic space, he can choose to leave them in place for the next turn, or he can take them back without having used them this turn.

## 10. Scoring

---

At the end of each game turn, the secretary records each players' scores on a piece of paper. See "Scores" and "Game end" for more details.

## Placement of Major Spells

---

In steps 2 and 3, a player chooses to place all or a part of his Major Spell dice in the various spaces of the gameboard. These dice can be placed in the four Major Spells spaces, in the Minor Spells space or in the Grey Magic space, without any number limitations.

Once a player has placed a dice and withdraws his hand, that Major Spell cannot be moved from its place.

## Duels

---

Beginning from the First Player (the one having the wooden Dragon) and proceeding clockwise, each player may place two Major Spells, two Minor Spells or one spell of each sort near one or two magicians. If a player has only one spell available, he can only place that one.

If a player wishes, he may pass the turn without placing any spells, but in this case he will not be able to place any other spells for this turn. Players continue placing spells in this way until all players have passed.

All the spells thus chosen have to be placed such a way that it's obvious the magician they refer to. A player can place spells in favour of his own magicians as well as in favour of other players' ones.

There is no limit to the number of spells that can be played in favour of the same magician. The only limit concerns Major Spells, which have to be placed at the same level of the Major Spell space from which the player takes them. For example, a Major Spell taken from the Necromancer Major Spell space, has to be placed next to a magician who is at Necromancer level.

Players are not obliged to place all their spells, however, unused spells have no effect and will be therefore wasted.

## Titles assignment

---

After all the players have passed, titles will be assigned proceeding from top to bottom and from left to right. Therefore, titles assignment always begins from the High Wizard, followed by the First Wizard (the one on the High Wizard's left), the Second Wizard, the First Sorcerer and so on.

In order to resolve title assignment, each Major Spell is worth the same points as the die result, while Minor Spells are worth 1 point each. For each title, the candidate who has more points in his favour wins and obtains the higher title.

Example. A blue magician is in the First Wizard space and a red magician is in the Second Wizard space. Both are in competition for the title of High Wizard. The blue magician has two Major Spells in his favour, a 5 and a 6 (total 11), while the red magician only has one Major Spell of value 6 and a Minor Spell (total 7). The blue magician has therefore more points and will be placed in the space of the High Wizard, while the red wizard will be placed in the Defeated space of the Wizard level.

In most cases, two candidates compete for each title: the one with more points wins and obtains the

assignment, while the loser will be placed in the defeated space of his level. If two candidates do not have any points in favour, or tie, the title will not be assigned and remains vacant.

If there is only one candidate for a certain title, or if the same player controls both the candidates, that player just puts one or more points in favour of the magician he wishes to assign the title to, and opponents can't do anything to counter. However, if the player does not place points, the title remains vacant.

In the event that there are more than two candidates for the same title (which happens only at simple Magic Users level), the title of Necromancer will be assigned to the two magicians having more points in favour. If two or more magicians tie for the first place, the title of Necromancer is not assigned and remains vacant; if two or more magicians tie for the second place, only the first classified magician receives the title (and, of course, one Necromancer title remains vacant).

In all events, a magician must always have at least one point in favour to be assigned a title. Even if he is the only candidate for a certain title, a magician without points in favour does not receive anything.

If there are no candidates for a certain title, this will not be assigned and remains vacant.

There can be only one single magician for each space of High Wizard, Wizard, Sorcerer and Necromancer levels, while there is no limit to the number of magicians that can be in the same simple Magic Users space.

All the magicians previously in the Wizard, Sorcerer and Necromancer spaces to whom the title is not assigned, must be removed by players and placed in the Defeated space of the same level. These magicians can receive possible vacant titles or they will be demoted after that assignment.

When all titles are assigned, the players retrieve and place in front of themselves all Major Spell dice used for the duel, while Minor Spells are placed in the relative space on the gameboard.

## **Defeated magicians**

---

Magicians that were placed in the Defeated space of Wizard level are the first that may be awarded possible vacant titles. If there is only one wizard in this situation, he receives the highest vacant title, with the obvious exception of the High Wizard title. If there are more vacant titles at the same level, the player may choose which one he will be assigned.

If there are two magicians in the Defeated space at Wizard level, vacant titles will be assigned in play order (always clockwise starting from the First Player).

As soon as all vacant titles have been assigned, any possible magicians still present in Defeated spaces of any level are demoted and must be moved by players to one of the simple Magic User spaces on the lower

part of the gameboard. In this case, the First Player will be the first to place all of his magicians as he wishes, then each other player place all his magicians following the game order.

Magicians thus demoted from the level of Wizard or Sorcerer also receive a grey magic chip which is placed under their game piece. There is no limit to the number of Grey Magic chips a magician can have under his counter during the game.

## **Agreements and negotiations**

---

The only agreements allowed between players are those concerning the use of spells in the duel for titles to be awarded in the turn. In any case, these agreements are not binding for any of the parts. Players are never allowed to trade spells of any kind, Grey Magic chips, or scores.

If the players wish, they can set a limit to the duration of agreements and negotiations, as follows:

- during steps 2 and 3, each player gets 1 minute of negotiations before rolling his dice;
- during step 5, players collectively get 5 minutes of negotiations before beginning duels for the titles.

## **Scores**

---

At the end of each game turn, the secretary records on paper the score of each player, as follows:

- High Wizard: +10 points
- each Wizard: +7 points
- each Sorcerer: +5 points
- each Necromancer: +3 points
- each simple Magic User: +2 points
- each Grey Magic chip: -1 point
- only at the end of the game: +1 point for each Minor Spell the player has still in front of himself

Note that generally, due to the random starting order of play, substantial differences between players may occur already in the first turn of the game, but these tend to counterbalance thereafter, so that no starting position is really more favourable than others.

## **End of the game**

---

The game ends as soon as one of the following occurs:

- it's the end of the fourth turn of the game;
- it's the end of a turn and a player was able to obtain for the second time the title of High Wizard;
- it's the end of a turn and the title of High Wizard was unassigned for the second time.

At the end of the game, players receive 1 extra point for each Minor Spell they still have in front of them.

The winner of the game is the highest scoring player.