

# THE WIZARDS' DUEL: THE BATTLE FOR THE CROWN

BY: TEAM NAME

In the heart of a place known as "NoWhere", an ancient relic known as the Crown of Ancient Knowledge was hidden. Three of the most powerful wizards converged upon "NoWhere". Each was driven by a deep desire to control the arcane power of the crown.

That's when a majestic voice rings in the heads of the three wizards. "Only One"

## OBJECTIVE:

The Wizard's Duel is a turn-based strategy game where three players need to try to beat the rest of the players to collect enough points to win.

## COMPONENTS:

**Game Board Map:** 13x13 grid highlighting players' spawn location, event, and shop spaces. Players move one square at a time.



- **Spawn location:** Positioned on the side of the map. Players choose a unique side and block to start and respawn here after defeat.



- **Event Location:** Trigger a random event card when stepped on.



- **Shop Location:** The same shop can only be visited **once** per turn. Players can choose to do **one** of the following:

- Draw 1 magic card and 1 item card.
- Return any cards to the deck and draw an equal number of magic cards.

**Cards:** The card and range of effects are shown at bottom. The range of effect is centered on players' position, and the target can be any player within the range. Used cards go to the deck's bottom.

All cards with an ongoing effect are placed on the field for the duration of the effect and returned to the bottom of the deck when the effect ends.





**Magic cards:** Cards that deal damage can also be used to defend when attacked - negating the damage of the cards used to defend. Magic cards can also be used to help other players neutralize the damage they take. **Heal** is the only card that can be used when being damaged or killed by event cards.



**Item cards:** Item Cards can be used directly from the hand or equipped - placed on the field for later. Up to two Item Cards can be equipped. Players must discard an equipped item card to equip another item card. **Only** equipped item cards can be used during other players' turns.



**Event cards:** The drawer can select an affected secondary player.

**3 Wizard player tokens:** Each player picks one to represent themselves on the game board.  
**Health and Action Point Trackers:** Monitor health and action points.



**Crown token:** Grants 10 points. Lost upon defeat. If killed by a player, they claim the crown. If killed by event cards, the crown falls in place.

**Dice:** Determines card effects.

**Decks Board:** Organizes card decks.

## SETUP:

1. Lay out the game board.
2. Each player chooses a wizard token.
3. Shuffle all card types and set them face-down on the deck board.
4. Determine who gets to go first and choose the spawn location first.

## THE GAME BEGINS:

**One round means one turn for each player, including current player's turn.** Players finish both the draw and action phase to finish their turn.

**Draw Phase:** Draw **8 magic cards** on the first turn. On subsequent turns, **draw one**.

Each player can hold a **maximum of 8 cards** in hand. Players can no longer draw any magic or item cards when their hand is full. Event cards can still be drawn and activated.

**Action Phase:** Players have 5 action points per turn.

- Use a magic or item card: -1 action point.
- Move one block: -1 action point (only straight-line movements allowed).
- Equip an item: -1 action point.

Players can use cards to defend or heal. Calculate enhancements and reductions before applying damage. No counter damage is given for excess defense. If a player is defeated, they lose equipped items but retain hand cards, respawning and drawing up to 8 cards.

## WINNING THE GAME:

Reach 20 points first to win. Defeating a player earns 5 points.