

Magic School



Ages: 5–99 years



Number of players:
1 to 6 players



Contents: 32 cards –
16 magical item cards and 16 character cards



Aim of the game: Complete at least 10
magical quests.



You'll play as young apprentices dreaming of becoming Grand Sorcerers. If you want to achieve your goal, you'll need to successfully complete at least 10 quests. They are a group effort and you'll need to work together to win.

To complete a quest, you must match the magical items to their owners and put the two matching cards together.

Getting the game ready: All the cards are shuffled and placed in a pile, face down, on the table. When playing the game, players should take cards and place them side by side on the table, forming rows of four cards to create a square of four by four cards.



Rules of the game: The youngest player starts, then play continues in a clockwise direction. When it's their turn, the first player takes the first card in the pile, shows it to all the players and then places it face down on the table.

The second player draws a new card and shows it to all the players:

- If this card can be matched to the one previously placed on the table, the player places it on top of it, face up. A pair is then formed and no more cards can be placed on top.

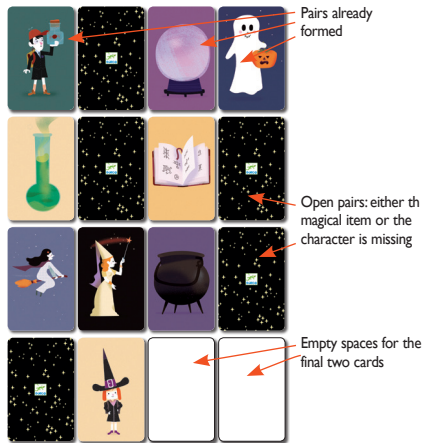
- If this card cannot be matched to the one previously placed on the table, the player places it face down on the table.

For the following turns, if there are several cards face down on the table, the player chooses which one to place their new card on, if they think they can form a pair. Play continues until there are no cards left in the pile.

Note: Players can discuss with each other where to place the card drawn, but the final decision rests with the player whose turn it is.

You cannot move cards that have already been put down.

End of the game: The game ends when all the cards have been placed on the table – in other words, once a square of four by four cards has been formed with two cards in each space. The players then check the 16 pairs formed. If the magical item and its owner are matched correctly, the quest is complete.



Score table:

- 15 or 16 quests: **Excellent!** You are now a Grand Sorcerer and receive the Medal of the Order of Merlin.
- 10 to 14 quests: **Well done!** You are now a Grand Sorcerer.
- 7 to 9 quests: **Too bad,** you were close! Try again!
- 0 to 6 quests: **Oops...** game over, but a true sorcerer never gives up!

A game by Jonathan Favre-Godal