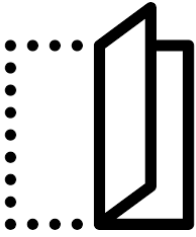


CONTENTS

- 6 Wizard Cards
- 63 Stream Cards
- 1 instruction manual

THANK YOU FOR DOWNLOADING WIZ UP THE WALL



ASSEMBLY

Print single sided.

Carefully cut out each card to the inside of the blue border. Fold in half at the indicated point to create the front and backside of the card. Use a glue stick to glue the front and back together. Alternatively, you could laminate your cards. We recommend using card stock if your printer supports this, or adding a 'stiffener' inside the fold



example of revised artwork

Wiz Up The Wall is a game by Paul Brook and Jim Lockey. Artwork by Jim Lockey (jimlockey.com)

This game is presented as a free prototype and we'd love feedback on your experience of the game so that we can improve it

please send feedback to info@es-games.com

EAST STREET GAMES



A wizard's peeing contest
for 2-6 players

EAST STREET GAMES



Form the longest shimmering stream of golden arcane energy, without using up all your mana.

OBJECT OF THE GAME

Each player is trying to build the longest possible arcane energy stream without 'going bust'.

THE CARDS

Wizard Cards act as a player's avatar and are the starting point for the player to begin building their energy stream.



Stream Cards are drawn during play to extend a player's energy stream. Each *stream card* has two *mana symbols* on its face.

Some *stream cards* fork, drawing one of these means that you will be able to change the direction of your energy stream. You can build your energy stream from either or both points of a fork, But cards must always be placed so that the energy stream is unbroken.

MANA SYMBOLS

Mana is the latent magical energy within each wizard. As a wizard exerts themselves they will use up resources from their mana-pool.

The mana-pool is represented by six mana symbols, which a wizard must hold fixed in their mind as they attempt to cast a spell.

As a spell is cast mana is consumed, if a wizard over-exerts themselves they will lose pressure and the magic will sputter and fail. This is called 'going-bust.'

Keeping track of how much mana has been consumed is difficult even for experienced wizards, and many are caught short.



SET - UP

First, each player selects a *wizard card* from the six available and places it face down in front of them.

Then deal two face-down *stream cards* to each player. The players must place these cards face-down so that the arcane energy stream extends from their wizard into the empty play space. These cards must be played blind, *do not look at the face of the card.*

Place the rest of the *stream cards* in a face down pile in the centre of the table.

GAME-PLAY

The player left of dealer goes first and play progresses clockwise.

ON YOUR TURN - Draw a stream-card from the pile, look at the symbols on the face and try to remember them, then place it face-down on the end of your arcane energy stream.

Once placed a card cannot be moved.

The mana symbols on the card you place down represent magical energy used on your spell. If more than five appearances of any one symbol are in your stream at the end of the round you will go bust and automatically lose. The two cards played blind during the set-up face count in your total! If you believe that you may go bust you can instead declare your spell finished, players who have finished their spell do not draw any more cards.

CROSSING THE STREAMS - It wouldn't be a true wizard fight if you couldn't mess with each other's spells. If you can direct your stream so that it crosses an opponents, you will cut them off and cause their spell to end prematurely. Forcing someone else to end their spell in this way displays real big spell energy.

TOUCHING TIPS - If your arcane energy stream touches the leading tip of an opponent's both spells will end.

When all players have completed their spells move to the scoring phase.

SCORING

Once all spells have ended players turn over their *stream-cards* including the two blind cards they received at the start of the game. Any player with an mana symbol appearing more than five times in their stream will have gone bust and scores 0.

Players who have not gone bust score 1 point for each card in their stream.

If another player has crossed your stream then only count the symbols and cards up to the point where your stream was cut-off.

The player with the longest stream is declared the winner.
We suggest playing three rounds - The overall winner is the player with the highest cumulative score



Wiz Up The Wall is a game by Paul Brook and Jim Lockey. Artwork by Jim Lockey.

This game is presented as a free prototype and we'd love feedback on your experience of the game so that we can improve it

please send feedback to info@es-games.com

example of revised artwork