

THE WANDERING TOWERS



FREQUENTLY ASKED QUESTIONS

WHAT IS A TURN?

A turn consists of all actions that you can carry out while you are the active player.

WHAT IS AN ACTION?

On your turn, you can carry out 2 identical actions, each time playing and carrying out 1 movement card. After the two actions, you refill your hand to 3 cards.

You may also carry out 1 action only and discard the second movement card.

If you are not able or willing to carry out an action, you discard your 3 hand cards and take 3 new cards from the draw pile. Additionally, you may advance any 1 tower 1 space.

CAN I PLAY A CARD AND NOT CARRY OUT THE CORRESPONDING MOVE?

No! If you play a card and are able to carry out the move, you have to do so. You can discard a card without using it only if you are unable to carry out the move.

MAY I PLAY A DIFFERENT CARD IF ANOTHER PLAYER WANTS TO "CAST A SPELL" ON MY MOVE BY USING A MAGIC SPELL?

No! As soon as you have played a card, you have to carry out the move - even if you don't like the magic spell that the other player has used.

WHEN ARE YOU ALLOWED TO USE A MAGIC SPELL?

You may use a magic spell only if you have the required number of full magic potion flasks. In the basic game, you may use only 1 magic spell per turn.

In the Variant for Master Wizards, you may use 1 magic potion per action, i.e., 2x per turn.

Once you have used a magic spell, you have to discard the magic potion flasks you used.

A magic spell can be used before, during or after an action.

MAY I USE MAGIC SPELLS EVEN IF IT IS NOT MY TURN?

In the basic game, you may use magic spells only if it is your turn. In the Variant for Master Wizards, you may use a magic spell even if it is not your turn.

But per action, only one player may use a spell. Priority is given to the active player, i.e., the player whose turn it is. If this player is not able or willing to use a spell, another player may do so. If multiple players want to use a spell, priority is given to the player who sits closest to the active player in clockwise order. Therefore, it is advisable to always stay attentive, even if it is not your turn.

Example: Another player has a wizard that is standing 1 space in front of the raven castle. This player discards 2 full magic potion flasks and moves his wizard into the raven castle.*

CAN I PLAY WITH MORE THAN 2 MAGIC SPELLS ALSO IN THE BASIC GAME?

Yes! If you have already gained experience with The Wandering Towers, you may decide on your own how many magic spells to play with.

MAY I ALSO LOCK UP ONE OF MY OWN WIZARDS AND TURN OVER A MAGIC POTION FLASK AS A REWARD?

Yes! Even if you lock up yourself, you may turn over an empty magic potion flask.

MAY I EVEN DISCARD SEVERAL FULL MAGIC POTION FLASKS IN ORDER TO USE A MAGIC SPELL MULTIPLE TIMES?

Yes! Examples:

- "Move a wizard" spell: You can discard 4 full magic potion flasks in order to move your wizard 2 spaces forward.
- "Move a tower" spell: You can discard 2 full magic potion flasks in order to move any 1 tower 4 spaces forward.
- "Free a wizard" spell: You discard 1 full magic potion flask and lift a tower, but unfortunately, none of your wizards is there. You discard another 1 full magic potion flask and lift a different tower, and so on.

*For reasons of better readability, the concurrent use of the language forms male, female, and diverse is waived. Any reference to persons applies equally to all genders.

WHEN CAN A WIZARD BE FREED THROUGH THE "FREE A WIZARD" SPELL?

Anytime! This magic spell can be used before, during or after a player's action.

- A player wants to move a tower. Before the tower is moved, somebody can use this magic spell to conjure up his locked wizard onto the top of the tower, so that this wizard is also taken when the tower is moved!
- A player has moved a tower onto another tower and, in doing so, locked up a wizard. The player who owns the locked-up wizard can free his wizard through this magic spell and place him on top of the tower.
- Through a magic spell, the raven castle is moved onto a tower where a wizard has been locked up. The player who owns the wizard can use this magic spell to free him and throw him into the raven castle.

DO I WIN IF I AM THE FIRST TO GET ALL OF MY WIZARDS INTO THE RAVEN CASTLE?

No! In order to win, you also need to have turned all of your own magic potion flasks to the full side or discard them for magic spells.

MAY I MOVE MY LAST WIZARD INTO THE RAVEN CASTLE EVEN IF I HAVEN'T YET FILLED MY MAGIC POTION FLASKS?

Yes! You don't need to have filled all magic potion flasks first in order to move your last wizard into the raven castle. But you don't win until both winning conditions have been met.

CAN I PREVENT THE ACTIVE PLAYER FROM MOVING INTO THE RAVEN CASTLE?

Yes, but only in the Variant for Master Wizards! As an inactive player, you can use a magic spell only if the active player doesn't cast a spell. Depending on the magic spells in play, you can move the active player's wizard, a tower, or the raven castle, or swap a tower, before the active player takes his turn.

DO I FIRST NEED TO HAVE FILLED MY FLASKS IN THE VARIANT FOR TEAM PLAYERS, BEFORE I MAY MOVE MY PARTNER'S WIZARDS?

No! You may move your partner's wizards once you have got all your wizards into the raven castle. This is regardless of how many magic potion flasks you have filled already.

WHAT CAN I DO IF I DON'T REMEMBER WHERE MY WIZARDS HAVE BEEN LOCKED UP?

- To find a locked wizard, you need to use tower cards to advance individual towers one by one, until your wizard(s) become visible.
- If the "Free a wizard" spell is in play, you can use this magic spell to look under towers and, if applicable, immediately free a wizard. You can even do this multiple times during an action, if you give up the corresponding number of full magic potion flasks.

WHAT CAN I DO IF I DON'T REMEMBER HOW MANY OF MY WIZARDS ALREADY ARE IN THE RAVEN CASTLE?

You can look into the raven castle at any time and also empty it, so that all players can see how many wizards you already have in the raven castle.

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