

# THE WANDERING TOWERS



## SOLO GAME VARIANT

### OBJECT OF THE GAME

Your objective is to get 12 wizards into the raven castle with as few cards as possible.

### SET-UP OF THE GAME

Set the game up in the same way as described in the basic game under "Set-up of the Game", with the following changes:  
Choose 12 wizards of any colour. The wizards' colours don't play a role in this variant. Distribute the 12 wizards among the towers, as described in the basic game under "Set-up of the Game".



### COURSE OF THE GAME

The general rules for the basic game apply, with the following changes:  
Instead of 2 movement cards, you play 1 card from your hand and carry out the corresponding move. After that, you immediately draw 1 card from the pile to refill your hand to 3 cards.

### END OF THE GAME

The game ends as soon as all 12 wizards have reached the raven castle. Now add up your movement cards on the discard pile. The fewer movement cards you have played, the better your score. Your objective should be to need fewer than 30 cards. In the rare case that you have played all movement cards and the wizards are not yet in the raven castle, the game ends immediately and, unfortunately, you lose the game. Try again right away.

#### How many cards did you need?

##### Less than 20 cards

Exceptional! Is it possible that you played tricks? If not, where does your magic show take place?

##### 20 – 23 cards

Hurrah, that's brilliant!

##### 24 – 27 cards

Very good, the mage guild will accept you.

##### 28 – 30 cards

Wow, good job!

##### 31 – 35 cards

There you go! You can build on that.

##### 36 – 40 cards

We bet you can do even better.

##### 41 – 45 cards

Oh dear, that calls for another try.

##### more than 45 cards

You'd better visit a magic show.



## SOLO GAME WITH MAGIC SPELLS

If you want to make it somewhat more difficult, you can add magic spells to the solo game. In this case, your objective is to get 12 wizards into the raven castle with as few cards as possible **and to fill 6 magic potion flasks**.

For this variant, you choose 3 magic spells and place them face up next to the running course.

In addition, you take 6 magic potion flasks of any colour and put them in front of you, with the empty flask facing up.

If you have played a movement card, you can additionally use a magic spell. To do so, give up the required number of full magic potion flasks and carry out the spell. Only then do you draw 1 new card.

The game ends as soon as all 12 wizards are in the raven castle and the 6 magic potion flasks have been filled.



Choose 3 of the 8 magic spells



6 magic potion flasks

## THE SOLO GAME AS A SEMI-COOPERATIVE VARIANT

In this variant, you try cooperatively to achieve the object of the game. Here also, you can choose whether you want to play the game with or without magic spells and magic potion flasks.

In both cases, the rules of the solo game variant apply, with the following changes:

Lay out 3 movement cards face up inside the running course, so that all players can see the cards equally well.

Determine who will start the game; after that, players take turns, one after another in clockwise order. On your turn, you may use 1 of the face-up cards and carry out the move; then, put the card on the discard pile. If you play with the magic spells, you may additionally use a magic spell, provided you give up the required number of full magic potion flasks. The wizards as well as the magic potion flasks

belong to all players and may thus be drawn or used by everybody. Once a turn is over, the face-up cards are refilled to 3, and the next player has his turn. Even though you have a common objective, you may neither discuss anything with one another nor give anybody a tip.



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