

# DIE WANDELNDEN TÜRME

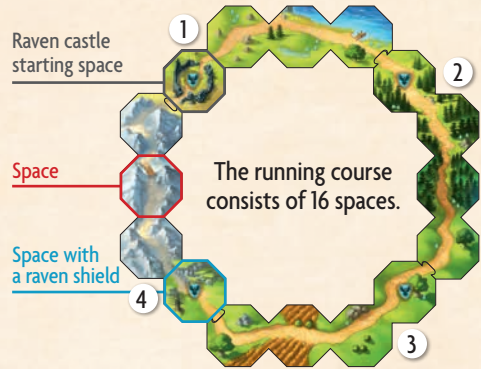


for 2 – 6 players\*, 8 years and up

# GAME MATERIALS

Before the first game, you need to carefully remove all parts from the punch-out sheets. After that, put the towers and the raven castle together, as shown in the illustrations. In the end, they will fit into the game box without being taken apart.

- 4 **landscape tiles**, to be put together to form the running course.



- 1 **raven castle**



- 9 **towers**: 5 with a raven shield, 4 without a raven shield



- 8 **magic spells**



- 90 **movement cards** (with movement values 1-5 or dice symbols)



- 30 **wizard figures** in 6 player colours:  
blue, yellow, red, green, orange and purple



- 36 **magic potion flasks** in 6 player colours  
front: empty flask; back: full flask



- 1 **starting player token** in the form of a raven shield



- 1 **dice** (with movement values 1-6)



\*Of course, throughout these instructions we always strive to equate female and male players as well as those of a third gender. But in order not to unnecessarily complicate the reading, we generally don't emphasize this by a special notation or highlighting.

## OBJECT OF THE GAME

Try to be the first to get all your own wizards to the raven castle and fill your magic potion flasks on the way there. The wizards can move either on foot or on wandering towers. If you lock up other wizards with flying towers, the magic potion flasks fill up magically. The player who uses his potions cleverly and manages to be the first to get all his own wizards into the raven castle wins the game.

## SET-UP OF THE GAME

- 1 Put together the **4 landscape tiles** as shown on page 2 and lay them out as a running course in the middle of the table.
- 2 Place the **raven castle** on the corresponding starting space.
- 3 Position the **9 towers** on the first 9 spaces to the right of the raven castle, in clockwise order. Alternate towers with a raven shield and towers without a raven shield, making the first tower one with a raven shield.
- 4 Out of the **8 magic spells**, pick the spells "Move a wizard" and "Move a tower" and lay them face up next to the running course. Put the other spells back into the box; they come into play with the "Master Wizard Variant" only.
- 5 Shuffle the **90 movement cards** and deal out 3 hand cards, face down, to each player. Put the remaining cards as a face-down draw pile in the running course, so that they are easily accessible to all players. Next to the draw pile, leave some space for the discard pile.
- 6 Put the **dice** within reach in the running course.
- 7 Choose a starting player. This player puts the **starting player token** in front of him.
- 8 Each player chooses one colour and takes his **wizards and magic potion flasks**, according to the number of participants. Put the magic potion flasks in front of you, with the empty flask facing up. Take your wizards into your hand. Wizards and magic potion flasks that are not used are put back into the box.



Number of players	2 players	3 players	4 players*	5 players	6 players*
Wizards	5	4	4	3	3
Magic potion flasks	6	5	5	4	4

- 9 For the **starting set-up**, players now place their wizards on top of the towers. The starting player puts one of his wizards on the first tower standing to the right of the raven castle. Then the next player, in clockwise order, follows; he also places one of his wizards on this tower. Players keep placing wizards on the same tower until the maximum number per tower has been reached (see below). Once this limit has been reached, begin placing wizards on the next tower in a clockwise direction. This procedure is repeated until all players have placed their wizards on the towers.

The maximum number of wizards:

towers 1-3 → 3 wizards

towers 4-6 → 2 wizards

towers 7-9 → 1 wizard

How many wizards can be placed on a tower during the starting set-up is also shown by the number of the little blue ghost lights on the respective spaces.

*Example of a set-up of a game for three*



\* Plays also well in the team variant (see p. 6).

## COURSE OF THE GAME

Beginning with the starting player, players take turns, one after another and in clockwise order. When somebody has his turn, he is the active player. On his turn, the player carries out **2 actions**.

1st action: You put one of your movement cards from your hand face up on the discard pile. Then you carry out the move according to the card played.

2nd action: You play your second movement card and carry out this move as well, according to the card played as well.

**Note:** If you can't move any wizard or tower with your hand card, you put the card on the discard pile without making any move.

Only when you have finished your turn, do you refill your hand to 3 cards.

If the draw pile is depleted, shuffle the cards of the discard pile and use them as the new draw pile.

**Special case:** If you are not able or willing to play any movement cards, you put your 3 hand cards on the discard pile and draw 3 new cards from the draw pile. In addition, you may move a tower of your choice forward (movement value "1"), in a clockwise direction. (The movement of a tower is described in more detail under "Movement cards for towers".) This ends your action.

After that, the next player, in clockwise order, has his turn.

### THE MOVEMENT CARDS

Using movement cards, you can move wizards or towers.

There are three different kinds of movement cards:

a) Movement cards for wizards

b) Movement cards for towers

c) Movement cards for wizards or towers

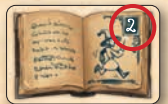
#### a) Movement cards for wizards



The following rules apply to the movement of wizards:

- A movement card for wizards allows you only to move one of your **own** visible wizards.
- With a movement card showing a number, you advance the wizard clockwise, according to the movement value on the card played.
- With a movement card showing dice, a dice roll determines the wizard's moving range. If it shows 2 dice, you may reroll the dice if you don't like the first result, but then you have to accept the second result. If it shows 3 dice, you have up to 3 rolls to accept the result.
- A wizard's move can end on a space or on a tower. The spaces as well as the towers may hold a maximum of 6 wizards. If a wizard's move ends on a space that is already occupied by 6 wizards, you may not carry out this move.
- If a wizard's move ends exactly at the raven castle, the wizard enters the raven castle and stays there until the end of the game. The wizard needs to reach the Raven castle by exact count; you may not allow any movement points to go to waste. If there are any movement points left, the wizard has to go past the raven castle.

*Movement value "2"  
for one of your  
own wizards*



**Attention:** If you move one of your wizards into the raven castle, your action ends immediately, even if you haven't yet played your second movement card. This means that the active player can get no more than one wizard into the raven castle.

#### Move the raven castle:

The raven castle moves every time a player has moved one of his wizards into the raven castle. In such a case, the raven castle is advanced in a clockwise direction to the next unoccupied space or tower **with the image of a raven shield**.

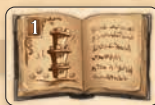
"Unoccupied" means that no wizard may stand on the space or tower. If there is no unoccupied space or tower with a raven shield left, the raven castle remains in place.



## b) Movement cards for towers

The following rules apply to the movement of towers:

- With a movement card for towers, you can move **any** tower – but not the raven castle, since it is not considered a tower.
- With a movement card showing a number, you advance the tower clockwise, according to the movement value of the card played.
- With a movement card showing dice, a dice roll determines the moving range of the tower. If it shows 2 dice, you may reroll the dice if you don't like the first result, but then you have to accept the second result. If it shows 3 dice, you have up to 3 rolls to accept the result.
- If the move of the tower ends on a space that is already occupied by a tower, you put the just-moved tower on top of that tower. This way, a stack of up to 9 towers can be built over the course of the game.
- Whenever the word “tower” is mentioned from here on, this can mean single towers or stacks of multiple towers.
- When moving a tower, you can choose whether you move only the topmost tower alone, or any tower beneath it. In the latter case, you have to also move all the towers placed on top of this one with it.
- If the move of a tower ends on a space or tower with wizards, these wizards are “locked up”. More about this under “Locking up wizards and filling a magic potion flask”.
- If there are wizards on top of or inside a tower that is going to be moved, all figures travel with the tower.
- You may not place any towers on top of the raven castle. Towers that would land on the raven castle may not be moved. Towers may be moved past the raven castle, though.
- If the raven castle is standing on top of a tower and this tower is moved forward, the raven castle wanders along with it!



## c) Movement cards for wizards or towers

Some movement cards show movement values

for towers and for wizards. If you play such a movement card, you may choose whether to move any one tower or one of your own wizards. You have to announce this aloud. Once you have made your choice, you may no longer change your decision.

There are also some movement cards that show a tower and a wizard with one dice each. If you play such a card, you roll the dice once and then decide whether you want to carry out the movement value you have rolled with a tower of your choice or with one of your wizards.



## LOCKING UP WIZARDS AND FILLING A MAGIC POTION FLASK

If the movement of a tower ends on a space or on a tower with wizards, these wizards are “locked up”. As a reward for this, the player who has imprisoned one or more figures this way may fill one of his empty magic potion flasks. This means that he may turn an empty magic potion flask onto its full side. If a player has already filled all his magic potion flasks, he no longer has this opportunity.

**Note:** A player may turn over only one flask at a time, irrespective of the numbers of wizards he has locked up.

Of course, you should memorize where your own wizards have been locked up, because a locked-up wizard can be freed again. To do this, the tower where he is trapped must be moved, so that the wizard is visible again. Once you have lifted a tower, you may not take back this move.

**Attention:** You should make sure to fill the magic potion flasks early enough, since – besides reaching the raven castle – it is a winning condition. At the beginning of the game, it is easier to lock up wizards, since there are more wizards on the running course.



## USING FULL MAGIC POTION FLASKS AND MAGIC SPELLS

In the basic game, the spells “Move a wizard” and “Move a tower” are available to the players. You can find a detailed description of the magic spells in the “Overview of the Magic Spells” on page 7.

If the **active** player wants to use one of the magic spells, the following general rules apply to the use of magic spells.

### General rules for magic spells:

- The active player gives up the required number of full magic potion flasks and carries out the respective spell. Once a magic potion flask has been used, it is returned to the box.
- The active player can use **exactly one** magic spell **once at any time** during his turn.
- If a magic spell enables the active player to move one of his wizards into the raven castle, his action ends immediately, even if he has played no movement card yet or only one.
- The magic spells remain in place, face up, during the entire game; they can be used by every player.



## END OF THE GAME

As soon as one player has filled all of his magic potion flasks and has got his last wizard into the raven castle, he triggers the end of the game. However, the current round is still completed, so that each player has had the same number of turns. At this stage, magic potion flasks that have been given up for magic spells are considered “filled”. If, during the last round, several players manage to move their last wizards into the raven castle, the player who has the most full magic potion flasks left is the winner. If there is still a tie, the players involved share the victory.

**Note:** Players may look into the raven castle at any time in order to check who already has wizards in the raven castle and how many.

## VARIANT FOR TEAM PLAYERS

The team player variant can be played with 4 or 6 players in the basic game as well as in the “Master Wizard Variant”.

The participants form two-player teams, with team players sitting opposite one another; that means, there are 2 teams in the 4-player game and 3 teams in the 6-player game. The team partners help each other. Once during his turn, the active player can ask his partner whether he has a suitable card for him. When the partner offers a card, he can hand it to his teammate, face down, and the active player has to give him one card back, also face down. This can even be the card he just got. Vice versa, the partner can also offer a card to the active player. However, the partners may not exchange any other information. In addition, full magic potion flasks can be passed on to the partner.

To begin with, each player plays with his own wizards. Once a partner has got all of his own wizards into the raven castle, he still keeps playing. From now on, on his turn, he moves his partner's wizards.

Once a partner has turned all his magic potion flasks onto the full side and he then locks up wizards, he may turn one of his partner's empty magic potion flasks onto its full side, if the teammate has any.

The game ends as soon as one team has filled all their magic potion flasks and all wizards of that team have been moved into the raven castle.

## VARIANT FOR MASTER WIZARDS

The general rules for the magic spells of the basic game apply, with the following modifications:

- At the set-up, all magic spells are mixed, face down. The desired number of magic spells is drawn and laid out face up next to the running course. The more magic spells are in play, the more tactical the game becomes.
- Unlike in the basic game, 1 magic spell can be used for **each action**, thus a maximum of 2 magic spells per turn.
- The active player is the first one who has the right to use a magic spell. If he doesn't want to do this, the right is passed on to the other players, in clockwise order.
- The player who uses a magic spell determines whether the active player's move is carried out before or after the spell.
- If a magic spell prevents a player from making a move, the movement card played remains on the discard pile, and this action is over.
- The magic spell may not undo an action that has already been fully performed.
- **One** magic spell can be used **several times in a row** if the player gives up the required number of full magic potion flasks. For example, if the player gives 4 full magic potion flasks, he can use the spell “Move a wizard” to move 1 wizard 2 spaces forward instead of 1.

## OVERVIEW OF THE MAGIC SPELLS



### MOVE A WIZARD

If you use this magic spell, you may **move** any 1 wizard **1 space forward**. This can be one of your own wizards or another player's. For this, the general rules for the movement of wizards apply.



### MOVE A TOWER

If you use this magic spell, you may **move** any 1 tower **2 spaces forward**. For this, the general rules for the movement of towers apply.



### SWAP A TOWER

If you use this magic spell, you may **swap** the **top tower** of two tower stacks **with each other**. This can also be single towers. If there are wizards on the towers, they are moved along with the towers.



### HEADWIND FOR WIZARDS

If you use this magic spell, you may **move** any 1 wizard **1 space backward**. This can be one of your own wizards or another player's. For this, the general rules for the movement of wizards apply.



### HEADWIND FOR TOWERS

If you use this magic spell, you may **move** any 1 tower **2 spaces backward**. For this, the general rules for the movement of towers apply.



### MOVE THE RAVEN CASTLE

If you use this magic spell, you may **move** the raven castle **forward or backward onto the next unoccupied space**. This can be a free space on the running course or on an unoccupied tower.

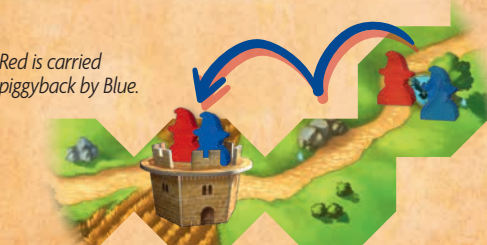
**Note:** It doesn't have to be a space or a tower with the image of a raven shield.



### PIGGYBACK

If you use this magic spell, your wizard and the active player's wizard have to be on the same space or tower. When the active player moves his wizard, he has to carry your wizard piggyback. This also applies if the active player moves his wizard into the raven castle. The active player can use this magic spell also for his own benefit; but to do so, two of his wizards need to be on the same space or tower.

Red is carried piggyback by Blue.



### FREE A WIZARD

If you use this magic spell, you may lift any one tower in order to free one of your own wizards. The freed wizard is always placed on top of the tower where he was locked up. If the raven castle is standing there, the wizard jumps directly into the raven castle. With this magic spell, you may free one of your own wizards only. If you reveal no wizards or only other players' wizards, nothing happens. Nevertheless, you have to give up the full magic potion flask.

If the wizard is freed right after he has been locked up, the active player nevertheless gets his reward and may turn over one of his empty magic potion flasks.

**Attention:** In the team variant, a team member can free his partner's wizards also.



You'll find a solitaire variant for "Die wandelnden Türme", many thrilling puzzles and frequently asked questions to accompany the game at [www.abacusspiele.de](http://www.abacusspiele.de)



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