

Witless Wizards

A FANTASY CARD GAME FOR 2-4
WIZARDS AGES 10 AND UP
BY CHRIS MARLING



Since the beginning of time, wizards of unfathomable power have attempted to learn all the secrets of the universe. Through millennia of study across time and space, they have been steadily evolving into the most formidable entities in existence. But today, after countless centuries, the planets aligned - and an unknown force emerged. Suddenly the land's most powerful wizards were teleported to a mysterious battleground, to finally determine who is the most magical of them all. However, after all these years, age has taken its toll. The wizards may be powerful, providing they can remember what each of their spells does. This will be the final battle for... the Witless Wizards!

CONTENTS

- 4 x Character boards
- 5 x Equipment Card decks, each consisting of 8 unique cards
- 2 x Standard Equipment cards
- 4 x 3/4 P Standard Equipment cards
- 4 x Stamina Counters
- 30 x Concentration Cubes
- 1 x Battle Die



This symbol indicates which deck the card is from.

Card Name



Battle Die

Artwork

Card Type and Value (if any)

Special effect (if any)



Concentration Cube income (if any)



Offensive Equipment



Attack Value



Defensive Equipment



Defensive Value



Special Equipment



Concentration Cube

SETUP

1. Each player chooses or is given at random a Character Board and a Stamina Marker, which is placed on the “20” space of the Character Board’s Stamina Track.

2. The player who looks more like a wizard plays first. That player places a “Magical Crook of Standing” Standard Equipment card on the Offensive Equipment slot of their Character Board and a Concentration Cube next to their Character Board creating their stock. In clockwise seating order, the other players receive the following:

2nd player: A “Magical Armor of Resting” Standard Equipment Card, placed on the Defensive Equipment slot of their Character Board, and one Concentration Cube.

3rd player: Both a “Magical Crook of Standing” and a “Magical Armor of Resting” 3/4P Standard Equipment Cards and one Concentration Cube.

4th player: Both a “Magical Crook of Standing” and a “Magical Armor of Resting” 3/4P Standard Equipment Cards and two Concentration Cubes.

Return any unused Standard Equipment cards to the box.

-**Alternative Setup** for 3/4 Players: For a more surprising 3/4 player game, Players 3 and 4 **instead** of receiving Standard Equipment cards, each draw **1 random** card from the deck.

3. Choose or select at random three Equipment Card decks and shuffle together the three chosen decks. Place the deck facedown on the table, within reach of all players. Leave space next to the deck for a discard pile.

4. Put the Battle die and all remaining Concentration Cubes on the table within reach of all players. This is the reserve.

3rd Player

3rd Player's cards and hand:

- Hand: 3 cards (purple, blue, red).
- Character Card: Greendalf (green dragon).
- Health Grid: 10x10 grid with numbers 1-10.

3rd Player

4th Player

4th Player's cards and hand:

- Hand: 3 cards (red, blue, purple).
- Character Card: Marlen (purple flower).
- Health Grid: 10x10 grid with numbers 1-10.

4th Player



2nd Player

2nd Player's cards and hand:

- Hand: 3 cards (purple, blue, red).
- Character Card: Albus (blue dragon).
- Health Grid: 10x10 grid with numbers 1-10.

2nd Player

1st Player

1st Player

1st Player's cards and hand:

- Hand: 3 cards (red, blue, purple).
- Character Card: Liana (pink character).
- Health Grid: 10x10 grid with numbers 1-10.

GAMEPLAY

In Witless Wizards, players aim to reduce their opponents' Stamina to 0. The game is played in turns, with each consisting of the active player working through two phases ('Draft' and 'Battle'). In the Draft Phase, the active player will draw a number of cards from the common equipment deck; keeping one for themselves and giving another to an opponent (equipment cards can affect attack and defence power, as well as granting various abilities). In the Battle Phase, the active player attacks an opponent in the hope of dealing hits that will reduce their Stamina. If, at the end of a turn, only one player remains in the game, that player wins!

TURN SEQUENCE

DRAFT PHASE

In the Draft Phase, the player draws cards from the common equipment deck to strengthen themselves, but they also have to give a card to one of their opponents. The Draft Phase consists of the following steps:

1. Draw the top card of the common equipment deck and look at it. If at any point there are no cards left in the deck, shuffle the discard pile to make a new deck.

2. Optional: return a Concentration Cube from your stock to the reserve in order to draw another card, then discard a card (even if this is the one you just drew).

You cannot spend another concentration cube to draw a third card.

3. Choose whether to keep the card for yourself or give it to one of your opponents. Note: In a four player game, you can only give a card to an opponent sitting directly to your left or your right!

4. The player who receives the card places it on the corresponding slot at the bottom of their Character Board (left for the red Offensive Equipment Cards marked with a sword, middle for the blue Defensive Equipment Cards marked with a shield, and right for the purple Special Equipment cards marked with a ring).

If there is already an Equipment card in that slot, that card must be discarded and the newly received card takes its place.

Note: if the card discarded is a 3/4 P Standard Equipment card, instead return it to the box.

Then, repeat steps 1-4 for a second and final time.

If you kept the first card chosen in this phase, you must now give a card to an opponent. Likewise, if you gave the first card chosen to an opponent in this phase, you must now keep the card left in your hand for yourself.

After you have kept and given a card to one of your opponents, play proceeds to the Battle Phase.

Draft Phase Example



Albus drew "Codex of Concentration". Albus can decide between keeping the card or giving it to Tiana. He decides to keep it for himself, but knows that the next card might be even stronger. He hopes he will be lucky this time and not draw a strong defense card.

Now that Albus has kept a card, he has to pass the next card to Tiana. He draws the Ring of Protection, but he's not very happy to pass it to Tiana. He decides to use a Concentration Cube to draw another card.



After discarding the cube Albus draws a second card which is the Official Wizard Robe. He is happy to give the Official Wizard Robe since it has a Defensive Value of 1, so Albus discards the Ring of Protection and gives the Official Wizard Robe to Tiana.

BATTLE PHASE

Note: The first player skips this phase on their first turn in the game.

In the Battle Phase, you have to attack one of your opponents, dealing Hits and reducing their Stamina in hopes to eliminate them from the game. The Battle Phase consists of the following steps:

1. Choose which one of your opponents you wish to attack. Note: In a 4 player game, you can only attack an opponent sitting directly to your left or your right!

2. Roll the Battle die and add its result to the Attack value of your Offensive Equipment card. This number is your Total Attack Value.

Note: you can attack even if you don't have an Offensive Equipment card. The wizard is just using their fists to fight in this instance.

3. Subtract the Defense value of your opponent's Defensive Equipment card from your Total Attack Value. The result is the number of Hits dealt to your opponent. If the result is less than 0, it is considered to be 0 instead.

Note: Card abilities may modify the Attack/Defense values or add effects to the Battle Phase. In all cases, card abilities take precedence over these rules. Refer to the FAQ at the end of the rulebook for more details on specific card abilities.

4. Your opponent moves their Stamina counter backwards on their Stamina track one space for each Hit dealt. If their Stamina is reduced to 0 or less, they are out of the game, and any Equipment cards on their Character board are discarded in any order they wish.

5. If you are Weakened (your Stamina is 5 or less) you may return any number of Concentration Cubes from your Pool to the reserve, in order to move your Stamina counter 1 space forward on the Stamina track per Concentration Cube returned. Your Stamina may not become higher than 20.

6. Receive a number of Concentration Cubes from the reserve equal to the total number of 🎲 printed on any equipment cards currently in your play area. The number of Concentration Cubes in your stock is considered to be limitless. If the reserve runs out, use any convenient substitute.

Your turn is now over and the player sitting to your left takes their turn, starting with the Draft Phase.

END OF THE GAME

If, at the end of a turn, there is only one player left in the game, that player becomes the winner, and is awarded the title of the most powerful wizard in the universe! Or, at least for as long as they can remember it.

In the unlikely event that there are no players left at the end of a turn, we check for the winner among the players who were still in the game at the beginning of the turn. The player who was to receive less Hits below their remaining Stamina is considered the winner (A player with "negative 2" wins a player with "negative 3" Stamina). If you are still unable to determine a winner, the unknown force demands a rematch! But each wizard is allowed a warm cup of cocoa first...

Credits

Game Designed by: Chris Marling
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