

Contents

- Rulebook
- 36 Wizard cards in 2 identical Sets (one black and one white)



- 3 Victory tokens



White Set

Black Set

- 2 double-sided game aid (1 per player)



Tonight begins the magical tournament for wizards from all walks of life, the Wizards Cup! As the great player of these lands, you'll naturally be taking part in the festivities.

To do so, select the 6 best wizards in your country and decide in which order they will face your opponent's team.

Yes, your role ends here, and all that's left for you to do is watch as your wizards duel it out. You're confident in their bravery and your strategy.

Win the battle by forming the best team, and spread your magical power across the land!

Setup

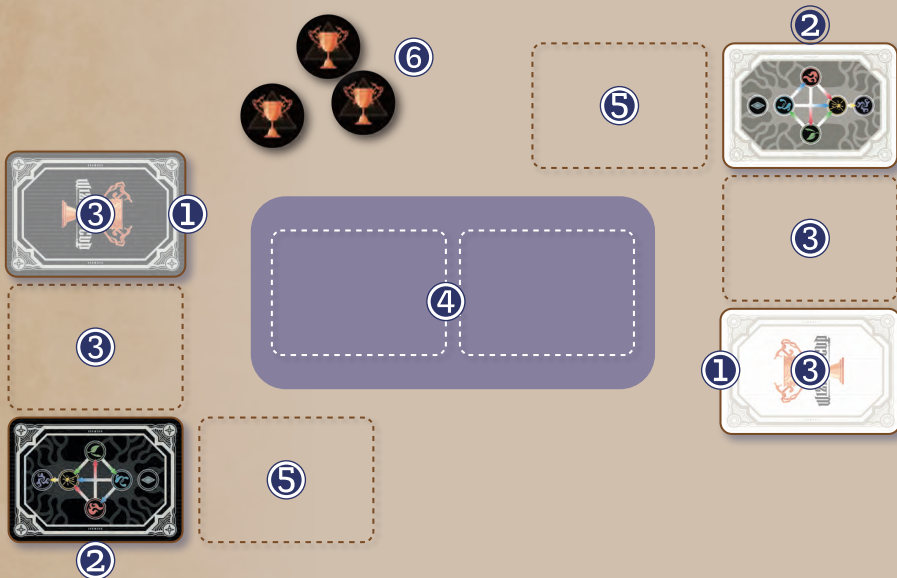
Each player takes their set of cards ① (black or white).

Place the aid card ② where it can be seen by the player, so that it can be consulted when necessary. We advise you to keep it with its "Element Compatibility" side visible (as shown in this setup example).

Keep a space for a Deck and a personal discard pile ③, for each player, and a space between the two players called the Duel zone. ④.

Keep a space ⑤ near your Deck for your Waiting card.

Finally, place the 3 Victory tokens within reach ⑥.



Card presentation



How to play

Before your first game, we advise players to familiarize themselves with all the cards and their powers.

Wizards Cup is played in 2 winning rounds (i.e. a maximum of 3 rounds). Each round is played using 6 of your Wizards cards, which will duel one after the other, comparing their strength and power. Each player selects 6 of their Wizards to be used throughout the game.

1. Card selection

For the first round, selection is as follows:

1. Each player presents their opponent with their shuffled set of cards, face-down, in a fan-shape for example. **One card is selected by the opponent and revealed to all.** It will be part of the final 6 played cards.



2. The player then looks at all the remaining cards in their set and **selects 5 more** without revealing them to their opponent.

3. The visible card and the 5 selected are **combined** by each player in a pile to be used in play, their Deck. The remaining unselected cards in the set are discarded until the next round and will not be played.

2. Card order

Each player selects 5 of the 6 cards in their Deck and arranges them **in the order in which they will be played**, with the first card at the top of the Deck being the first played.



The 6th card, called the **Waiting card**, is placed face-down next to the deck. It might be used at some point in the round. Once the order has been established, each player places their Deck face-down in their space, in front of the Duel zone.

3. The duel

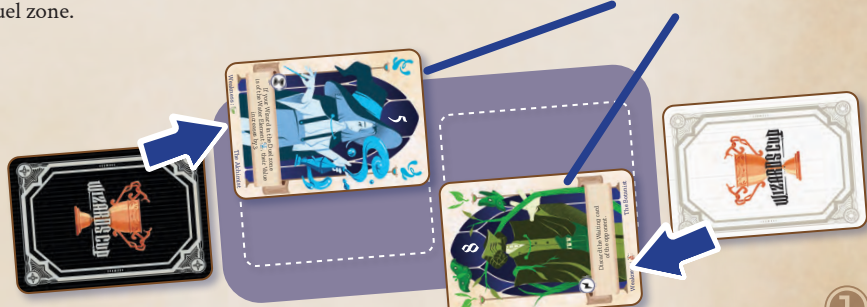
• First, each player **reveals** the first card of their deck at the same time and places it in the Duel zone.

• Secondly, the current duel is **resolved**.

A wizard can win or lose their duel according to 3 criteria, in this order:

- their **Magic power**
- their associated **Element**
- their **Value**.

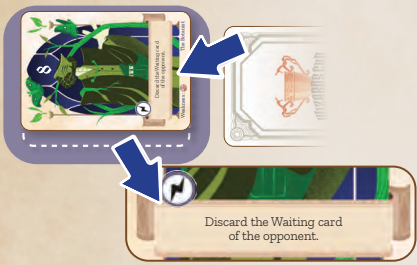
Wizards of the first Duel



3.A. Immediate power

The first way to decide who wins is with the **Immediate power**.

The effect of this power is triggered **only once**, when its card is placed in the Duel zone.



If the power defines a winner, go directly to step 4, otherwise continue the Wizard comparison order with steps 3.B and/or 3.C.

Other Magic powers

There are 2 other types of Magic powers that, if activated, can also define a winner:

Dormant powers

This power is triggered when the card is placed in the discard pile, as long as it is visible.

Permanent powers

They are applied as long as the card is in the Duel zone.

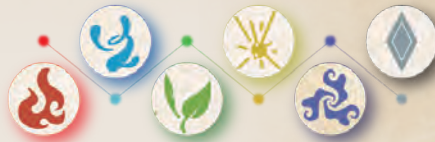
3.B. The Elements

There are 6 Elements in the game: **Fire, Water, Nature, Light, Shadow and Void**.

They are all associated with Wizards. Each of these elements responds to the other, becoming the other's weakness.

A Wizard with a **weaker Element** than their opponent's Wizard will always **lose their duel**, regardless of their Value.

- Fire's weakness is Water
- Water's weakness is Nature
- Nature's weakness is Fire
- The weaknesses of Light are Water, Fire and Nature
- The weakness of Shadow is Light
- Void has no weaknesses.



Here, the Nature Wizard wins out over the Water Wizard

The reminder can be found on the "Elements compatibility" side of the aid card.

3.C. Values

If the winner of a duel cannot be determined by the first 2 criteria, the **Values** of each Wizards are compared.

Thus, the Wizard with the **highest Value** on their card wins their duel.



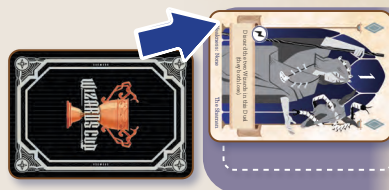
Warning: If the Values are the same, both Wizards lose.

4. End of a duel

1. The Wizard losing the duel is discarded by their player and placed, face-up, in the latter's discard pile. The winning Wizard remains in place.



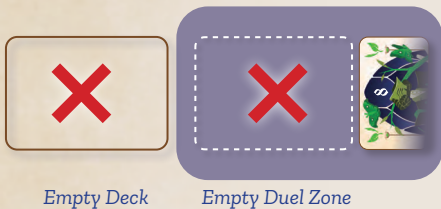
2. The player with no cards in the Duel zone draws the next one from their Deck. Then, a new duel begins.



Duels continue in this way until one of the player cannot place a card in the Duel zone. Then:

5. End of round

If one of the player **has no cards left** in their Deck **and** Duel zone, and can therefore no longer propose a Wizard for the next Duel, their opponent wins the round.



The player who won the round receives a Victory token.



If both players are in a winning situation at the end of a Duel, i.e. if they have finished at the same time and there are no wizard cards left to play in either Deck, both players win the round and receive a Victory token.

6. Next round

During this phase of the game (and only from the 2nd round onwards), each player has the

option of going through their set they previously left out, and swap one of the cards in their Deck for one of the cards in their set.



Please note: the Deck must always consist of 6 cards, even after the swap.

Once the potential swap has been made, Duels resume in the same way as in the previous round, from steps 2 to 5.

End of the game

The game ends when one of the player **has 2 Victory tokens** at the end of the round. Victory is awarded to them.



If the 2 players are to receive a second Victory token at the same time, the player with the **lowest total Values** on their entire Deck wins the round. If the total Values are identical, the game ends in a tie.

Q&A

In the case of 2 Immediate powers.

If two cards with Immediate powers are placed at the same time, the card with the lowest Value will use its power first.

In this case, Dormant powers that can increase Values are not taken into account.

If two identical Wizards (with the same name) are placed at the same time, both lose their Immediate power.

Powers

• Some powers use the term "may", meaning that they are not mandatory.

• If two wizards with the same name are placed in the duel zone at the same time, it's possible that both can win with their Magic powers (like the Dancer, the Blacksmith, etc.). In this case, both wizards lose and are discarded respectively.

• When the waiting card is placed in the Duel zone using the power of the Detective, if the wizard it represents has an immediate power, activate it when the card is placed. However, if this newly-arrived card has the same name as the one it encounters in the duel, neither card's power is activated.

• When the Revolutionary's power is activated, discard the first card of the opponent's deck after discarding the losing wizard.

• When the Botanist's power causes the opponent's waiting card to be discarded, the wizard's potential Dormant power can be activated.



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credits

Designer: Seiji Kanai / Illustrator : yamamori
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