

SORCERERS



of the
MAGIC
KINGDOM

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INCLUDES
7
SPELL CARDS

SORCERERS
of the
MAGIC
KINGDOM

TRADING CARD GAME
BOOSTER PACK
& GAMEBOARD

(WITH ONE SUPER-RARE SPELL CARD)

SORCERERS of the MAGIC KINGDOM

GAME RULES

OBJECT OF THE GAME

- Get the Villain's power level to "0."

WHAT YOU NEED TO PLAY

- Deck of Spell Cards: You need a minimum of 7 spell cards per deck. For optimal gameplay, you should have at least 12 cards, with no more than 3 of any one card.
- Tokens: 4 "Sorcerer" tokens, 1 "Villain" token – to mark power levels on the gameboard.
- Circle of Power: These "coins" determine the damage you and other Sorcerers inflict on the Villain, and the amount of damage the Villain inflicts on you.
- Keycard: The holder of this card marks the current Sorcerer's turn, and it should be passed to your left as you finish your turn.

GAME SETUP

- Each player draws 5 cards from their deck. All Sorcerers place their token on their highest power level on the gameboard. Place the Villain token on their highest power level.
- The youngest player goes first, and play continues to their left.

HOW TO READ THE CARDS

- Each spell card has a colored background that corresponds to a *category*: *Animal* (dark green), *Fairy* (pink), *Hero* (teal), *Machine* (black), *Monster* (light green), *Mystic* (light blue), *Princess* (purple), *Toy* (red), and *Warrior* (dark blue).*
- Each spell card has three *values*: **ATTACK** (damages the Villain), **BOOST** (helps other Sorcerers), and **SHIELD** (defends against the Villain's attack).
- The *values* also have a *type*. The types are *Charming*, *Energy*, *Flying*, *Gross*, *Quick*, *Strong* and *Wishful*.

*Spell Card Categories



Animal (dark green)



Fairy (pink)



Hero (teal)



Machine (black)



Monster (light green)



Mystic (light blue)



Princess (purple)



Toy (red)



Warrior (dark blue)

Category

If you play a spell card that is the same "category" noted on the Villain's current power level you may re-flip your "tails" after the first flip.

Value and Type

Each value has a "type" as listed above, i.e., Aladdin's "type" is Charming.

ATTACK:

This value determines how many Circles of Power you flip to lower the power level of the Villain.

BOOST:

The value indicates how many additional Circles of Power can be added to your fellow Sorcerer's attack. You can only boost during another Sorcerer's turn (you can only receive one boost per turn). After you have boosted your fellow Sorcerer's spell card, discard the boosting card.

SHIELD:

This value is used to determine how much damage you deflect from the Villain's attack. If your shield and the Villain's damage matches "type," you may add +1 to your shield.



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Villain's Attack

After flipping 5 Circles of Power, count how many land "heads-up" and follow the corresponding directions.

Take note of the "type" of damage the Villain is dealing. If it matches your SHIELD type (*Charming, Energy, Flying, Gross, Quick, Strong, Wishful*) you may add +1 to your SHIELD value.

When you are attacking the Villain, if your spell card "type" is a match to either these lines, follow the corresponding directions.



If your spell card's category (*Animal, Fairy, Hero, Machine, Monster, Mystic, Princess, Toy, Warrior*) matches the category on the Villain's current power level space, you may re-flip the tails you have once during your turn.

Villain's power level

Sorcerer's power level

PLAYING THE GAME

- Choose a spell card from your hand to be used against the Villain, this spell card will be used to defend and attack the villain. Once you have selected a spell card, play it on the gameboard. The Villain attacks you immediately.

DEFEND YOURSELF FROM THE VILLAIN'S ATTACK

- The person on your right plays the role of the "Villain." He or she takes 5 Circles of Power and flips them. Count how many land "heads-up" (Merlin side-up) this determines the Villain's attack. Follow the directions that correspond to the number of heads. If the Villain's attack is the same "type" (*Charming, Energy, Flying, Gross, Quick, Strong and Wishful*) as the SHIELD on your spell card, then you may add +1 to your SHIELD value. Subtract your SHIELD value from the Villain's damage, if you still take damage from the villain, move your token down that many spaces. Once your power level reaches "0" you are out of the game.

NOW YOU ATTACK THE VILLAIN

- *Other Players Can Boost You!*
Your fellow Sorcerers can boost your spell card. To boost another Sorcerer they must play a spell card with yours on your attack. Add the BOOST value to your ATTACK value (a higher ATTACK value will allow you to flip more coins during your attack). Discard the boosting spell card. For a BOOST to have any effect, the spell card's "category" or "type" must match your spell card's "category" or "type." You may not boost if your power level is "0."
- *Attacking The Villain!*
You can only attack the villain if your power level is at least "1" and your spell card is still in play. Look at the ATTACK number on your spell card (if your attack was boosted, remember to add it during your attack), flip that amount of Circles of Power and see how many land "heads-up." If your spell card's category matches the category as noted on the Villain's current power level space, you may re-flip any tails you get once during your turn. If your spell card type is a match to the type in "You Attack the Villain" follow the corresponding directions. The damage to the Villain is equal to the number of "heads." Move the Villain's token down that many spaces on their power level. It's now the end of your turn. Draw 1 card from your deck (if you are unable to draw a card, shuffle all discarded spell cards into your deck). Then pass the keycard to the player on your left, it is now their turn.

HOW TO WIN THE GAME

- If the Villain drops to "0" power level, you win! If a Sorcerer drops to "0" power level, he or she is out of the game.

GAME RULES

(CONTINUED)

QUICK PLAY TIPS

1. Play a spell card from your hand.
Note the Villain's current category space and any advantages or disadvantages to your "type" of attack.
2. Defend against the Villain's attack.
Subtract the Villain's damage from your SHIELD value (if your SHIELD "type" and "type" of damage from the villain matches, add +1 to your SHIELD value). Follow any secondary effects from the Villain's attack. Move your power level down accordingly. If you're at "0" power level, you are out of the game!
3. Attack the Villain.
Your fellow Sorcerers can BOOST you! Flip the amount of coins equal to your ATTACK value (if your spell card's "category" and the Villain's current power level space matches, you may "reflip" any tails once). Move the Villain's power level down accordingly.
4. Discard your spell card (if a card boosted you, discard that card as well); draw a card.
Play continues to your left.
5. Once the Villain reaches "0" power level, you win the game!

For more game variations, see the chart below!

GAME PLAY OPTIONS

Incorporate one or two options below for a more challenging and different game.

Option 1: Add a 5th player to the game. This player takes the role of the Villain, flipping +2 Circles of Power per turn.

Option 2: At the end of your turn, you may either draw a card, or heal 1 point of damage.

Option 3: You draw your initial 5 cards, but do not draw any additional cards during this game mode. Use your spell cards wisely.

Option 4: The Villain and all Sorcerers heal 1 point of damage each turn.

Option 5: Make a deck using spell cards from the same category: *Animal* (dark green), *Fairy* (pink), *Hero* (teal), *Machine* (black), *Monster* (light green), *Mystic* (light blue), *Princess* (purple), *Toy* (red), or *Warrior* (dark blue).

Sorcerer tokens



Villain token



SORCERERS of the MAGIC KINGDOM

TRADING CARD GAME
BOOSTER PACK
& GAMEBOARD
INCLUDES 7 SPELL CARDS



Circles of Power
(head & tails)

MORE SPELL CARDS TO USE IN THE MAGIC KINGDOM®!

Can you defeat the Villains
before they take control of the Magic Kingdom*?

Play your spell cards to Attack (to lower the Villain's power level),
Boost (to help your fellow Sorcerer), or Shield (to defend against the Villain's attack).

If you and the other Sorcerers can knock the Villain's powers to "0" you win!
But if the Villain knocks all the Sorcerer's powers down to "0" the Villain wins!



INCLUDES: 7 SPELL CARDS,
1 OF 4 GAMEBOARDS,
10 CIRCLES OF POWER,
5 TOKENS, KEYCARD,
GAME RULES & CHECKLIST

10 9 8 7 6 5 4 3 2 1 0

SORCERERS of the MAGIC KINGDOM



20
ANIMAL

19
ANIMAL

18
ANIMAL

17
FAIRY

16
ANIMAL

15
MONSTER

14
ANIMAL

13
PRINCESS

12
ANIMAL

11
WARRIOR

10
ANIMAL

9
TOY

8
ANIMAL

7
MACHINE

6
ANIMAL

5
HERO

4
ANIMAL

3
MYSTIC

2
ANIMAL

1
ANIMAL

0

0
1
2
3
4
5
6
7
8
9
10

10
9
8
7
6
5
4
3
2
1
0

CRUELLA attacks YOU: Flip 5 coins. If you get –
1 head – 1 GROSS damage. *Bite*: Cruella loses 1 power level if your card is an Animal.
2 heads – 2 WISHFUL damage. *Heal*: Cruella regains 1 power level.
3 heads – 3 QUICK damage. *Dognapping*: Discard your card if it's an Animal.
4 heads – 4 QUICK damage. *Runaway Van*: You can't boost till your next turn.
5 heads – 5 QUICK damage. *Heist*: Discard all but 1 of your cards.

YOU attack CRUELLA:
If your attack is GROSS: Flip 1 more coin.
If your attack is WISHFUL: Flip 1 fewer coin.

0 1 2 3 4 5 6 7 8 9 10

Main Street, U.S.A.



This is the gateway to the Magic Kingdom, full of the hustle and bustle of people moving this way and that. I find it highly invigorating!

That's why I've built my secret hideout here, you see? All-the-better to protect Main Street! And protect it you must!





