OBJECT OF THE GAME

Alakazoo is a family board game for 2-4 players. You will impersonate Wizards taking part in Magic Tournament. Your task will be to summon one of Fantastic Creatures as soon as possible. In order to do so you will cast Spells by activating magic runes on your Portals. During the competition you will be able to use support of Magic Helpers, and your efforts will be awarded with the audience's points. At the end of the tournament Magic Jury lead by Archmage will evaluate your proficiency in the art of magic by giving you additional points. The Wizard who will obtain the highest total score will win and receive the title of the **ARCANIMUS**.
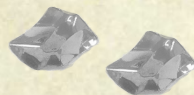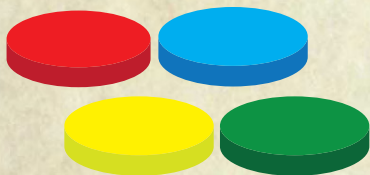
BOX INCLUDING

6 Portal boards

3 Spell Dices

30 Magic Power tokens

54 Fantactic Creatures cards

4 Magic Helper tokens

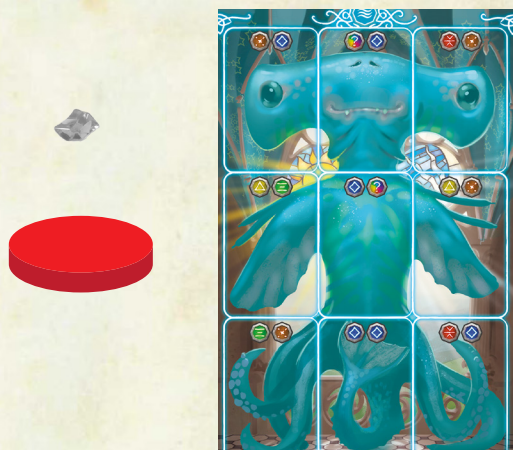*16 small 1 point tokens*

15 big 5 points tokens

12 Dark Power tokens

PREPARATION FOR THE GAME

Before you begin the competition in the Magic Tournament, you must prepare for it. We propose to do it by taking the following steps:

1. Each player chooses one Portal board, one Magic Helper token and Magic Power token.

2. Prepare a deck with the elements of Fantastic Creatures keeping in mind that the number of cards in the deck depends on the number of players. In case of 4 players all cards with elements of Fantastic Creatures participate in the game and together they form a deck. With 3 players, cards of elements of one Fantastic Creature must be put back in the game box, and with 2 players - of two Fantastic Creatures. Remember that the dismissed cards cannot represent any Fantastic Creature that has been chosen before by the players (i.e. lying on the Portal boards).

3. Shuffle the prepared deck and deal 4 cards to each player. The deck should be placed on the table so that all players have easy access to it.

4. Turn up 4 cards from the deck and arrange them into a single row divided into 4 columns. Then turn up another 4 cards and add them one by one to the columns so that each column contains 2 cards. Remember to leave some space beside them - the cards with the elements of Fantastic Creatures, dismissed during the gameplay, will be put here.
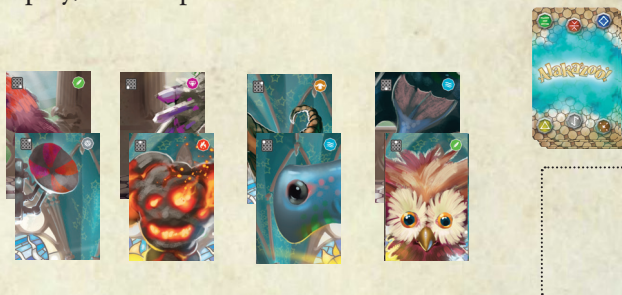
5. Place the tokens of Magic Power, Dark Power, points, and points tokens on the table so that each player has easy access to them.

6. Determine who is going to start the game - they will be the player one. The selected player takes player one's figure and 3 Spell Dice.

The game is divided into turns. Each turn starts with the player checking how many Dark Power tokens they have. If they have 3 of them, they pass and hand the Spell Dice over to the next player performing no other actions. If they have less than 3 of them, they can perform one of the 3 following actions:

1 Action

Take 1-3 Spell Dice and roll them. Then, in order, they determine the result of each die roll. The decision about the order of determining the results is up to the player. Depending on the roll result, actions are taken as follows:

- If this symbol appears on the die, the player takes 1 Magic Power token from the common pool. Then must immediately put it on their Portal board or put it next to their Wizard card.
The token can be placed on any rune on which there is no other Magic Power token.

- If one of the other symbols appeared on the die, the player points at one of the areas on their Portal board and the rune located there with the same symbol (there can be no other Magic Power token on the indicated rune). Then the player takes 1 Magic Power token from the common pool and puts it on the indicated rune.
If the player's Portal board has no area with the same symbol as the one rolled on the die, they take 1 Dark Power token from the common pool and put it next to their Wizard card.
The player continues the same procedure if tokens already lie on all runes with that symbol on the player's Portal board. Remember that a player cannot have more than 3 tokens of Dark Power. If they are to get the fourth one, they simply do not take it from the pool.

2 Action

Point at one of the columns with Fantastic Creature cards or discard any number of cards the player has in hand.

> **Note!** During the whole gameplay there can be no more than **6 tokens of Magic Power.** If at any moment there are more, the player must immediately discard the excess tokens to the common pool - it is up to the player which ones. Next the player receives 1 Dark Power token and places it next to their Wizard Card.

If the player pointed at a column, they take in hand all the cards located there. Then the first card from the deck is added to each column, from the left to the right column, one by one. If some cards were discarded, exactly the same number of cards is drawn from the deck.

Note! If while completing the cards in columns there are already 4 cards in a column and the card added would be the fifth one, these 4 cards must be discarded onto the discard pile. Only after the cards have been discarded, the player adds 1 new card to this column. The cards on the discard pile should lie faceup.


⊚ 3 Action ⊚

Use Magic Helper's power. In order to do so, the player must discard to the common pool one Magic

Power token owned, from his/her Wizard card. Then choose one space on his/her Portal board with the Fantastic Creature elements lying on or his/her Wizard card and put his/her Magic Helper token on choosen space. After putting the token player can immediately do one of the helper's Special Rules:

1 Exchange the Fantastic Creature elements lying on your Portal board (with player Helper token on it) for an element on another player's Portal board or one in your hand.

Note! The elements exchanged must be of the same type (i.e. a head for a head, a left hand for a left hand, etc.), but they can belong to different Fantastic Creatures.
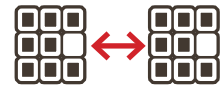
If the selected element had been on the Portal board owned by another player, you get 1 Dark Power token and place it next to your Wizard card.

2 From the cards you have in your hand choose one. Then exchange it for 1 random card in another player's hand or discard it and take any 1 card lying in one of the columns on the table.
If the exchanged card had been in another player's hand, you get 1 Dark Power token and place it next to your Wizard card.

Note! At the end of the game, the Magic Helper's rules can not be used against a player who has all 9 elements of the Fantastic Creatures on his Portal board.

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After one of the 3 actions described above has been performed, the player can display any number of Fantastic Creature elements on their Portal board.

In order to do that, the player points at a space or spaces where they want to display the element. Each of the selected spaces must contain 2 active runes – an active rune is a rune on which a Magic Power token is placed. If it meets this requirement, the tokens are discarded from the runes to the common pool and Fantastic Creature elements in the player's hand, one by one, are placed on the spaces selected.

Note! *The displayed element must be of the same type as the space on Portal board (for example, a head on the head space, a left hand on the left hand space, etc.), but it can belong to any Fantastic Creature, not necessarily the one shown on the Portal board. The decision to display a Fantastic Creature during a particular turn is up to the player – it can be skipped and done, for instance, during the next turn.*

After the player has displayed a Fantastic Creature element, they immediately receive 1 small point token for each of the 2 requirements met:

⭐ - the element placed belongs to a Fantastic Creature shown on a Portal board

⭐ - a player, as first of all the players, displayed an element of certain type (e.g. the first head displayed, the first left hand displayed, etc.) on their Portal board.

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After having performed all actions, the player passes Spell dice to the player on their left and thus conclude their turn. The player who received the dice begins their turn.

THE END OF THE GAME

The Magic Tournament is concluded when one of the players places on their Portal board the last, 9th Fantastic Creature element. This player immediately receives 1 small point token for fastest task completion and claims it from the common pool. Then the remaining players perform one more turn each, until the first player is supposed to start their turn - the one who owns the player one figure. If this player was to start their turn, they don't do it and the game is finished.

FINAL SCORE

The Magic Jury estimates proficiency in the art of magic by granting additional points. The players begin with checking each of the 3 rows and each of the 3 columns on each player's Portal board. If:

1. All elements in a row and/or column are elements of the same Fantastic Creature; the player receives 1 small point token for every row and column.

2. Each element in a row and/or column belongs to a different Fantastic Creature; the player receives 1 small point token for every row and column.

3. Two elements in a row and/or column belong to the same Fantastic Creature, and the third one belongs to a different Fantastic Creature, the player receives zero point tokens.

4. If on the player Portal board there are only elements of the Fantastic Creatures, whose symbol is the same as the one on the Portal board, player receives an additional 1 point.

Each player can thus receive from 0 to 7 points.

Then, after all rows and columns have been checked, the players check how many point tokens they won by totalling their values.

1 pt + 1 pt + 1 pt + 1 pt + 1 pt   5 pt

⭐ ⭐ ⭐ ⭐ ⭐ = ⭐

The player who obtained most points in total wins the game. This player is announced the winner of Magic Tournament and is granted the title of the **ARCANIMUS.**