

Wacky Wizards Rules (2 player game)

Wacky Wizards is played in rounds. Each player has 45 Wizard Cards and 18 Wacky Wizard cards. The Wizard cards contain numbers 1 - 10. Each player has 4 of each even number and 5 of each odd number.

The goal is to be the first player to win 2 games. A game consists of playing through your deck of 45 Wizard and 18 Wacky Wizard cards.

Each round uses 5 Wizard cards and 2 Wacky Wizard cards. A player will draw 5 Wizard cards and 2 Wacky Wizard cards. Each player will then create a stack of 5 face down Wizard cards in front of them. Once the stack is created neither player may look at their Wizard stack again. Each player keeps their Wacky Wizard Cards in their hand.

Players then reveal their top card from their created stack of Wizard cards. High total wins point. You may play 1 Wacky Wizard card to win the point. You may not play a second card to win a point. You may only play 1 Wacky Wizard card even if there is a tie. So only 1 Wacky Wizard card to win a point, even if that point is now worth 2 or 3 points because of a tie. (see Tie on Game Summary Card)

First player to win 3 points wins the round. After round is over discard all cards and draw 5 more Wizard Cards and 2 more Wacky Wizard cards.

First player to win 5 rounds wins the game. Shuffle all Wizard and Wacky Wizard cards to start next game.

First player to win 2 games wins the match.

Note from the designer: This game is designed as a tool to help children learn simple addition and subtraction and have fun doing it. I need help getting this game into the right hands.