

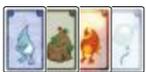
ABRACADABRA™

by Domenico Di Giorgio & Roberta Barletta
A card game for 2 to 6 apprentice wizards, aged 8 and up

The best magic schools have sent their enchanters of earth, water, and fire to prepare the most powerful spells. The apprentices sent to learn from them must be really careful with their goofy broomsticks!

CONTENTS

- 40 playing cards:
27 Enchanter cards representing an old Wizard, a young Mage and a happy Witch;
- 3 Air Enchanters;
- 6 Trick cards;
- 4 Elementals;
- 3 Towers;



- 6 summary cards;
- 58 Magic Objects (smaller cards: 7 each of: A, B, C, D, E, F, and G, plus eight "New gathering" cards and one "Elemental master" card);
- these rules.



OBJECT OF THE GAME

Each player is an apprentice wizard trying to learn some spells. Your goal is to organize prestigious gatherings among Enchanters from different schools. You will gain Magical Objects in reward, which give you the Spell Points necessary for your training. The first apprentice to reach 15 Spell Points will be elected as a new "Enchanter," and will win the game!

THE CARDS

Each Enchanter has three characteristics, which are shown in the upper corners of the card:

1. The **aspect**: old Wizard, young Mage or happy Witch; in the corners, it is represented by a symbol: hat, star or wing;
2. The **school** the Enchanter belongs to, shown by the color of the robes: grey = Silver Academy, red = Bronze Gymnasium, yellow = Gold Athenaeum. In the corners, the school is represented by the color filling the hat, star, or wing.
3. The Enchanter's **favorite element**, from which the Enchanter draws his power, which is shown by the color of the

background and the border: pale blue = Water, pale red = Fire, pale green = Earth; in the corners, the element is represented by the color surrounding the hat, star, or wing. The element is also shown on the back of each card. *The picture shows the Water Wizard of the Silver Academy.*



Besides the Earth, Fire and Water Enchanters, there are also three Air Enchanters: a Wizard, a Mage and a Witch. They draw their power from the Air, (color of the card: light blue) and they do not belong to any school (their robes are white). Air Enchanters are wild cards as far as element and school are concerned. On the back of these cards, the Air element is shown. *We see the Air Mage in this picture.*



There are also 6 Trick cards, which are the same color as the Air Enchanters. They show a broomstick, the best help an Enchanter can have! On the back of these cards, the Air element is depicted. The Trick cards allow you to perform special actions.



Lastly, there are four Elementals in the playing deck, one for each of the four elements (Water, Fire, Earth and Air). The Elementals have the typical colours of the element they represent; that element is also depicted on the back of the cards. Keeping an Elemental in your hand earns additional points at the end of the game.



Besides the playing cards, there is a deck of smaller cards: these are the Magical Objects that you are trying to collect during

back: A, B, C, D, E, F, or G, or a number on both sides. The cards with a "1" on both sides are the "New gathering" cards: these cards are gained as a bonus, when a player organizes a gathering by playing three Enchanters **from his hand** (see below).

The card with a "5" on both sides is the "Elemental Master" card and a player can gain this award if he has at least three Elementals in his hand **at the end of the game**.

On the back of each pile marked A - G, there are shown the characteristics that a gathering must have in order for you to claim the Magic Object.

In this picture, the back of the "B" pile shows that, in order to gain a Magic Object from that pile, you must organize a gathering that has:

- the same element (3 Enchanters either all from Water, Fire or Earth);
- an Enchanter from each of the three schools (one from Bronze, one from Silver, one from Gold);
- the same aspect (either 3 Wizards, 3 Mages or 3 Witches).

PREPARATION

Place the three towers in the middle of the table: these towers represent the **Magical Area** where the Enchanters meet to cast their spells (even if the towers have different illustrations, there is no actual difference in terms of game play).

Shuffle the 40 playing cards, and put three cards face down and one card face up on the table; the remaining cards are placed face down as a draw pile. Leave room for a discard pile. Sort the Magical Objects into eight piles (A through G, and the

"New gathering" cards), shuffle each pile separately and put them face down next to the Magical Area. Keep the "Elemental Master" card handy.

Players start the game without any cards in their hands.



An example of set-up

THE GAME

The owner of the game chooses a starting player, or you can just choose randomly. The game is played in turns, in clockwise order.

On your turn you must do the following in order:

- 1 You **must** draw two cards from the table.
- 2 You **may**: organize a gathering of Enchanters and gain a Magical Object, or play a Trick.
- 3 You **must** discard cards, if you have more than five cards in your hand.
- 4 You **must** replace the cards you drew from the table with the top two cards of the draw pile.

Then you pass play to the player on your left.

and the draw pile. The game continues with the player sitting to your left. You also must reshuffle all those cards if you turn over the **Periculum!** during the fourth part of your turn (see below).

3. Discard Cards

You may not have more than five cards in hand at the end of your turn. If you now have more than five cards in your hand, you must discard enough to bring your hand down to five. You may **not** discard if you already have five or fewer cards in hand.

4. Replace the Cards Drawn

You must replace the two cards you drew from the table. Draw the two top cards from the draw pile, and replace the ones you have drawn. If a drawn card was face up, then the new card must be placed face up, and vice versa (you choose which card replaces which but you may only look at the back of the cards from the draw pile). If you reveal the **Periculum!** card in this way, you must resolve it the same as if you actually drew the card: you must discard all of your cards, the cards on the table excluding the gathering, etc. and recreate the initial set-up. If the draw pile is empty, you take the discard pile, the cards available to draw on the table (but not the **Proxima!**, or the gathering in progress), shuffle them, and recreate the initial set-up (as usual, three cards face down, one card face up, and the draw pile).

Once the cards are replaced, the turn is over. If you organized an **"Alea!"** (and drew a Magical Object from pile "A") then you may play an **extra turn**: start the sequence of actions again by taking two cards from the table, and so on. Otherwise your turn is over, and the game continues with the player sitting to your left.

1. Draw Two Cards From the Table

You must draw two of the four cards on the table (either one could be the face-up card, or they can both be face-down cards), and add them to your hand. You cannot draw from the deck! You may decide which card to draw as your second card after you have seen the first one.

2. Organize a Gathering of Enchanters and gain a Magical Object or Play a Trick

You **may**, if you wish to, choose **one** of these actions. You may also skip this step, if you can't play, or if you do not wish to.

2.1 Organize a Gathering

A gathering of Enchanters is composed of three Enchanters who are, for each of the three characteristics (aspect, element, and school), **all the same or all different**. No other combinations are allowed!

Example 1. A valid gathering could be composed of the Silver Water Wizard, the Bronze Water Mage and the Gold Water Witch. The three Enchanters all have the same element (same pale blue background), different schools (robe colors) and different aspects (wizard, mage and witch).

Example 2. This is also a valid gathering with the help of the Air Witch: her element and her school are free to choose, so they can count as Water and Gold as in the previous example.



Example 3. This is not a valid gathering. Even though the element is the same for all three (Water), and the schools are all different, the

three Enchanters have neither all the same aspect, nor all different ones.

In order to organize a gathering, you have two possibilities:

- You can play the three Enchanters from your hand, placing them in the three towers, one per tower; or
- You can play two Enchanters from your hand, and use an Enchanter that is already in the Magical Area (the towers) for the third one. Since the towers have very narrow entrances, sometimes an apprentice can grab an Enchanter exiting a gathering, and recruit him to cast a new spell! Only the Air Enchanters are an exception: they are too fast for an apprentice to catch them. You may **never** re-use an Air Enchanter in the Magical Area.

When you organize a gathering, all the cards in the Magical Area that are not re-used are placed in the discard pile.

Important Note: the gathering in the Magical Area lasts until a new gathering is summoned. It may happen, although quite rarely, that a gathering lasts several turns in a row.

If you organized a gathering during your turn, you draw a Magical Object.

Different types of gatherings generate different spells and create different Magical Objects: tarots, crystal balls, magic wands, or wizards' books! Basically, the more different styles (different aspects, different elements, different schools) there are in the gathering, the more powerful the resulting spell is, and the more

END OF THE GAME

The game ends as soon as a player reaches or exceeds 15 Spell Points: he is the winner!

Your total Spell Points are calculated as the sum of:

- the points from your Magical Objects, including "New Gathering" cards;
- one point per Elemental you hold in your hand. If you hold at least three Elementals, you may win the game, by reaching or exceeding 15 points, by taking the "Elemental Master" card which is worth 5 points (three Elementals are worth 1+1+1+5=8 points; four Elementals, 9 points).

If the **"Proxima!"** card is on the table, there could be two players reaching or exceeding 15 Spell Points on the same turn: in this case, the winner among tied players is the one who organized the last gathering.

Special Victory

If you own two Sorcerer's Stones, you may turn **any other** Magical Object (including a third Sorcerer's Stone) into a powerful Artifact. In this case you are promoted to Enchanter at once, and you win the game!

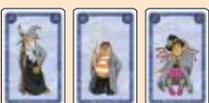


Example. This player, thanks to his second Sorcerer's Stone just drawn, turns the crystal ball into an Artifact, and wins the game!

valuable the Object! Among the Objects, there are also some **Sorcerer's Stones**: these are not worth Spell Points, but may lead to a quicker victory (see *Special Victory* below).

The different types of gatherings and the pile from which an Object comes are described here:

Gathering among Enchanters of the same element and the same school.



Example of "Alea!" gathering

"Alea!": creates a Magical Object from pile "A".

Three Enchanters of the **same element** and the **same school**.

If you play any "Alea!", you may play an **extra turn**.

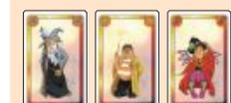
Gathering among Enchanters of the same element and different schools.



Example of "Babau!" gathering

"Babau!": creates a Magical Object from pile "B".

Three Enchanters of the **same element**, **different schools**, and the **same aspect**.



Example of "Conto!" gathering

"Conto!": creates a Magical Object from pile "C".

Three Enchanters of the **same element**, but **different schools**, and **different aspects**.

Gathering among Enchanters of the same school and different elements.



Example of "Dubio!" gathering

"Dubio!": creates a Magical Object from pile "D".

Three Enchanters of **different elements**, but the **same school** and **same aspect**.



Example of "Extra!" gathering

"Extra!": creates a Magical Object from pile "E".

Three Enchanters of **different elements**, the **same school**, and **different aspects**.

Lastly, the two most prestigious gatherings and spells:



Example of "Felix!" gathering

"Felix!": creates a Magical Object from pile "F".

Three Enchanters of **different elements** and **different schools**, but the **same aspect**.



Example of "Genius!" gathering

"Genius!": creates a Magical Object from pile "G".

Three Enchanters of **different elements**, **different schools**, and **different aspects**.

In the rare event that a pile is out of cards, you may draw an Object from an adjacent pile of your choice (A or C, if B is empty, for example).

If you organized the gathering by playing three cards from your hand (i.e. without using one already in the Magical Area), you also take one "New Gathering" card: this card is worth **one** Spell Point. Magical Objects must be kept secret! They are only revealed at the end of the game.

2.2 Play a Trick

You may play one of the five Trick cards (**Proxima!**, **Idem!**, **Exodus!**, **Chaos!**, **Vademecum!**) and take the action on the card. But be careful! There is a sixth type of, the **Periculum!** If you draw this card, it takes effect immediately!

Proxima! *One of the apprentices says that he will help organize the next gathering.* Play this card face up in front of you. You will help organize the next gathering, earning a Magical Object from the same pile (but not a "New gathering" card) as the player who actually plays the Enchanters. If you are the next player to play a gathering, then you will gain two Magical Objects from the same pile. This card is discarded as soon as the next gathering is organized.

Idem! *One of the apprentices says that he actually helped with the organization of the current gathering.* Play this card by placing it directly on the discard pile, saying that you actually helped with the organization of the gathering currently in the Magical Area. You immediately earn a Magical Object from the same pile as the player who actually organized the

the "New gathering" card). Also you can play this card if you were the last player to organize a gathering, in which case you simply gain another Magical Object from the same pile.

Exodus! *Some Enchanters make up excuses in order to avoid the gatherings.* Play this card directly to the discard pile. Each of the other players must discard an Enchanter of his choice from his hand, if he has any.

Chaos! *In the chaos of the magical wonderland, Enchanters can get mixed up.* Play this card by placing it on the discard pile. Then you may draw a card at random from the hand of another player. Afterwards, you must give that player one card of your choice from your hand (the card cannot be the one you just drew).

Vademecum! *The apprentice calls Enchanters from all around the world.* Play this card directly to the discard pile. Then, you may draw a card at random from the hand of another player; you do not give a card back.

Periculum! *The goofy broomstick tried to cast a spell... everybody run!* When you draw this card, you **must** immediately show it to the other players, and discard it along with your entire hand, the draw pile, the other draw cards on the table, and the discard pile (the Enchanters in the Magical Area **are not** discarded). The whole discard pile must now be shuffled, and the initial set-up is recreated: 4 cards to draw from,

Abacadabra
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