

WIZARD SAFARI

You are a wizard on safari, trying to collect the best gallery of paintings by luring magical creatures into the most scenic landscapes. Each turn, move the creatures and match the magical canvases in your hand to progress up the score tracks. The wizard who has the most affinity with the magical creatures at the end of the safari wins the game!

Setup

1. Place the center tile (with all 3 land types) in the center of the board grid. Place the other tiles randomly to fill in the rest of the grid.
2. Place 3 creature tokens of each type on the board as indicated by the icons on the tiles.
3. Flip over the first 4 cards of the painting deck and arrange them in a queue of painting cards next to the painting deck.
4. Give each player 4 painting cards.
5. Give each player 5 matching score cubes.
6. Choose a starting player at random.
7. The starting player begins the game according to the instructions below.



Play area after setup

Gameplay

On your turn you may take the following actions in this order:

1. Play any number of cards from your hand face down as bait. For each card you play as bait, you may move any creature 1 space. You may move the same creature each time, or any combination of creatures.
2. If any cards still in your hand *exactly* match a tile on the board, both in land-type and creatures on it (with no extra creatures), then play those cards face up as paintings. For each creature on the paintings, move your score token up 1 space on the track that matches that creature.
3. If you have at least one card remaining in your hand, move your score token up 1 space on any 1 creature's score track. You may choose the score track to move up 1 space. You may move only 1 space, even if you have more than 1 card remaining in your hand.
4. Draw back up to 4 cards selecting from either the queue of portrait cards or the top of the deck. Replace any cards you took from the queue with cards from the top of the deck.

Game End

Continue as above until the entire deck and all queue cards have been taken. Once the last painting card is drawn, finish out the round such that all players have had an equal number of turns. Then all players count their scores according to the scoring instructions below.

Scoring

For each creature type, the player who has the highest score on that creature's score track gains 5 points, the player who has the second highest score on that creature's score track gains 3 points, and the player who has the third highest score on that creature's score track gains 1 point. If there are any ties, all tied players gain the points.

The player with the most points is the winner.

