

# The three Magicians

## Preparations:

- place all tarot card (7x2) on their respective places on the board
- Every player chooses a color and gets their Magician, Apprentice and Power-token.
- All Magicians and Apprentices start in the middle place, the Place of Life.
- Every player throws all dice. The player with the most points starts the game. The game continues clock-wise.

## The goal of the game:

Be the first player to get all seven tarot cards.

## How to play:

Every player gets to

1. throw all 3 dice
2. Move your Magician and Apprentice
  1. The Magician jumps between the big round places but only horizontally or vertically. He may move as many places as the magic wand (die) of his own color. The Magician may not stand on the stepping stones inbetween the places.
  2. The Apprentices have to use the stepping stones to get to the places. They use the points of all three magic wands (dice).

Magician and Apprentice can only meet on the nine places of the board. The Place of Life is common ground. No Magician or Apprentice shall fight on this place. The same applies to the Labyrinth.

## To get a tarot card:

- the Magician and Apprentice can meet up on one of the 7 places. In that case, the player gets to take the tarot card of that place and places it on their place card.

If there are no more tarot cards on that place, the player gets to choose from which player they want to take the card.

- Two Magicians meet up on a place and get to do a Magician duell. The winner of the duell gets the tarot card (or keeps it). The loser moves into the Labyrinth.

## Using the dice:

- normal move:
  - all notches count towards the movement of the Apprentice. The Apprentice has to move into one direction. He cannot move back and forth in one move.
  - Notches of the Magicians color count towards movement of the Magician. They don't have to move but if they move they have to use all points.
  - Throwing a triplet allows you to throw again after your move. However if you're throwing triple zeros your Magician and Apprentice go to the Labyrinth immediately.

- **Magicians duell:**  
if two magicians meet on a place, they will fight the magicians duell. The goal is to win the duell by getting the most points in as few throws as possible. The loser will go to the Labyrinth immediately. The winner gets a tarot card, or keeps their tarot card.
  - The Magician who challenges another one (arrives second on a place) gets to start the duell.
  - Up to three throws are allowed. After each throw you get to decide if you want to keep one, two or all dice.
  - The challenged Magician will have the same amount of throws to get a higher amount of points, or less throws to get the same amount of points to win the challenge.

e.x.: the challenger throws a 2,0,0 on their first throw. They keep the 2 and throw the other dice again. This time they get a 2,1. The challenged Magician has to throw a 5 (2,2,1) on their first throw, or a 6 (2,2,2) on their second throw to win the duell. If they draw throwing a 5 (2,2,1) on their second throw, the duell gets to start over. But this time the challenged Magician gets to start.

- **Apprentice magic:**  
If an apprentice steps on a stepping stone with magic symbols they get to practice magic.
  - They throw all three magic wands.
  - If magic (star) predominates the Apprentice is allowed to move to anywhere on the board.
  - If power (arrow) predominates the Apprentice gets the power token being able to move twice as fast across the board if he decides to do so giving them the ability to decide to move normal points, or double points. To mark their ability, place the power token underneath the Apprentice. They will lose their power token if they get banned into the Labyrinth (3x zeros / meet an opposing Magician on a place).
  - If fate (empty) predominates the Apprentice wasn't able to cast a correct spell and has to move into the Labyrinth immediately.
  - If no symbol predominates, the Apprentice can decide which of the two options they want to use.
- **Finding your way out of the Labyrinth:**
  - To find your way out of the Labyrinth a triple 2 has to be thrown. Otherwise the Magician and/or Apprentice are lost in the Labyrinth and need to try again next round.

### **End of the Game:**

- As soon as the first player has all seven tarot cards, the game ends immediately.

### **Optional alternative Rules:**

- It can be frustrating to find your way out of the Labyrinth (throwing 3x 2). If all players agree this can be extended to 3x 1 as well as 3x 2.
- Apprentice Magic throw: If the Apprentice throws 3 fate and 3 power or 3 fate and 3 magic symbols, the fate „predominates“ and the Apprentice has to move into the Labyrinth.