



Magic Tower

v2.19



3+



6+

Rules of the game

- ✖ At the beginning of the game, players are automatically divided into three groups: wise wizards, wizard's apprentices and one dark magician.
- ✖ The dark magician's goal is to tag the apprentices and the wise wizards.
 - Note: the dark magician starts with a time-out to allow the other players to run away.
- ✖ If a player is tagged, they must stand still.
- ✖ Wise wizards can rescue tagged apprentices by tagging them. If a wise wizard is tagged by the dark magician, they can be rescued by another wise master if there is one left in the game.

End of the game

- ✕ If all wizard's apprentices and wise wizards are tagged before the end of game time, the dark magician wins. Otherwise, the remaining wizard's apprentices and wise masters win.

Colors and interaction

 Blinking yellow: time-out dark magician

 Yellow: dark magician

 Blue: wizard's apprentice

 Blue + continuous vibration: wise wizard

 Red + short vibrate: wizard's apprentice or wise wizard tagged

Number of players	Number of wise wizards
3-5	1
6-11	2
12-23	3