



While traveling in the wilderness, one pair of wizards happen across another. When the two groups first meet, they are delighted to find company, but civility quickly leads to prideful behavior and braggadocious storytelling. Eventually one wizard stands up and demands a duel.

*If you don't know how to play Cornhole, please learn those rules first.

In addition to the 8 bags and 2 boards in a standard Cornhole set, this game will add 6 special bags to the game.

Consider this an "expansion" to Cornhole and requires that you already own the base game.

The game is mostly played like Cornhole **however...**













- In Wizard Bags, each player has their own Supply of bags and **must choose which 4 bags to throw** each Round.
- Matches are broken down into Rounds instead of innings. During a round, two opposing players standing near the same board, alternate throwing bags until each player has thrown four.
- At the end of each Round, the team with more points **subtracts** their opponents points and then decides to **Bank** points and add them to their score or **Spend** some of them to purchase a special bag from the store.
- You may only **Bank** points equal to the number of Special Bags your team owns. If you do not own any Special Bags, you cannot Bank any points. Banked points are added to your score immediately.
- When a player chooses to **Spend** points to purchase a Special Bag from the store, they may purchase 1 bag each round. The purchased bag goes into the Supply of the player who purchased the bag. Players may **Bank** any remaining points up to an amount equal to the number of Special Bags their team owns.
- **Special Bags are dual-sided** with unique effects on each side. **Players choose which side to use** and declare it before throwing.
- After the Round is over, **bags that were thrown are placed in the thrower's teammate's supply**. That player then chooses 4 bags from their supply to throw back towards their teammate.
- In subsequent rounds, **the team won the preceding round throws first**. If the round was a tie, the team who threw first previously throws first in the next round.
- **The winner** is the first player to accumulate a score of 11 or more and is ahead by 2 or more. For a longer experience, you may decide at the start of the game that you'd prefer to play until 21.

Special Bags have unique effects and cost different amounts. (see list on reverse side)

To begin the game, choose which team goes first or use a coin toss to decide.

Glossary

- **Round** - During a round, two opposing players stand near the same board and alternate throwing bags until each player has thrown four.
- **Supply** - Players each have a pool of available bags to select from called their supply. After the round is over, bags you throw are then placed into your teammates supply.
- **Store** - the store is the pool of bags available for purchase. At the start of the game, the store contains all 6 special bags.
- **Starting bag** - a bag with no special effects. Each team has 4.
- **Special bag** - there are 6 special bags that have unique effects beyond just scoring points. Each team starts with 0 special bags and must use points to purchase them from the store.
- **Points** - Points are obtained by throwing bags. Players get 1 point for landing a bag on the board and 3 points for going in the hole.
- **Spend** - Players may spend points to buy a special bag. You may purchase a maximum of one bag per round. Purchased bags go into the supply of the player who purchased the bag.
- **Bank** - add points to your score, you may only bank a maximum number of points equal to the number of special bags your team owns.
- **Score** - determines who wins the game by getting to 11 first and being ahead by 2

Bag	Icon	Special Effect
Cost: 1 point Fire <i>Red Side 1</i>		At the end of the round, if this bag is on the board, it burns all other bags on the board other than itself and if it's in the hole, it burns all bags in the hole other than itself. Burned bags do not score points that round but return to normal next round. Fire bags cannot be frozen.
Heal <i>Red Side 2</i>		If you land this bag on the board or in the hole, you may either remove all of your poisoned , frozen , or corrupted statuses immediately or you may pick up any 1 bag you already threw this round but is not currently on the board and rethrow it.
Cost: 1 point Frost <i>Blue Side 1</i>		After scoring the round, if you landed this bag on the board you may choose to freeze any one of your opponents special bags that were thrown. If it's in the hole, you may freeze two. Frozen bags may be thrown but have no effect during the next round. Frost bags cannot be burned.
Invisibility <i>Blue Side 2</i>		Your wizard disappears as you sneak two paces forward. You may walk two short paces past the normal boundary when throwing.
Cost: 2 points Poison <i>Green Side 1</i>		If this bag lands on the board with any opponents bags, or in the hole with any opponent bags, that opponent is now poisoned . Poisoned players place the poison bag in their supply and always add -1 to their round total while poisoned. If a poisoned player has poisoned their opponent, they are no longer poisoned .
Acid <i>Green Side 2</i>		After scoring the round, you may choose to destroy any one of your opponents special bags that are on the board with it or in the hole with it. Destroyed bags and the Acid bag are then both returned to the store.
Cost: 2 points Thief <i>Black Side 1</i>		After scoring the round, you may choose to swap this bag with any of your opponents special bags that are on the board with it or in the hole with it.
Dark Magic <i>Black Side 2</i>		At the end of the round, if you land this bag on the board or in the hole, you may destroy any one of your opponent's bags that were thrown this round and return it to the store. If this bag lands off the board, it goes back to the store . If a player destroys a bag they are corrupted and apply must -2 to their total during this round's total score..
Cost: 3 points Teleportation <i>Yellow Side 1</i>		In a burst of light, the bag disappears and moments later reappears on the back edge of the board. When teleporting a bag, walk the bag to the opposing board's or throw it to your teammate and have them place it on the back edge .
Lucky <i>Yellow Side 2</i>		After throwing a bag, you may optionally pick up the bag and rethrow it once.
Cost: 4 points Magic Missile <i>Purple Side 1</i>		If this bag lands on the board, it takes on a strange aura and at lightning speed goes directly in the hole . Place the bag in the hole. If doing so would risk disturbing any of the other bags, place it next to the board but treat it as if it is in the hole. *Missile/Inspiration cannot be the first bag you purchase.
Inspiration <i>Purple Side 2</i>		You may throw a fifth bag at the end of the round but before calculating scores. You must have a bag in your supply to do so. *Missile/Inspiration cannot be the first bag you purchase.