



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 Crokinole duel.

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

In addition to the board and discs used in a standard Crokinole game, this game will add 6 special discs to the game. Consider this an "expansion" to Crokinole and requires that you already own the base game.



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

- In Wizard Biscuits, each team has their own supply of discs and **must choose which 6 to flick** each round.
- 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 disc from the store.
- You may only **Bank** points equal to the **number of special discs your team owns times 10**. If you do not own any special discs, you cannot bank any points. Banked points are added to your score immediately.
- When a player chooses to **Spend** points to purchase a special disc from the store, they may purchase 1 disc each round. The purchased disc goes into the supply of the team who purchased the disc. Players may **Bank** any remaining points up to an amount equal to the number of special discs their team owns times 10.
- **Special discs are dual-sided** with unique effects on each side. **Players declare which side** they are using before flicking.
- In subsequent rounds, **the team who won the preceding round flicks first**. If the round was a tie, the team who flicked first previously should flick first in the next round. Special discs may be shared freely among teammates but each team only flicks 6 total discs a round.
- **The winner** is the first team to accumulate a score of 50.

Special discs have unique effects and cost different amounts. (See list on reverse side)

To begin the game, choose which team goes first or flip a biscuit to decide.

In a **2 player game**, each player flicks 6 discs per round but in a **4 player game**, you form two teams of two and each player flicks 3 discs per round. Special discs are shared between team members.

Glossary

Round - During a Round, two opposing players or teams stand alternate flicking discs until each player or team has flicked 6.

Supply - Each team has a pool of available discs to select from called their Supply.

Field - There are three Fields on the board that award 5, 10, or 15 points. Even though the 5 Field has multiple sections, it is treated as one Field.

Store - the Store is the pool of discs available for purchase. At the start of the game, the store contains all 6 special discs.

Starting Disc - a disc with no special effects. Each team has 6.

Special Disc - there are 6 Special Discs that have unique effects beyond just scoring points. Each team starts with 0 Special Discs and must use points to purchase them from the store.

Points - Points are obtained by flicking discs and landing them within the 3 different Fields which are worth 15, 10 and 5 points. A disc falling into the center hole is worth 20 points.

Spend - Players may spend points to buy a Special Disc. You may purchase a maximum of one disc per Round. Purchased discs go into the Supply of the team who purchased them.

Bank - Banking adds points to your score, you may only Bank a maximum number of points equal to the number of Special Discs your team owns times 10.

Score - This determines who wins the game by getting to 50 first.

Disc	Icon	Special Effect
Cost: 5 points Fire <i>Red Side 1</i>		If this disc lands in a field, it immediately burns all other discs on that field other than itself. If it lands in the hole, it immediately burns all discs that land in the hole other than itself. Burned discs do not score points that round but return to normal next round. Fire discs cannot be Frozen.
Heal <i>Red Side 2</i>		If you land this disc on the board or in the hole, you may either remove all of your Poisoned, Frozen, or Corrupted status immediately or you may pick up any 1 disc you already flicked this round but are not currently on the board and reflick them.
Cost: 5 points Frost <i>Blue Side 1</i>		After scoring the round, if you landed this disc on the board you may choose to freeze any one of your opponents special discs that were flicked. If it's in the hole, you may freeze two. Frozen discs may be flicked but have no effect during the next round. Frost discs cannot be Burned.
Invisibility <i>Blue Side 2</i>		Your wizard disappears as you sneakily flick this disc. When flicking this disc you may place it on the circle that begins the 10 point Field and flick from there.
Cost: 10 points Poison <i>Green Side 1</i>		If this disc lands in a Field with any opponents discs, or in the hole with any opponent discs, that opponent is now Poisoned . Poisoned players place the poison disc in their supply and always add -5 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 discs that are in the same field with it or in the hole with it. Destroyed discs and the Acid disc are then both returned to the store.
Cost: 10 points Thief <i>Black Side 1</i>		After scoring the round, you may choose to swap this disc with any of your opponents Special Discs that are in the same Field 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 disc on the board or in the hole, you may destroy any one of your opponent's discs that were flicked this round and return it to the store. If this disc ends the round off the board, it goes back to the store . If a player flicks this disc they are Corrupted and apply must -5 to this Round's total.
Cost: 15 points Teleportation <i>Yellow Side 1</i>		At the end of the Round, if this disc is touching a line, it stays in or moves into the higher value field.
Lucky <i>Yellow Side 2</i>		After flicking this disc, you may optionally pick up the disc and reflick it one time.
Cost: 20 points Magic Missile <i>Purple Side 1</i>		If after flicking the disc, following the standard flicking rules, it remains on the board, it takes on a strange aura and at lightning speed goes directly in the hole . Place the disc directly in the 20 bowl. *Missile/Inspiration cannot be the first disc you purchase.
Inspiration <i>Purple Side 2</i>		You may flick this disc as a 7th disc at the end of the round but before calculating scores.