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Zauberer Malefix



Malefix the Sorcerer • Le sorcier Maléfix • Tovenaar
Malefix • El mago Malefix • Lo stregone Malefico

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Malefix the Sorcerer

A magical painting game for 3 to 5 sorcerer's apprentices between 5 and 99 years old. Includes a funny reading version for players aged 7 years and over.

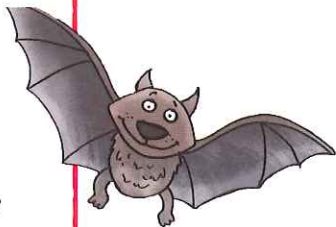
Author: Carlo A. Rossi
Illustrator: Thies Schwarz
Length of the game: approx. 20 minutes

Malefix, the famous sorcerer, is out of town for a few days. That's just enough time for the sorcerer's apprentices to secretly explore the magical library... and lo and behold they find that the enormous book of magic spells is just sitting there, out in the open, on the great sorcerer's desk! Everyone excitedly rushes to take a look but as soon as they open it, they realize that something is wrong... all of the pages are blank. But as soon as a pen touches the paper and starts to paint the first picture, it magically appears! The sorcerer's apprentices cannot contain their curiosity so they keenly begin to paint.

In this game, the players are sorcerer's apprentices and must fill the magic spells book with pictures! In order to do so, you have to paint a secret picture on your easel. Players take turns painting pictures in the magic book and the other sorcerer's apprentices have to guess what you are painting. This is harder than it seems, because the whole picture is at first covered up by bookmarks. The bookmarks are gradually unfolded accordingly as the die is rolled. More and more bits of the picture become visible depending on the roll of the die. The first player to guess the picture correctly receives points, and the less of the picture they can see, the more points they earn. The aim of the game is to be the first player to score the required number of points depending on the number of players.

Contents

1 desk (= box base + inner compartments + game plan),
5 privacy screens, 5 easels, 5 pens, 160 picture cards,
80 word cards (used for the other variation), 1 sand timer,
1 die, 1 set of instructions



Be the first player to collect the required number of points.

Assemble the desk and place in center of the table;

distribute the following to each player: privacy screen, easel and pen, 3 picture cards; put the sand timer on the inkwell; get the die ready

Preparation

Take all of the game material out of the box and put the base of the box in the middle of the table. Place the collapsed game plan into the inner compartments so that they two eye symbols lie perfectly on top of each other, then the desk is ready.

Each player receives a privacy screen, an easel and a pen. Put the points snake on the top of the easel in front of you. Place the privacy screen around your easel so that the other players cannot see the white painted surface; get your pen ready. Shuffle the picture cards (=pink back) and deal three cards face down to each player. Do not look at the cards dealt to you; create a face down pile next to your easel. Place the sand timer on the inkwell on the desk and get the die ready. Place any extra material in the box lid.



Important: You will also need dry paper towels or something similar to wipe the easels clean.

How to play

Play a maximum of three rounds. Each round consists of two phases: **Drawing** and **Guessing**.



Phase 1: Drawing

First each player takes one of his cards and looks privately at the picture on the card. This is now the picture the player must draw on his easel. The youngest player gives the start command "Pens ready, get set, go!"

Everyone plays simultaneously; each player draws their secret picture on their easel.

Important tips and rules for the drawing phase:

- Pay attention to the orientation of your easels: the points snake must always be positioned at the top.
- Keep your pictures within the white painting area.
- Use the entire width of the painting area whenever you can. The markings show how the individual bookmarks should be arranged.

Example: Card with an apple design

- Drawing letters and numbers is not allowed.
- You can take a peek at your card in secret whilst painting, but you have to put it back face down in front of you once you've taken a peek.

The first player to finish takes the sand timer from the desk, turns it over and puts it down in front of them. This player will be the timekeeper for this round and will be rewarded with one point for their efforts (see points snake). As long as the timer is running, the other players can finish painting their pictures. Once the time has run out, the timekeeper calls out "Stop!" and everyone has to immediately stop drawing and put their pens down on the table.

Phase 2: Guessing

The timekeeper starts the game. Take the sorcerer's desk and place it in front of you, so that the eye symbol is lying in the right corner.

Important: Now all of the other players must close their eyes.

Lift up the game desk and place your drawing underneath so that your image is positioned directly below the window opening.

Then put the game desk back down on the table, turn it with the eye symbol to the other players and instruct them that they can now open their eyes.

Painting

Everyone: Draw a card and paint the picture on your easel



Fastest player: Get the sand timer and turn it over immediately = 1 point

Once the sand timer runs out = end of the first phase

Guessing

First player: Place the easel on the table

*Throw the die;
fold the bookmark*

Other players: guess

*If all of the guesses are
wrong = throw the die
again*

*If the guess was correct =
the painter and guesser
receive as many points
as there are visible snake
coins*

*Fold all of the bookmarks
down, next player*

Snake points: Mark scales

*End of the round = all
easels are in the desk*

Roll the die and then fold in the bookmark corresponding to the number on the die towards you.

This is a lot of fun, because each of the other players now have **one** guess each to work out what you painted as quickly as possible. Players do not have to take turns guessing; they can guess as soon as they wish. If several players make a guess at the same time, then you have to figure out who asked first.

Important tips and rules for the guessing phase:

- Make sure that you always only lift up one bookmark at a time.
- Fold the bookmarks as far back as possible
- Folded bookmarks may not be folded down again; that portion of the picture will remain visible for the rest of the game.
- Be careful when inserting or removing your easels that you don't accidentally smear your picture.

Was the guess right?

- **No.** If all of the guesses were wrong, then throw the die again and fold up the bookmarks corresponding to the number on the die. If the bookmark has already been folded up, then you can pick another bookmark.
- **Yes.** Turn the card over to check. The player with the correct guess receives as many points as there are visible snake coins on the folded down bookmark. The player who painted the picture receives the same score. If all of the bookmarks with snake coins have been folded up, then no one receives any points.

Fold all of the bookmarks back down again and take the picture out of the desk. Then the next player, in a clockwise direction, takes their turn and inserts their picture into the game desk.

The snake points

A snake appears at the top of every easel; the snake's body is made of individual scales. For each point that you receive in both phases, you are allowed to color in or mark off one scale. It is important that you start at the snake head and then continue by marking the next scale down.

End of the round

A round ends when each player has taken their turn with their easel in the desk. Discard the cards used in this round. Wipe the painting surfaces clean with a paper towel or something similar. Fold all of the bookmarks back down again and return the sand timer to the inkwell.

New round

Take your next card and start a new round.

End of the game

The game ends, when

- the first player in a three-player game 20 scales (= all green) in a four-player game; 30 scales (= all green and blue) has marked the above number of scales on their points snake, making them the winner

or

- three rounds were played and no player reached the required score. Then the player with the most marked scales wins. In the case of a tie, there can be multiple winners.

Wipe off your easels at the end of the game. When you pack everything away, you can place the picture cards and the word cards in separate internal compartments of the desk. If organized in this manner it saves time the next time you play as the cards have already been sorted!

Reading variation for older sorcerer's apprentices, 7 years and up:

The basic rules of the game apply, but with the following changes:

- Instead of using the picture cards, use the word cards (purple back with letters).
- Two words are listed on each card, of which you should pick one to paint.

Dear Children and Parents,

At www.haba.de/Ersatzteile it's easy to ask whether a missing part of a toy or game can still be delivered.

New round = everyone draws a new card

End of the game: 20, 30 or 40 marked scales (the fastest = winner) or after 3 rounds (the player with the most marked scales = the winner)

