Overview

Object

Manage your pixie dust, get the right spells, and get as much fame as you can.

Crash Course: The game board is split into three sections: Snow, field, mountain, there are 8 villages throughout the kingdom, pixie cost changes at the pixie dust market place every time you buy pixie dust with the pixie dust merchants charging a higher price, and the royal palace is in the center of the kingdom – go here to collect a spell license and special end game scoring bonus. The score keeping spaces are found on the outer rim of the board.

Player Quick Start

- Select 1 of the 4 wizards, take the player board, wizard pawn, and score marker.
- Charms give a bonus **every time** you complete a spell that matches the charm.
- Each player starts with **30 pixie dust**.
- Put your score marker on the zero (0) spot on the outer rim of the board.

Board Setup Quick Start

- Place the **Traveling Mountain Pixie** on the *#1* stone space.
- Place the **Forest Pixie** on the *toadstool* next to the *Pixie Dust Marketplace* entrance.
- Shuffle the **Spell Job** cards and *deal one spell job, face up, to each builder space*.
- Put the **Royal Inspector** in the deck, in the *bottom 5 cards*.
- Shuffle the **Royal Seal** tokens and place them face-down on the *board*.
- Shuffle the **Spell License** cards *equal to the number of players + 1* and place them face-down.
- Stack the **Charm Tokens** on their *matching spaces* near the *teleportation stones*.
- Turn the **Mushroom Tokens** face-down and *pile them next to the dust and coins*.

The Inspector: Remove 4 cards and shuffle the inspector into these cards under the table and place them at the bottom of the spell job deck.

 Note: If only two people are playing, remove 7 spell job cards and return them to the box.

Starting the Game

- The player who most recently ate mushrooms plays first.
- If there is a tie, use the “pick a number” method or dice to select who goes first (custom).
- Pick any 8 village spots and place your wizard on one.
- Turns are comprised of both Movement and Action.
- Continue around the board clockwise (custom).

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