

Wandering Towers

Competitive or Cooperative

Ages 8+

Playing time: 30 minutes

2-6 players

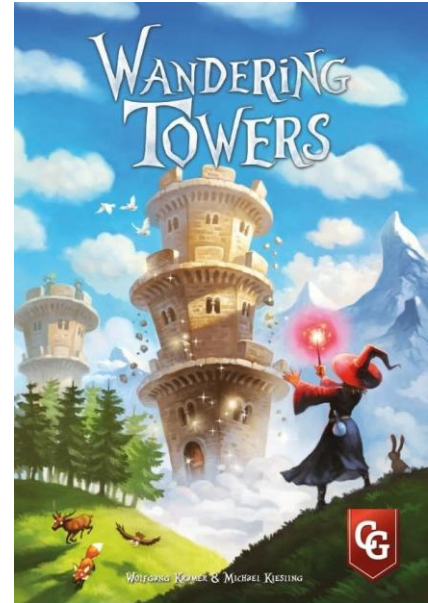
No reading required to play

Math required to play

☒ Number recognition up to 6

Time to learn: 10-15 minutes

Strategy level: 
1 goal/
strategy 2-3 goals/
strategies 4+ goals/
strategies



Race to get your wizards to Ravenskeep as quickly as possible! In Wandering Towers, you will take turns playing 2 cards from your hand and performing their moves. Cards let you move a tower or wizard a certain number of spaces around the board. As you play, towers, wizards, and even Ravenskeep, can get stacked on top of each other! When you trap a wizard underneath a tower, you get to fill a potion bottle, which you can then use to cast spells. The first player to fill all their potion bottles AND get all their wizards safely to Ravenskeep wins! (Wandering Towers can also be played as a cooperative game in which all players work together to get all wizards to Ravenskeep and fill all potion bottles to win.)