

# Quick Tips (use along with the original instructions)

## Wandering Towers (1-6 players)

### Setup: (see illustration on p. 3 of set up)

- Build the circular path by connecting the **4 landscape tiles** (see Instructions p. 2).
- Place **Ravenskeep** on its starting spot. Then place the other towers clockwise from Ravenskeep, alternating between towers with blue raven symbols and normal towers.
- Layout the **magic spells**. Players choose how many, and which spells they'd like to use for the game. First time: **Advance a Wizard** and **Advance a Tower** (see all spells on p. 8).
- Shuffle the **movement cards** and deal **3 to each player**. Place the rest of the cards face down in the center of the circular path.
- Each **player chooses a colour** (different colours are available at different player counts; see Instructions p. 3). Take both the **wizards** and **potions** of that colour.
- Place the **potions empty side up (silver side)** in front of you. (Coloured side is full-side.)
- Place wizards on towers according to the blue ghost lights on the spaces. Start next to **Ravenskeep** and move clockwise. Take turns placing 1 wizard until each tower has the number of wizards matching its blue ghost lights. Continue until all wizards are placed.

### How to Play:

- Choose which player goes first. **On a turn, you will play 2 cards, one at a time**, from your hand into a discard pile. For each card, perform its move if possible.
- Each card depicts either a **tower, a wizard or both**. This informs you **what you can move**.
  - You cannot do both actions if a card has a tower and wizard – **pick 1!**
- If the card has a **number**, advance the tower or wizard clockwise **that many spaces**.
- If the card has **1 or more dice**, you can roll and re-roll the dice up to the number of dice on the card to determine the spaces you can move. If you re-roll, no previous rolls count.
- Note and follow the rules below and **refill to 3 cards** after you've played your 2 cards.

### Rules for Moving Wizards (see p. 4-5)

- If a wizard ends on a space with a **tower**, it goes on top of the tower.
- A space can only hold **6 wizards**. You can't move there if you would exceed this limit.
- If a wizard **ends exactly on Ravenskeep, drop it inside** and move **Ravenskeep** clockwise to the next **wizard-free** space or tower with a raven shield. Your turn ends immediately.

### Rules for Moving a Tower (see p. 4-5)

- A tower cannot end a turn on top of **Ravenskeep** and so you can't make this move.
- If a tower's move ends on a space with **wizards**, the tower **imprisons** those wizards until it moves again. You can **fill 1 empty potion bottle**. You can't peek under brown towers.

### Using Potions & Spells (see p. 5)

- At any time during your turn, you may cast **1 spell** by spending the number of full potion bottles shown on the spell. Once used, potion bottles are out of the game.

### Game End: (see p. 5 for ties)

- First player with **all** their wizards safe in Ravenskeep and **no empty potion bottles** wins!