



2-4 players



Ages 8+



60-75 min

Build a magical maze to rescue wizards while casting powerful spells and unleashing the roaming Oochie Coo on your rivals.

Game Overview



Wizarding is a tile laying game where players help wizards escape by creating paths through their own unique maze. Points are earned by connecting exits to the maze's center, defeating monsters, collecting potions, unearthing crypts finding treasures, and getting those wizards to safety. But watch out for cursed tiles and don't leave any monsters undefeated or wizards left behind.

How to Play

- Draft maze tiles and wizards
- Place tiles to build routes to the exits
- Add new wizards to your maze or discard to move existing ones
- Spend potions to cast spells - every spell affects other players
- Recharge spells to gain moves and thwart the Oochie Coo

Highlights

Beautiful Isometric Design - Unique dungeon tiles create a visually stunning but also challenging game experience as you expand your maze, creating pathways for wizards to escape.

Shared Spell Tiles - Cast spells from a shared set of tiles to pull off big combos that affect all players, or recharge spent spells to gain free moves and battle monsters.

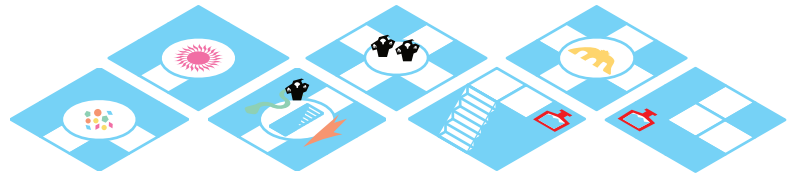
The Oochie Coo - A shared monster token that roams between players' mazes, blocking tile placement and threatening exits.

Contact Designer

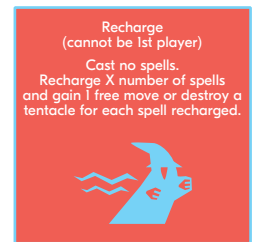
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Meeples & Tiles



Example Spells



Components

- 98 Maze Tiles
- 9 Spell Tiles
- 4 player boards
- 24 Wizard Meeples
- 16 Monster Meeples
- 1 Oochie Coo Meeple
- 8 Tentacle Meeples
- 25 Potion Meeples
- 1 Starting Player Token
- 1 Wizard Bag
- 1 Maze Tile Bag
- Rulebook