



# Abra Kazam!



First steps



First rules



FAMILY

Large audience



Casual



Initiated



Light Core



Hard core

KIDS

EXPERTS



Welcome Wizard Apprentices. The day of your Charms Examination has come. You will have to cast and recognize spells of all kinds. Who will be the best student? Grab your wand and good luck to you... You may suffer the most delirious spells.

## Designer

Antonin Boccara

## Artist

Jules Dubost



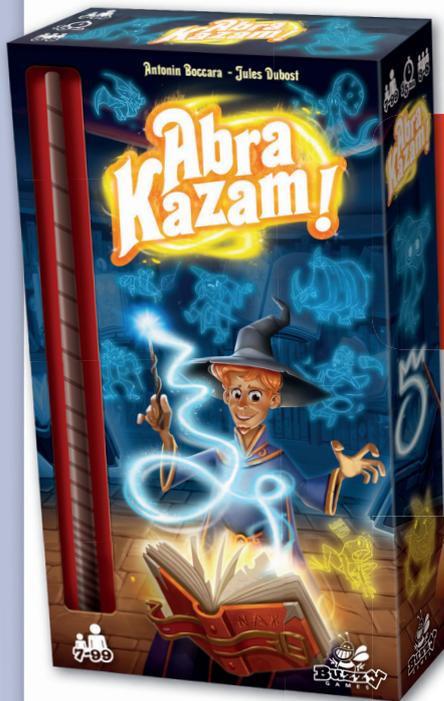
7+



3-8



15'



Welcome Wizard Apprentices, grab your magic wands! Be ready to cast, recognize and sometimes suffer the most delirious spells.

## Key points

- A never seen before game experience
- The acclaimed wizards univers
- A wooden wand of 24 cm
- Simple rules for kids
- Up to 8 players

## Content

- 104 cards
- 1 wooden magic wand
- 1 rule book



## HOW TO PLAY

Gather up to 8 wizards and make room around the table for the Spells contest.

At your turn, grab the magic wand and try to

make the others guess your spell by drawing in the air the magic move of your card.

The first to find the corresponding card on

the table becomes the Wizard.

But he will have to play by following the challenge just revealed on the back of the card: transformed

into a frog, an owl, an octopus? Unless he is pursued by bats? The wizards will have to undergo a multitude of delirious spells!

## Technical informations

EN

MOQ: 3000

Box weight: 350g

Release date: June 2018

Made in China

6 units / carton

MSRP: 19.90€

Box size:

254 games / palet

250x140x50mm