



Sortilèges (Spells)

2 players	15 min	Tactic	20th century	France
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Inspired by the game „Isola“, created in 1972 by Bernd Kienitz and marketed in the 1980s by Ravensburger, this game allows for children from 4 years, to learn a game where there is no chance. The older ones will also find a lot of fun trying to block the opponent.

Material

1 Board of 6x8 boxes, 2 separate wizard, 46 spells.

Game's goal

Block the opponent's piece with spells.

Progress

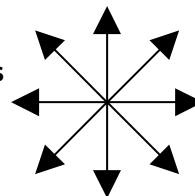
- **In the beginning**

The wizards of the players are each placed on one of the houses. Spells don not belong to anyone : they remain at the disposal of each player.

In turn, you have to do the following two actions in order !

- **Wizard's moves**

The player can move his wizard one space in all directions. All directions are possible. Ther can only be one wizard per box. Wizards can not go on a bewitched box. It is frbidden to jump over spells or the opposing wizard. It is possible to go to the house of the opponent and/ or return to his house (respecting of course the rules of travel). Warning : reaching the opponent's house does not win the game !



- **Cast a spell**

For this, the player places a spell on any free box. A spell is set for the whole game and will never move. The bewitched boxes are forbidden to the two wizards ! Houses are protected from spells, so it's impossible to put a spell on them !

- **End of the game**

When a player is unable to move his pawn, he lost.