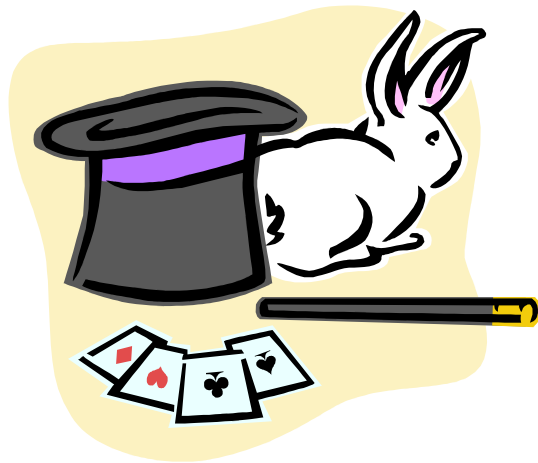


Hey Presto!

The Board Game of Magician Mayhem

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1 Introduction

Experience all the fun of the magical world of the illusionist, the daring and the dazzle, the clever (and clumsy) side of showbiz, as you play the part of the magician. You will perform tricks and amazing feats in an effort to be the top magician among your friends and colleagues. Points are awarded for success and deducted for failure. You will also “own” several tricks, and even steal tricks from other magicians. Your tricks will also be subject to being stolen by others. Nothing is certain in Hey Presto! - it’s a case of there one minute, gone the next. Stay alert in this game or you may just disappear!

2 Object of the Game

The object of the game is to score the most points in a (minimum) 2-hour time limit. You do this by performing tricks as you go around the board. Some will be your own, and some will be other players’ tricks. You will also be challenging other players to get their tricks as well.

3 Equipment

- Hey Presto! Game board
- 8 player tokens
- 3 Dice
- 1 Pack of Hey Presto cards
- 1 Pack of Trick cards
- Pad & pen for scoring
- These rules

4 Trick Cards

Each trick card has a corresponding square on the board. Each card has a points value on the top, and a “success” value on the bottom. This is the value that must be thrown on 3 dice in order to successfully perform that trick.

5 Hey Presto! Cards

These cards describe certain good or bad things that occur when you land on a Hey Presto! square. On landing there, draw the top card,

carry out the instructions on it, then return it face down to the bottom of the pack in the centre of the board.

6 Preparation for the Start

6.1 Pick a token

All players choose a token and assemble at the corner of the board marked “Hey Presto - Start”.

6.2 Prepare cards

Shuffle the Hey Presto cards and place the pack face down on the space marked for it.

6.3 Who goes first?

Each player roll 3 dice, highest roll goes first, then play passes to the left.

6.4 Deal

Shuffle the Trick pack and deal to players as follows:

<i>Number playing</i>	<i>Cards dealt to each</i>
4	4
5	3
6	3
7	2
8	2

7 Movement

All three dice are thrown for clockwise movement around the board, and also for performing tricks.

8 The Dreaded 3-Eyed Snake

Any player who rolls three on their normal turn (3-eyed snake) will not move ahead three spaces. Instead that player will generously donate three of his/her trick cards to any other player/s. If less than 3 cards are held, the penalty will be satisfied by giving away all held cards.

9 Landing on a Trick

When landing on a trick square, no matter who owns the trick, attempted performance of that

trick is optional unless instructed by a Hey Presto! card. Here are the 3 possibilities:

9.1 Trick is not owned (yet)

You may elect to perform that trick, and if successful - it's yours. For example, according to its card the trick "Pussycat" is worth 100 points, and its success value is 10. Roll at least 10 with the 3 dice and you keep that card. In acquiring a card this way, do not write down its score value, as it will be added to your total at game end.

9.2 Trick is owned by You

You may elect to perform your trick. If so, lay the card face up on the board and roll 3 dice to equal or better the trick's success value. If successful, add double the trick's points value to your score. If the trick flops, deduct the trick's points value (not doubled) from your score.

9.3 Trick is owned by another Magician

You may attempt to steal the trick by successfully performing it, but only if you already own at least one trick. If successful, the trick becomes yours, but no points are scored - although you have the potential for double points on later performances of that trick. If the steal attempt flops, your score is decreased by the trick's points value, and as compensation, you must surrender one trick of your choice from your collection to the victim of the attempted theft. This is not to be confused with the "Steal the Trick" square (see below).

10 Pass the Trick square

On landing here, everyone passes one trick to the next player on the right

11 Steal the Trick square

On landing here, you will attempt to steal another magician's trick. Use the 3 dice to roll an even number - if successful, steal one trick from one player - your choice. If an odd number was rolled, nothing happens, play on.

12 Random square

On landing here, there are three choices:

12.1 Perform Unowned trick

You may attempt to perform an Unowned trick. If successful it becomes yours, if it flops, you lose one of your own tricks to the bottom of the Unowned pile.

12.2 Perform your own Trick

You may attempt to perform one of your own tricks. If successful score double its points, if it flops, deduct its points (not doubled).

12.3 Perform someone else's Trick

You may elect to perform another magician's trick - you choose which one. If successful, it becomes yours, but don't score points for the acquisition. If it flops, your score is decreased by its points value, and the victim of the attempted theft gets to choose one of your tricks to add to their collection.

13 Colour Groups

All trick cards are colour coded into groups of three tricks per colour. At game end, cards are worth their face value if only one of that colour group is held. If two cards of a colour group are held, their points are doubled. If all three cards of a colour group are held, their points are tripled.

14 The Winner!

At the agreed finishing time, scores are totalled from the score pad, plus face value of cards held including colour group bonuses described above. Placings are determined by the resulting score totals.

