

# Ka-Zing Rules booklet

V2.4 Redwell Games

## Summary

The aim of Ka-Zing is to be a better spell caster than your opponents. This is either by scoring more points than them in the Thaumaturgy game type, or by removing all their mana in the Duel game type.

Spells are cast by linking together a series or one or more wand movements and finishing with a spell casting word.

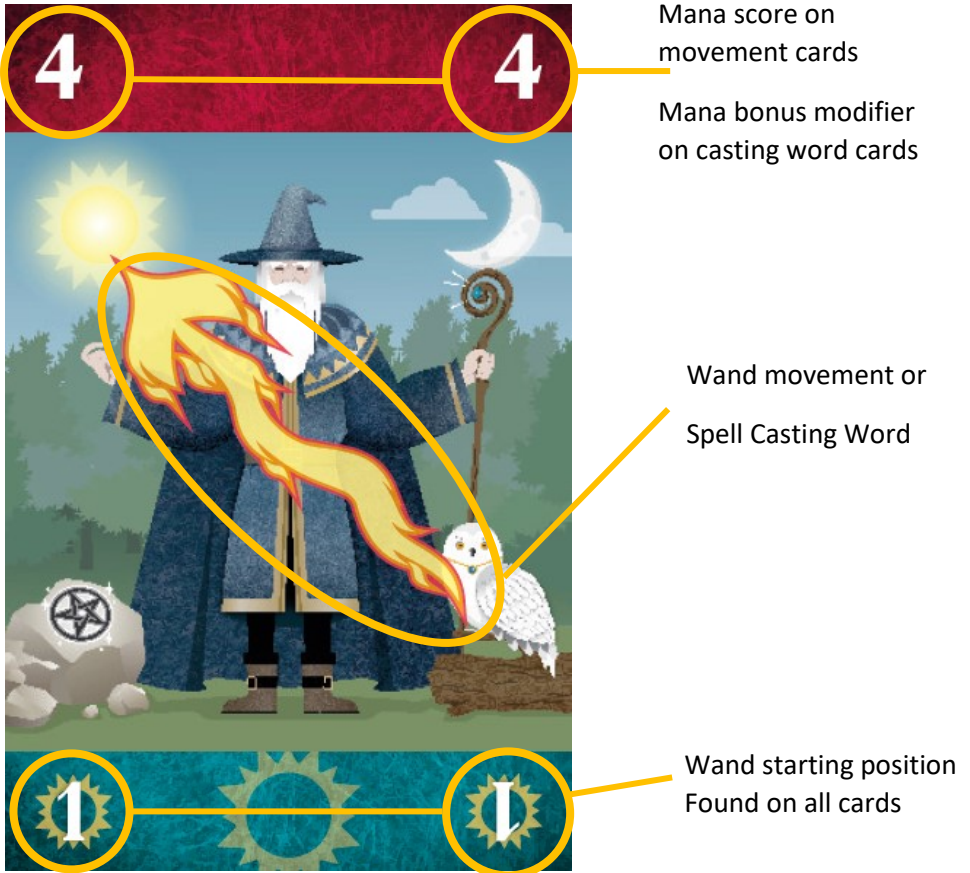
KaZing can be played at one of three different levels of difficulty and instead of the standard group play (2-5 players) it can be played in a solo mode and also in a team play mode.

Ka-Zing consists of 72 standard cards and 54 Sorcerer cards (marked with an S on the bottom of the cards), split into 4 different resonances (suits).

## Contents

Anatomy of a card	3
Wand positions	4
Core game play	5
Learn to Play	8
Game Difficulty Levels	8
Other game types	10
Game modes (player numbers)	12
Game End Alternatives	14
Appendix	15

# Anatomy of a card



There are four different spell resonances/suits depicted by different colours for the words and wand movements (final game will also have different backgrounds). These resonances are Light (orange), Life (green), Energy (blue) and Matter (purple).

There are three different spell casting words, Kazaam, Zing, or Ka-Zing.

# Wand positions

There are 9 wand positions in a 3x3 grid, each position associated with a number and a corresponding location on the spell caster background image



Position 1 - Sun

Position 2 - Head

Position 3 - Moon

Position 4 - Empty Hand

Position 5 - Body / Torso

Position 6 - Object

Position 7 - Pentacle

Position 8 - Feet

Position 9 - Familiar



## Core game play

Regardless of which type of game you are playing, its difficulty or whether you are playing in a group, solo play or team battle, there is a core game play that covers the game set up and actions a player can take during their turn.

### Set-up

Each player is dealt a starting Hand of cards from the Deck at the start of the game and then the Display is filled up with the top 5 cards from the Deck, all placed face up. The Deck is placed on the table (face down) next to the Display, with space for a pile of used/discarded cards next to it (cards also go face down on this Discard pile).

### Game play

Players take turns to perform a series of actions, in the following order

- 1) Players **must** take a card, either the top face down card from the Deck or one of the face up cards from the Display. If a card is taken from the display, it is replaced with the top card from the Deck
- 2) They **may** play a single spell if the player wants to, and then they **must** pick up the top card from the Deck if a spell was cast.
- 3) They **may** take a single card from their hand and place it face down on the Discard pile. However, **if** the player has more cards in their Hand than the Hand Limit, they **must** discard a single card in this way.
- 4) Turn ends and play moves to the next player.

## **Taking a card (Step 1)**

Every player at the start of their turn must take a card. This can be either the top face down card from the Deck or any of the face-up cards in the Display.

A player may take a card even if it causes the number of cards in their hand to exceed the Hand Limit.

If the player took a card from the Display, then they turn over the top card on the Deck and use this card to replace the space left in the Display

## **Casting a Spell (Step 2)**

Each spell cast has three components,

- 1) A card (inverted) to indicate wand starting position
- 2) A movement card or series movement cards to form a longer linked series of wand movements
- 3) An Spell Casting Word card (Kazam or Zing or Ka-Zing)

A player has to declare that they are going to cast a spell and then places the cards used in the spell in the following order.

Firstly, they place a card inverted (i.e. upside down so that the blue position number at the top, NOT face down), on the table. This blue number is a position number and can be found on every card. It indicates the starting position for the spell.

Then, the Movement cards for the spell are placed, in order, to show a series of movements (which can be as little as one movement) around the wand position grid, moving from the starting position to a final ending position. Each wand movement describes a direction (NOT a position to position movement) and unless modified, it will move the maximum possible distance. Full details on the different wand Movements can be found in the appendix.

Finally, the spell ends with a card that has a Spell Casting Word, either Kazaam, Zing, Kazaam/Zing or Ka-Zing. The specific casting word only has an effect in games involving Mana (e.g. Duel).

After the spell has been cast, the player records the result of their spell, places their used cards face down on the Discard pile and picks up the top card from the Deck and adds it to their hand.

Note: Physically acting out the spell is always an option. It doesn't have an effect in the game, but it is rather cool and shows to your opponents that you know what you are doing!

### **Discarding a Card (Step 3)**

Once per turn, a player may choose to discard a single card from their hand and put the card face down on the Discard pile. This is the last action before the player's turn ends.

If a player reaches this step and has more cards in their hand than the Maximum Hand Size, then they must discard a card during this step.

When the Deck is empty, then the Discard pile is shuffled and then placed face-down to form the new Deck.

### **Turn End (Step 4)**

Once a player has finished all their actions, then play moves to the next opposing player to their left (clockwise direction).

If playing a team battle, then the next opposing player will be part of the next team to the left of the active player. In a team battle, play must alternate evenly amongst all players in the team.

## Learn to Play

For your first game of Ka-Zing, we would recommend playing the Precision game type as a group of 2-5 players (Versus mode, p12) at the Initiate difficulty level. This will help you learn the basics for spell casting, and then you can move to either a different game type to play or to the Apprentice difficulty level (or both).

### Game type: Precision

Every player/team is trying to collect every position (blue numbers 1-9) when casting spell. A position is collected when it is the starting position and/or end position of a spell. For each bonus generated when casting a spell, a player can also choose a number to collect.

The player(s)/team(s) that collect all nine positions in the shortest number of turns is/are the winner(s).

## Game Difficulty Levels

Ka-Zing can be played at different difficulty levels which determine which cards to use, Hand size, minimum spell size, and whether to use Resonance rule and Bonuses rule.

### Resonance rule

Movement card immediately before the Spell Casting Word card **MUST** be the same resonance as the Spell Casting Word card.

### Bonuses rule

Bonuses can be achieved from spells that were cast with at least 4 cards.

Spells that have the same resonance for all movement cards (starting position not required) achieve one bonus.

Spells that end on the initial starting position achieve one bonus.

Spells that fulfil both conditions get two bonuses.



### Initiate level

Uses standard cards (no cards with silver central icon/S)

Deal 2 cards to each player at the start of the game

Doesn't use Resonance rule or Bonuses rule

Maximum hand size = 5 cards

Minimum spell size = 3 cards

### Apprentice level

Uses standard cards (no cards with silver central icon/S)

Deal 2 cards to each player at the start of the game

Uses Resonance rule and Bonuses rule

Maximum Hand size = 5 cards

Minimum spell size = 3

### Sorcerer level

Includes the standard cards and sorcerer cards (cards with silver central icon/S)

Deal 3 cards to each player at the start of the game

Uses resonance rule and bonuses rule

Maximum Hand size = 7 cards

Minimum spell size = 5

### Mixed difficulty games

Ka-Zing can be played at different difficulty levels between players, typically with younger players or players new to the game are playing against much older players or players who know the game well (let's say novices against veterans for simplicity). The novice players will play using the Initiate level difficulty, whereas the veteran players will also play at the Initiate levels but have to follow the Resonance rule too.

## Other game types

### Game Type: Thaumaturgy

Every spell cast scores points dependent on size of spell and the number of bonus points achieved when casting the spell. The player or team with the most points at the end of the Game is the winner.

Points	Initiate/Apprentice	Sorcerer
1	3 Card Spell	5 Card Spell
2	4 Card Spell	6 Card Spell
4	5 Card Spell	7 Card Spell
7	6 Card Spell	8 Card Spell
+1	Includes 1 bonus	Includes 1 bonus
+3	Includes 2 bonuses	Includes 2 bonuses

The typical game end is once the end of the Deck has been reached.

### Game Type: Duel

Every spell can either Drain or Replenish Mana, depending on the type of End Casting Word used for the spell. The aim of this Game Style is to be the last Player or Team with Mana left, and thus the winner.

At the start of the game, decide on how much Mana each Player or Team start with. This is the same value for all Teams and Players. For Team Battles, you can decide to either have Mana shared by the Team, or Mana for each Player in a team, but this has to be the same for all teams. The standard mana value is 40, but if you

want to increase this, you can.

Once a player or team is drained of Mana, they are out of the game (they cannot have Mana Replenished).

### **How is Mana Drained or Replenished**

All movement cards have a red number on the top of the card. This is the Mana value, which can be altered for individual movements by modifier cards. When a spell is cast, add up all the Mana values for all Movements used in the spell, and if the spell generated a bonus, change this value by the Spell Modifier (purple number at the top of an End Casting Word card) to generate the Total Mana of the spell.

Declare the target of the spell (any Player or Team with Mana remaining) and either

- 1) remove Mana from the target due to the Drain caused by a Kazaam spell,  
or
- 2) add Mana to the target due to the replenishing affect of a Zing spell.

If a Kazaam/Zing End Casting Word card is used, the Player must declare whether it is a Kazaam or a Zing spell.

A Ka-Zing End Casting Word card has two targets, one the target of a Kazaam spell, and the other the target of a Zing Spell

## Game modes (player numbers)

### Solo

It is possible to play on your own and with only one Deck. In Solo play mode, there is a “Timer” mechanic to determine game end, and the objective is to try and beat your previous best score (if you record them) of a particular Game Style.

The “Timer” mechanic works thus:

- Deal a hand of three face-down cards to the Timer at the same time you deal yourself a hand of cards.
- After you finish your turn, the Timer activates, and take one card from the top of the Deck and add face down to the Timer’s hand.
- Check to see if there are nine cards in the Timer’s hand, if not, play returns to you.
- Once there are nine cards in the Timer’s hand, turn them face up. Check all the cards, and for each position (blue number), keep one card that has that position on it, and discard any cards that are duplicates of a kept position.
- If after checking the Timer’s hand and discarding cards when appropriate, there are less than nine cards left in the Timer’s hand, then play resumes as before. The Timer will continue to receive face-down cards, add them to the revealed and kept cards and check the cards again once there are nine cards in the Timer’s hand.
- If after checking the Timer’s hand each of the nine positions is represented on a card in the Timer’s hand, then the game ends.

### Versus

This mode of play is for 2-5 players all competing against each other and uses one Deck, Display and Discard pile for all players.

In Versus mode, a Round is completed once every player has had one Turn.

### **Team Battle**

This mode of play is for four or more players split into even sized teams of 2-4 players. Each team has their own Deck, Display and Discard pile and competes against all the other teams.

Each player in a team takes it in turn to be the active player when play moves to their team.

For example, with two teams: Alpha, consisting of Player A and Player B; and Numero, consisting of Player 1 and Player 2. Play will move from Player A to Player 1, then to Player B, before moving to Player 2 and then to Player A to complete the cycle.

Whilst it is possible to have an unlimited number of teams playing, the more teams involved the longer the game will take, and with larger sized teams as well, play can become confusing to keep track on which player is next for each team, as play moves from Round to Round.

In Team Battle mode, a Round is completed once every Team (but not all players) have had one Turn.

## Game End Alternatives

Players can determine a different Game End condition at the start of their game. Once the game end condition has been reached, play continues till the end of the round, and then the game finishes.

Precision games end when a player/team achieves the victory condition of collecting each position. We recommend that players only need to collect each position once, but this can be increased to twice, or even more if you want a longer game

For Duel games, the game ends when only one player or team has Mana left. Therefore, game duration is determined by starting Mana. As mentioned earlier, we recommend starting at 40 Mana per player (or 50 for a team), but this can be increased if the Players agree.

For Thaumaturgy games, the standard game end is the first time the end of the Deck has been reached. Different Game End conditions can have a bigger effect on the game than for other Game Types. Alternate Game End conditions to use are:

- Each Player/Team has cast 5 (or 10, or 15, or more) spells.
- 7 (or 9 or 11 or 15 or more) spells have been cast.
- Cycle through the Deck twice (or more)

# Appendix

## **Movement cards**

Movement cards need to be held with the character upright/ blue number at the bottom - otherwise left would be right and up would be down, and visa versa.

When casting a spell, the following rules apply:

- Movements are directions and not specific “position to position” moves. For example, an arrow going from bottom left to top right looks like a movement from position 7/pentacle to position 3/moon. However, it can also be used to move from position 4/empty hand to position 2/head, or from position 8/feet to position 6/item, or even from position 5/torso to position 3/moon.
- A movement symbol with one arrow, indicates that there is only one specific direction to be followed, whereas a movement card with two arrows on (one on each end of the symbol) means that the movement can follow either of the directions on the card.
- All movements must start and end within the movement grid.
- The first movement of a spell (first non-inverted Movement card placed as part of a spell) will start at the starting position of the spell.
- All subsequent movements of a spell will start where the previous movement ended.
- All movements from one card (even if modified) must be symmetrical. For example, a zig-zag moving left one position at the start (e.g. if starting at position 2/head) will only move one position on the diagonal and one position at the end (so finish at position 4/empty hand in this example).
- Unless modified, and as long as they remain symmetrical, all movements will move as far as possible. E.g. an

unmodified movement right from either position 1/Sun or position 2/head will finish at position 3/moon.

- A circle cannot start at position 5/torso, and unmodified, moves 8 positions (in any direction) around the outside of the grid (so starts and ends on the same position).
- A half-circle cannot start at position 5/torso either, and unmodified, moves 4 positions (in any direction) around the outside of the grid (so end on the position opposite to where it started).
- A Swirl movement from the advanced cards starts on any position on the outside of the grid and finishes on position 5/torso in the middle of the grid.
- A “V” movement from the advanced movement cards cannot be played if the peak of the V cannot be placed on a position.

For example, a conventional V going diagonally down, then diagonally up can be played from position 1/sun, to finish on position 3/moon, or from position 6/item to finish on position 4/empty hand (or visa versa). However, it cannot be played on position 7/pentacle to finish on position 9/familiar (or visa versa)

- A Modifier card is a special type of Movement card. It is played immediately before the single “non-Modifier” Movement card it affects. It cannot be used if it will cause the movement to either start outside of the grid, or to move outside of the grid, or to move either less than one space or in a non-symmetrical manner. However, a modified movement DOES NOT have to move the maximum possible distance.
- For games involving Mana, Modifier cards will alter the Mana value of the affected movement card by the amount specified at the top of the Modifier card.



- There are three types of Modifier card
  - i.  $\frac{1}{2}$  modifier - the affected movement only moves half the normal movement (to a minimum of one space)
  - ii. Rewind/backwards - the affected movement moves in the opposite direction
  - iii. Four Arrows/triangles - move one position either up, down, left or right before making the movement as normal.

# Game play summary

## Game steps (p5-7)

Deal 2 cards to every player, then 5 cards into display.

- 1) **Taking a card (Step 1)**
- 2) **Placing cards into the display (Step 2)**
- 3) **Casting a Spell (Step 3)**

Each spell cast has three components,

- a) A card (inverted) to indicate wand starting position
- b) A movement card or series movement cards to form a longer linked series of wand movements
- c) A Spell Casting Word card (Kazam or Zing or Ka-Zing)

Players pick up a card from the deck after casting a spell.

- 4) **Discarding a Card (Step 4)**
- 5) **Turn End (Step 5)**

## Difficulty levels (p8-9)

	Initiate	Apprentice	Sorcerer
Standard cards	✓	✓	✓
Sorcerer cards	x		✓
Max Hand size	5	5	5
Min spell size	3	3	7
Resonance rule	X	✓	✓
Bonus rule	X	✓	✓

## Game Types

### **Precision (p8)**

Collect all positions (1-9) first.

## Duel (p10-11)

Reduce all opponents Mana to zero (standard starting Mana is 40). Add mana values (top numbers) from all movements and apply bonus modifier (if 1 or more bonuses achieved). Casting word determines effect: Kazaam = remove Mana from target, Zing = replenish Mana on target.

Kazaam/Zing = either Kazaam OR Zing

Ka-Zing = both Kazaam AND Zing (different targets)

## Taumaturgy (p10)

Score points based on spell length, most points by end of game (standard end = run through deck once).

Points	Initiate/Apprentice	Sorcerer
1	3 Card Spell	5 Card Spell
2	4 Card Spell	6 Card Spell
4	5 Card Spell	7 Card Spell
7	6 Card Spell	8 Card Spell
+1	Includes 1 bonus	Includes 1 bonus
+3	Includes 2 bonuses	Includes 2 bonuses