



Magical Wishes Card Game

Instructions

Contents:
48 Cards

Object of the Game:

Be the first player with no cards left in your hand and collect the most matching “twin” cards. Watch out for Zeta along the way!

Set Up:

1. Shuffle all 48 cards and deal five cards to each player.
2. Place the remaining cards face down in a pile where all players can reach the pile.

How to Play:

1. The youngest player (Player 1) begins by picking up a card from the top of the center pile and adding it to his or her hand.
2. Player 1 can do one of the following things after picking up a card from the center pile:
 - If Player 1 has any twin cards, he or she can place the twin cards face up in front of himself or herself.

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1/3

- If Player 1 has no twin cards, he or she can “wish” for a card from the player of his or her choice by randomly selecting a card from that player’s hand. If the card Player 1 selects matches a card in Player 1’s hand, he or she can place the twin cards face up in front of himself or herself. If a player wishes for a card from the hand of a player who only has one card, that player should draw another card from the top of the center pile.
- 3. After Player 1 has completed one of the above actions, his or her turn is over, and play continues to the left. If a player runs out of cards at any time during the game, he or she should draw a card from the top of the center pile.
- 4. Play continues in this fashion until there are no cards left in the center pile.

Types of Cards:

There are three different types of cards in this game:

1. Character Cards: These include Shimmer, Shine, Nahal, Tala, Leah, Zac, Nazboo, Layla, Parisa, Roya and Zain. Players can use these cards to create matches or “twins” throughout the game.
2. Princess Samira Cards: Princess Samira cards are very special, and players can use these cards to create a match or “twin” with any Character Card of their choice.

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2/3

3. Zeta the Sorceress Card: Zeta is always causing trouble in Zahramay Falls! The Zeta the Sorceress Card cannot be matched with any other cards in the deck. The player left holding a Zeta the Sorceress Card at the end of the game must get rid of a set of twin cards from his or her pile.

Winning the Game:

Once all cards in the center pile have been drawn, players count the number of matches or “twin” cards they have collected. The player with the most matches is the winner.

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