

# Wizards and Lizards

Start Here

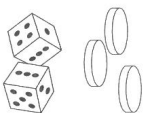
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your	they	there	on	old	is	into	did	could	a
you	this	then	one	off	it	in	do	come	about
with	to	them	only	of	just	if	down	can	all
will	two	their	or	now	like	I	first	came	an
who	up	the	other	not	little	his	for	call	and
which	want	that	our	no	look	him	from	by	are
where	was	some	out	new	made	here	get	but	as
when	we	so	over	my	make	her	go	big	at
what	well	she	right	must	me	he	had	before	back
were	went	see	said	much	more	have	has	been	be

## Wizards and Lizards

Players - 2 to 4.

Materials - a token for each player and die/dice.



The aim of the game is to be the first player to reach the "your" square.

Players take turns to roll the die/dice and move their token that number of squares along the board.

If a player lands on a square upon which Wordlin® the Wizard is standing, he or she moves their token up the stars to the square containing the big star.

If a player lands on a square showing a Lizard's head, he or she must slide his or her token to the square where the Lizard's tail ends.

Squares which have only part of a Wizard or Lizard are just normal playing squares.

The winner is the first player to arrive on the "your" square by an exact roll of the die/dice.

### Variations

Players must be able to read the word they land upon or move back one space.

If the player can name each word as he or she progresses, he or she gains an extra turn.

Having landed on a word, players must use this word in a sentence.

Competent players may look at the word they land upon, then close their eyes and spell the word out loud.

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