The Wishing Machine
Players: 3 – 7 • Ages: 7+ • Playing time: 20 minutes
Artist: Christof Tisch • Designer: Oliver Igelhaut

COMPONENTS
• 1 buzzer card • 1 reference card
• 29 shooting star cards • 24 wishing cards
• 6 red wooden disks

OVERVIEW
The wishing machine has secret wishes! Then it puts 3 wishing cards on the table and reveals how often its wishes are fulfilled. Followed by the next 3 wishing cards and another hint ...
Which agent will be the first to solve the riddle?

ROLES
The oldest player first takes on the role of the wishing machine. All others play agents who try to decode the secret wishes of the machine.
These roles will change in the course of the game.

SET-UP
Place the buzzer card on the table, within easy reach for all agents.
Place the reference card next to it.

The wishing machine secretly selects 2 wishing cards showing one wish symbol each.
These 2 wishes have to be different.
It then puts both cards as shown into the gap between the bottom and the lid of the box.

The wishing machine shuffles the remaining wishing cards and holds the stack face down in its hand.
The wishing machine also takes the 6 red wooden disks.

If the cards are inserted correctly, they will stay in place. Only the wishing machine is able to see the 2 wishes.

Put the 29 shooting stars in the box bottom.
Place the box bottom inside the box lid.
The junior agent only guesses 1 wish at a time and the wishing machine is allowed to give advice and the junior agent can flip over any laid-out wishing cards.

The wishing machine lays out the cards slowly:

The adult starts as wishing machine, the following rules can be applied:

If one adult wants to introduce one child to the game, the game ends after several rounds, as soon as one players gets to be the wishing machine in the new round.

If several players are in the lead, the oldest of these players becomes (or continues to be) the wishing machine.

If the junior agent guesses both wishes correctly, he becomes the wishing machine in the following round.

The game ends after several rounds, as soon as one player has 4 shooting stars. That player wins the game.

VARIANT FOR ONE JUNIOR AGENT OF 6 AND UP

If one adult wants to introduce one child to the game, the following rules can be applied:

• The adult starts as wishing machine, the child as junior agent.
• The wishing machine lays out the cards slowly: There is no time pressure or competition.
• The junior agent can flip over any laid-out wishing cards he considers not to show a secret wish.
• The wishing machine is allowed to give advice and hints.
• The junior agent only guesses 1 wish at a time and receives an immediate response from the wishing machine.
• If the junior agent guesses both wishes correctly, he becomes the wishing machine in the following round.

Translation: Corinna Spellerberg