

# Review of Little Wizards:

by j. BLAIR

Publisher: Crafty Games

Game Designer: Antoine Bauza

US Game Developer: Amanda Valentine

Players: 2 or more

Ages: 6-10

MSRP \$24.95

## Description:

*Little Wizards* is a cooperative storytelling game designed to introduce kids to creating characters and roleplaying in a setting that is both interesting and manageable for ages 6-10. It has enough depth to engage older kids and any adults playing with them. An 8-10 year old with good reading skills can be the narrator.

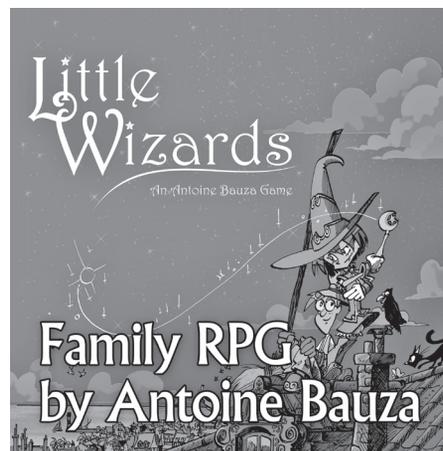
## Game Play:

Players create *Little Wizards* and choose between Sorcerers and Mages. They choose or roll their appearance, personalities, tastes, motivations, and background. Options range from ordinary to quirky in each area. There are three traits: Heart, Brain, and Body. Players assign the strength of each trait, using one each of good, better (+1), and best (+2).

Every Little Wizard starts with the Power broom riding. Sorcerers and Mages each have a different list of three Powers, and get to choose two of them to begin the game with. Starting gear includes a broom, a wizard hat, and a wand. Players also choose or roll a familiar animal to help them on their adventures.

The narrator has three adventures to use before needing to create their own. The first adventure includes every little detail, while the second adventure covers all the main points, but leaves room for the narrator to fill in many of the details.

The third adventure is more of a sandbox and allows players to explore freely instead of being led by the narrator. It has an overview of the plot but leaves most of the details to the narrator. There are adventure seeds sprinkled throughout, giving narrators lots of ideas where to take the story next.



The game is set in Coinworld, a flat land with two sides, Heads and Tails. Each side has several Archipelagos to explore, some populous enough for several cities, others nearly barren. Heads is very pleasant, with a mild weather system, soothing seas, and a peaceful charm. Tails has gloomier skies, more severe weather, and is inhabited by strange plants and animals.

Both sides of Coinworld are settled, but travel from one face to the other requires magic. Trains and boats travel on and between the archipelagos on each side. Technology is a bit behind that of our modern world.

During the game, players roll 2D6 to determine the results of their actions and the use of their powers. They add the dice and any bonuses to match or beat the difficulty of the test. Brilliant successes and brilliant disasters occur on double 1's and double 6's respectively. Narrators treat failures as complications or setbacks, not as game stopping events.

Teamwork can improve a result as long as it is appropriate to the action or power, which gives players even more incentive to work together. Familiars can also add bonuses to results based on their abilities. Players earn Little Points to spend learning new powers and skills, or improving their traits.

## Winning Moves:

*Little Wizards* contains lots of sidebar notes to make the process easier for first time narrators and players. I played the first three adventures with three kids ages 8-14 plus their parents. I also played the first adventure with a 5 and 6 year old that can't wait to play again. The game was equally popular with boys, girls, and parents.

## Retail Ease:

*Little Wizards* is a square paperback with 126 full color pages. The front cover has eye-catching artwork targeting the age group. The back cover explains the concept of storytelling games, and gives a bit of flavor. 