

Citadel Wizards Game

This game has 6 steps:

Step 1: Order

- Assign all wizards a number, from 1-27
- Do this by determining which numbers go in which categories, then assigning each wizard a number based on what numbers fit in the guilds they belong to
- Message: **TO CONTINUE CAST A MAGICAL SPELL**

Step 2: Teams

- This is a game of Set: finding groups where properties are alike or all different
- The wizards get combined into 9 sets of three

Step 3: Transfiguration

- Convert 9 starter words into 9 company names

Step 4: Summoning

- Combine 27 words with 27 words (across 9 cards), to form 27 two-word clues
- These clues work together (in sets of 3) to clue another 9 companies

Step 5: Merging

- Use the wizard names and the ticker symbols to find 27 extra letters

Finale

- Combine it all together to get one final message: **THEY CAN CONJURE UP SORCERY CODE**

Your job

Confirm each step

- Each time a team solves a memo, spot check the answers. (See following pages.)

Keep them on track

If teams are falling behind, feel free to give them some answers. The slideshow on the big screens in the room will give a sense of the pace, so teams will be able to tell you if they feel they're behind.

Hints

Walk around and make yourself available for hints. Every so often, ask every team how they're doing, and if they need a nudge.

Confirming

[You may always confirm when a team is doing something correctly.](#)

If a team is struggling, you may also tell them where they're wrong.

General purpose hints

Feel free to deploy these early and often:

"Tell me what you know."

"**READ EVERYTHING.** Almost every word and design is important."














"Stuck? Show it to a teammate."

"You **don't need to guess.** Every solution will be clear when you get it."

"You may use Google to look up anything you need."

Step 1: Order

This is a logic game. They go back and forth between determining what numbers, from 1-27, are in each set, and cross referencing that info against the guild collection for each wizard. Answers:

Math		9 MEMBERS: 2 3 5 7 11 13 17 19 23	Prime numbers (as in Amazon Prime)
		7 MEMBERS: 1 2 3 5 8 13 21	Fibonacci sequence
		5 MEMBERS: 1 4 9 16 25	Square numbers
		4 MEMBERS: 1 2 6 24	Factorial numbers
		3 MEMBERS: 1 8 27	Cube numbers
Culture		6 MEMBERS: 4 6 8 10 12 20	Dice used in D&D
		6 MEMBERS: 11 12 14 15 16 17	Apollo moon <i>landings</i>
		5 MEMBERS: 4 8 15 16 23	Numbers on the show LOST
		3 MEMBERS: 18 19 20	Can vote, but can't yet drink
Currency		5 MEMBERS: 1 2 5 10 20	Values of US paper bills
		4 MEMBERS: 1 5 10 25	Values of US coins
Num./ properties		2 MEMBERS: 11 22	Reduplicative (i.e. "twin") numbers
		2 MEMBERS: 3 23	Ordinal numbers with an "rd" suffix

The wizards get assigned these numbers:

- | | |
|-------------|----------------|
| 1. CASTRUP | 14. TEABOY |
| 2. SOON-KYU | 15. MATEY |
| 3. CESAR | 16. TEMEKA |
| 4. KOY | 17. ALPHA |
| 5. SONNY | 18. GANESH |
| 6. CATO | 19. BRIM |
| 7. SIDD | 20. T.C. |
| 8. JENK | 21. EL CAPITAN |
| 9. OPUS | 22. THIMBLES |
| 10. NICE-T | 23. CASH |
| 11. C.K. | 24. PEG |
| 12. EBRAY | 25. DRACULEA |
| 13. DICKENS | 26. SELAH |
| | 27. DALE |

The blue letters read: **TO CONTINUE CAST A MAGICAL SPELL**

They can say anything magical at this point; usually it'll be "abracadabra." When they do this, instruct them to open envelope 2.

Common sticking points

- They don't know how to start
 - *"Think about the guilds as Venn diagrams of numbers"*
 - *"Identify as many guild icons as you can, and determine which numbers are in them."*
- They consider other parts of the wizard cards
 - *"Don't use anything but the guild icons"*

Hints






- They are allowed to, and probably will need to, Google stuff
- "Cross out the numbers after you assign them."
- "Remember that *not* belonging to a guild is also useful information."
- Tell them what categories the four sections of the page represent.
- If they know it's Apollo moon missions, you can tell them they go sequentially, skipping one
- If they don't know what LOST is, tell them to Google "lost numbers"

Step 2: Teams

- Find 9 sets of 3 wizards each
- Each of these properties are different across the 3 wizards in a set:
 - Hat
 - Moon phase
- Each of these properties are different, *except for one*, which is all the same
 - Cloak
 - Bird
 - Wand
- Each set of 3 words makes a 3-letter word, by reading vertically.
- There's no extraction to this part.
- When they finish, instruct them to open envelope 3

Common sticking points

- Not sure where to start.
 - "Separate the wizards by hat, putting all with the same hat in a row. Then separate each row by their moon's phase."
 - One wizard, GANESH, has a hat-moon combo that is unlike anyone else. That's the easiest place to start, since they can only pair with 4 Alchemists and 6 Mystics.

Wizard	Grouping	Description	Word	Position
EL CAPITAN	Cloak 1	Green	ESP	1
SIDD	Cloak 1	Green	ESP	1
PEG	Cloak 1	Green	ESP	1
CASH	Cloak 2	Stars	HAM	4
SELAH	Cloak 2	Stars	HAM	4
THIMBLES	Cloak 2	Stars	HAM	4
C.K.	Cloak 3	Blue	COD	1
OPUS	Cloak 3	Blue	COD	1
DRACULEA	Cloak 3	Blue	COD	1
T.C.	Pet 1	 Parrot	TEN	1
EBRAY	Pet 1	 Parrot	TEN	1
NICE-T	Pet 1	 Parrot	TEN	1
CESAR	Pet 2	 Raven	SPY	3
ALPHA	Pet 2	 Raven	SPY	3
KOY	Pet 2	 Raven	SPY	3
JENK	Pet 3	 Owl	KEN	4
DALE	Pet 3	 Owl	KEN	4
SONNY	Pet 3	 Owl	KEN	4
CATO	Wand 1	Flower	TON	3
SOON-KYU	Wand 1	Flower	TON	3
GANESH	Wand 1	Flower	TON	3
TEMEKA	Wand 2	Eye	ERA	2
BRIM	Wand 2	Eye	ERA	2
CASTRUP	Wand 2	Eye	ERA	2
DICKENS	Wand 3	Spiral	CAT	3
TEABOY	Wand 3	Spiral	CAT	3
MATEY	Wand 3	Spiral	CAT	3

Step 3: Transformation

- Figure out which starting transformation works for a given starting word
- Use all 3 transformations to go from starting word to a company name
- E.g. OX -> TIGER -> GOLF -> DELTA

Wizard	#	From		To		Example	shown
EL CAPITAN	1	Jammies	→	2001	Middle 3 letters are roman numerals	Remixed	1009
PEG	2	2001	→	HAL	movie/game -> name of its evil computer	Portal	Glados
SIDD	3	HAL	→	IBM	Shift every letter one space in alphabet	Steeds	Tuffet
CASH	1	Ox	→	Tiger	Next animal in Chinese Zodiac	Rabbit	Dragon
THIMBLES	2	Tiger	→	Golf	First name of athlete to their sport	Serena	Tennis
SELAH	3	Golf	→	DELTA	3 steps back in the NATO alphabet	Whiskey	Tango
DRACULEA	1	Runny	→	Honey	Word rhymes with a sweetener	Booger	Sugar
C.K.	2	Honey	→	Bee	Turn thing into animal that makes it	Silk	Worm
OPUS	3	Bee	→	EBAY	Pig Latin version	Trash	Ashtray
NICE-T	1	Vikings	→	Wild	Hockey team from same city	Buccaneers	Lightning
T.C.	2	Wild	→	Tame	Opposite	Hot	Cold
EBRAY	3	Tame	→	META	Swap first 2 letters with second 2 letters	Deco	Code
ALPHA	1	Cowboy	→	Western	Genre associated with that character	Dragon	Fantasy
CESAR	2	Western	→	Sew	Reverse 1st 3 letters	Brownie	Orb
KOY	3	Sew	→	SONY	Add "nee" sound to end	Tray	Trainee
JENK	1	Basic	→	BC	First and last letters	Prism	PM
SONNY	2	BC	→	Victoria	Canadian province capital (not largest city)	AB	Edmonton
DALE	3	Victoria	→	NIKE	Roman god to Greek counterpart	Jupiter	Zeus
GANESH	1	Wee	→	Oui	Homophone	Air	Err
SOON-KYU	2	Oui	→	Si	Translate French word to Spanish	Rue	Calle
CATO	3	Si	→	GE	Element below on periodic table	Cu	Ag
TEMEKA	1	Fever	→	Eve	Remove first and last	Clover	Love
CASTRUP	2	Eve	→	Adam	Male partner	Marge	Homer

BRIM	3	Adam	→	APPLE	X's Y. Given X, find Y.	Schrodinger	Cat
MATEY	1	Queen	→	Monarch	Gender neutral form of title	Waitress	Server
TEABOY	2	Monarch	→	Butterfly	Royal animal	Emperor	Penguin
DICKENS	3	Butterfly	→	CATERPILLAR	Previous step in lifecycle	Frog	Tadpole

Ticker symbols

Apple	AAPL
Caterpillar	CAT
Delta	DAL
eBay	EBAY
GE	GE
IBM	IBM
Meta	META
Nike	NKE
Sony	SONY

Step 4: Summoning

- Match the ALL-CAPS word in each wizard's *nickname* with a word on the card to make a two-word phrase.
- The three two-word phrases on each card are a clue for another company.

Wizard	Company	#	Nickname	Word on card	Explanation
EL CAPITAN	AT&T	1	Dr. COWBOYS	STADIUM	The Dallas Cowboys play at AT&T stadium
SIDD	AT&T	2	Extremely ONLINE	PROVIDER	
CESAR	AT&T	3	Try AND Stop Me	SIGN	& = "and sign"
SELAH	Coca-Cola	1	Witch's CURSIVE	SCRIPT	
NICE-T	Coca-Cola	2	Amy POLAR	BEAR	Coke's mascot
T.C.	Coca-Cola	3	GLASS Catastrophe	BOTTLE	
CASH	Disney	1	NEVER Say Die	LAND	Neverland from <i>Peter Pan</i>
GANESH	Disney	2	FRENCH Dip	BOOKWORM	Belle, from <i>Beauty & The Beast</i>
TEMEKA	Disney	3	Munificent SEVEN	MINERS	Dwarfs from <i>Snow White</i>
JENK	Ferrari	1	GRAND Budapest	PRIX	
MATEY	Ferrari	2	REARING Window	HORSE	Ferrari's logo
SONNY	Ferrari	3	ADAM Bomb	DRIVER	Played Ferrari in recent movie
KOY	Hasbro	1	MOUSE of Cards	TRAP	Board game
DRACULEA	Hasbro	2	POTATO Quality	HEAD	Board game
EBRAY	Hasbro	3	Anybody's GUESS	WHO	Board game
DICKENS	Intel	1	Obvious SPY	KNOWLEDGE	Spies collect "intel"
CATO	Intel	2	SEMI Trailer	CONDUCTOR	
BRIM	Intel	3	Fuzzy LOGIC	GATES	Found on a microchip
ALPHA	Kellog's	1	FROSTED Tips	TIGER	Tony the Tiger
THIMBLES	Kellog's	2	LOOPY Lou	BIRD	Toucan Sam
SOON-KYU	Kellog's	3	Illin' NOISY	TRIO	Snap, Crackle, & Pop
DALE	Shell	1	COMMAND Hugginkiss	PROMPT	Like a Unix shell
CASTRUP	Shell	2	BEACH Leech	SOUVENIR	
OPUS	Shell	3	TURTLE Power	ARMOR	
C.K.	UPS	1	OVER Easy	NIGHT	
TEABOY	UPS	2	Leroy BROWN	UNIFORM	
PEG	UPS	3	CARDBOARD Shark	BOX	

Ticker symbols

AT&T	T
Coca-Cola	KO
Disney	DIS
Ferrari	RACE
Hasbro	HAS
Intel	INTC
Kellogg's	K
Shell	SHEL
UPS	UPS

Common sticking points

- They say Mattel instead of Hasbro
 - If so, correct them

Step 5: Merging

- Each wizard's name is either
 - A ticker symbol + a new letter (and then anagrammed)
 - Both ticker symbols + a new letter (and then anagrammed)
- Match three wizards to each card, then circle the letter that's extra

Tickers				Extra		Wizard
		AAPL	+	H	=	ALPHA
AAPL	+	INTC	+	E	=	EL CAPITAN
		INTC	+	E	=	NICE-T
		SONY	+	N	=	SONNY
SONY	+	KO	+	U	=	SOON-KYU
		KO	+	Y	=	KOY
		DAL	+	E	=	DALE
DAL	+	RACE	+	U	=	DRACULEA
		RACE	+	S	=	CESAR
		NKE	+	J	=	JENK
NKE	+	DIS	+	C	=	DICKENS
		DIS	+	D	=	SIDD
		CAT	+	O	=	CATO
CAT	+	UPS	+	R	=	CASTRUP
		UPS	+	O	=	OPUS
		EBAY	+	R	=	EBRAY
EBAY	+	T	+	O	=	TEABOY
		T	+	C	=	T.C.
		META	+	Y	=	MATEY
META	+	K	+	E	=	TEMEKA
		K	+	C	=	C.K.
		GE	+	P	=	PEG
GE	+	HAS	+	N	=	GANESH
		HAS	+	C	=	CASH
		IBM	+	R	=	BRIM
IBM	+	SHEL	+	T	=	THIMBLES
		SHEL	+	A	=	SELAH

Finale

- Arrange the wizards together into 6 sections, using their backgrounds as pieces of a jigsaw
- Read the circled letters to spell the answer: : **THEY CAN CONJURE UP SORCERY CODE**

#	Wizard	Extra	Background
1	THIMBLES	T	Fog
2	ALPHA	H	Fog
3	EL CAPITAN	E	Field
4	KOY	Y	Field
5	C.K.	C	Volcano
6	SELAH	A	Volcano
7	SONNY	N	Mountain
8	DICKENS	C	Mountain
9	OPUS	O	Mountain
10	GANESH	N	Mountain
11	JENK	J	Mountain
12	SOON-KYU	U	Desert
13	CASTRUP	R	Desert
14	DALE	E	Desert
15	DRACULEA	U	Desert
16	PEG	P	Desert
17	CESAR	S	Stars
18	CATO	O	Stars
19	BRIM	R	Stars
20	CASH	C	Stars
21	NICE-T	E	Stars
22	EBRAY	R	Stars
23	MATEY	Y	Stars
24	T.C.	C	Stars
25	TEABOY	O	Stars
26	SIDD	D	Stars
27	TEMEKA	E	Stars