

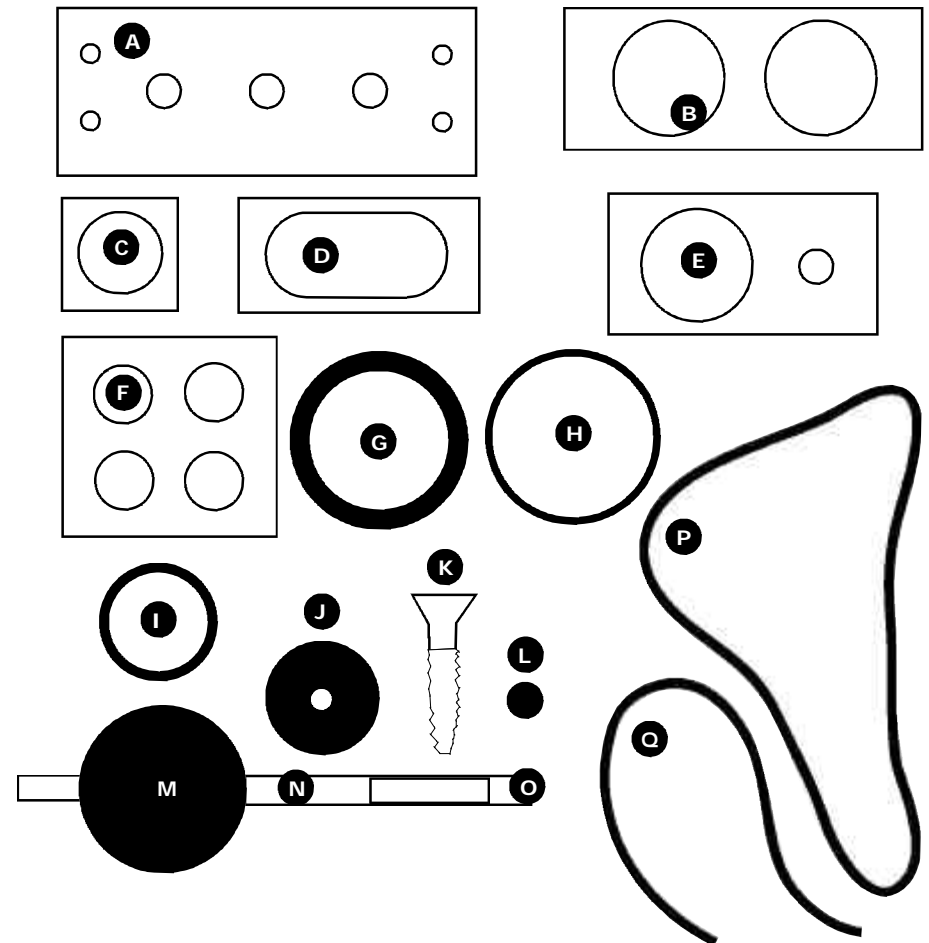
# The Wizard's Workshop™

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Guide the ball from one end of the maze to the other.
- 2 *The Serpent's Spell* .....  
Release the Sacred Circle from the cursed cord which snakes its way over, under, and through the wooden block.
- 3 *The Sorcerer's Stone*.....  
Make a square-shape, known as a Sorcerer's Stone, appear by displacing only one piece of the puzzle.
- 4 *Knots & Notions*.....  
The two hallowed halos must appear side by side on the same cord.
- 5 *The Viper's Nest*.....  
Balance the nest, concocted from four venerable rings, on top of the wooden post.
- 6 *The Wizard's Ring*.....  
Precision and patience are necessary skills when attempting to release the Revered Ring from its entwined tether.
- 7 *The Dungeon*.....  
The Consecrated Band, shackled to a post down in the dungeon, must be released in order to reclaim its powers.
- 8 *The Hex*.....  
A hypnotic hex keeps the balls and blocks bound to the wooden enclosure. Separate the two to abolish the hex.
- 9 *The Curse and The Crow*.....  
Which curse keeps the Sacred Tablet confined? Conjure up the solutions to both enigmas in order to release the Tablet.

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## Assembly Pieces

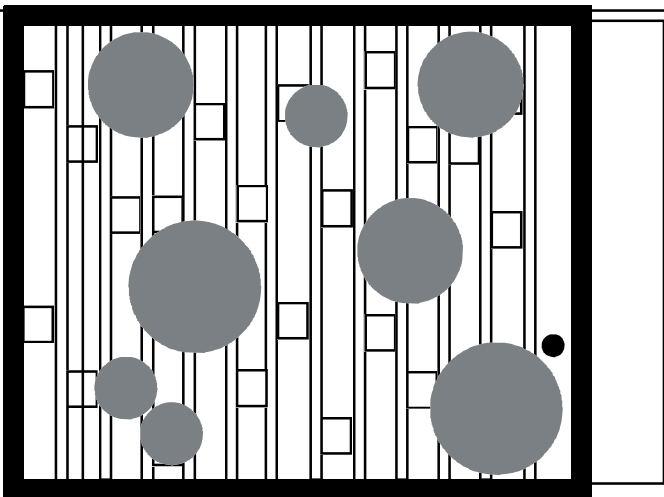


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# 1 The Mesmerizing Maze

Level: 3 Wizard Wands

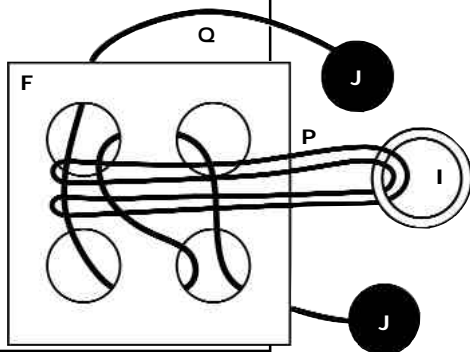
Slide the plexiglass cover from the lid and drop Ball L at one end of the maze. Slide the cover back into position. NOTE: THE MAZE CONSISTS OF 12 BARRICADES. AFTER EACH SUCCESSFUL TURN, CHANGE THE POSITION OF ONE, TWO, THREE, OR MORE BARRICADES AND TRY A NEW ROUTE. FOR MORE MESMERIZING MISERY, PUT A BALL AT EACH END OF THE MAZE AND TRY TO EXCHANGE THEIR PLACE!



# 2 The Serpent's Spell

Level: 1 Wizard Wand  
1 x F, 1 x I, 2 x J, 1 x P, 1 x Q

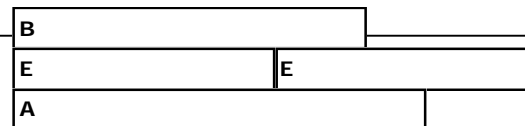
Fold Cord P in half and pass it midway through the Sacred Circle (I). Pass one end of Cord Q through Ball J. Form a knot at the end to secure it in place. Snake the opposite end of Cord Q through the holes in Block F, following the path as illustrated. Remember to pass the cord through the loop ends of Cord P. Pass the end of Cord Q through the other Ball J, securing it in place with a knot.



# 3 The Sorcerer's Stone

Level: 1 Wizard Wand  
1 x A, 1 x B, 2 x E

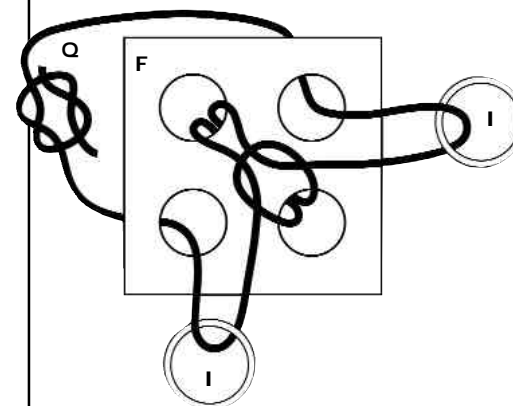
Stand the slabs on their side in an upright position, as illustrated. Make certain that the left side edges of Slabs A, B, and 1 E, are lined up straight.



# 4 Knots & Notions

Level: 1 Wizard Wand  
1 x F, 2 x I, 1 x Q

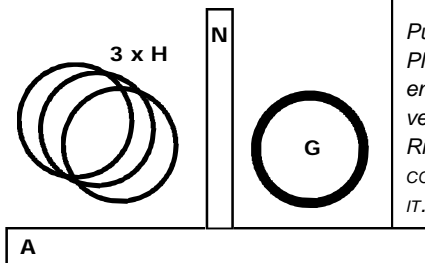
Thread one end of Cord Q through the openings in Block F, as illustrated. Remember to pass the cord through two Hallowed Halos (I). Knot the ends of Cord Q together to secure in place.



# 5 The Viper's Nest

Level: 2 Wizard Wands  
1 x A, 1 x G, 3 x H, 1 x N

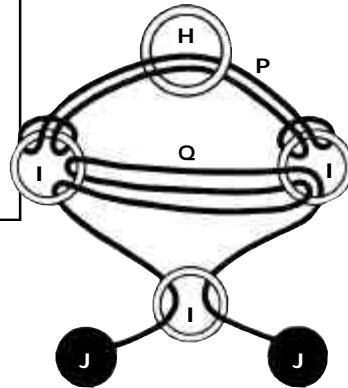
Push one end of Post N into the center hole of Platform A. Place the puzzle on a flat surface to ensure that Post N is standing vertical. Take the 4 venerable rings, consisting of 3 H Rings plus one Ring G, in hand. NOTE: THE 4 RINGS CAN NEVER BE IN CONTACT WITH THE SIDES OF POST N, ONLY THE TOP OF IT.



## 6 The Wizard's Ring

Level: 2 Wizard Wands  
 1 x H, 3 x I, 2 x J, 1 x P, 1 x Q

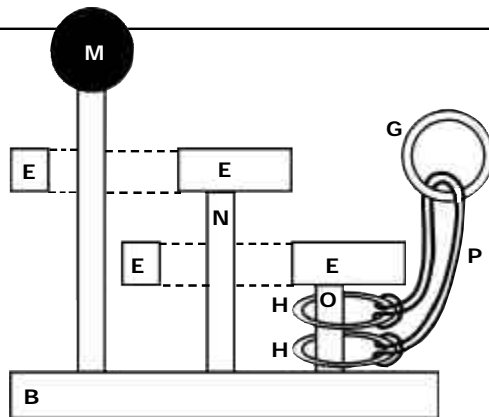
Pass Cord P through the Reversed Ring (H). At each end, form a loop around one Ring I, as illustrated. Pass one end of Cord Q through each Ring I, then slip one Ball J onto each end of Cord Q, securing each with a knot.



## 7 The Dungeon

Level: 2 Wizard Wands  
 1 x A, 2 x E, 1 x G, 2 x H, 1 x M, 1 x N, 1 x O, 1 x P

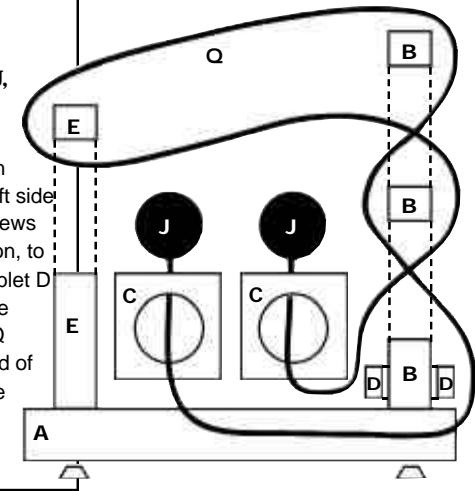
Pass Cord P midway through the Consecrated Band (G). At each end, form a loop around one Ring H, as illustrated. Push Post O into the right side hole of Platform A. Slide both H rings onto the post. Cap the post with Slab E. Push Post N into the center hole of Platform A. Cap the post with a second Slab E. Push Post M into the remaining hole in Platform A. \*Push Ball S on to the top of Post M.\*



## 8 The Hex

Level: 3 Wizard Wands  
 1 x A, 1 x B, 1 x D, 1 x E, 2 x J,  
 4 x K, 1 x Q

Using two wooden screws (K), attach Slab E in a vertical position, to the left side of Platform A. Using two wooden screws (K), attach Slab B in a vertical position, to the right side of Platform A. Slide Tablet D to the bottom of Slab B. Following the illustration, thread one end of Cord Q through Slab E and B. Pass each end of Cord Q through one Block C and one Ball J. Knot each end of Cord Q to secure the balls and blocks in place.



## 9 The Curse and The Crow

Level: 3 Wizard Wands  
 1 x A, 2 x C, 1 x D, 1 x E, 1 x F, 2 x J, 2 x K, 1 x M, 1 x P, 1 x Q

Pass Tablet (D) midway through Ring G. Pass each end of Cord Q over Ring G, then down through the opening in Tablet D, and down through Ring I. The ends of Cord Q should be on each side of Ring G, as shown. Pass each end of Cord Q through one Piece C and one Ball J. Knot each end of Cord Q to secure the pieces in place.

Using 2 wooden screws (K), attach Slab E in a vertical position, to the right side of Platform A. Loop together one end of Cord P and the top hole of Slab E. Pass the other end of Cord P through the opening in both C pieces. Pass the end of Cord P through one opening in Piece F, creating a loop to secure it in place. Pass Post M through one of the three remaining openings in Piece F, then into the left side hole of Platform A.

