

Magic Realm – Übersetzungen/Abkürzungen:

Länder:

| | |
|----------------------------------|----|
| Borderland (Grenzland) | BL |
| Pine Woods (Fichtenwald) | PW |
| Oak Woods (Eichenwald) | OW |
| Nut Woods (Nußbaumwald) | NW |
| Linden Woods (Lindenwald) | LW |
| Maple Woods (Ahornwald) | MW |
| Deep Woods (Tiefer Wald) | DW |
| Mountain (Berg) | MT |
| Crag (Felsenspitze) | CR |
| Ledges (Felsvorsprünge) | LE |
| Cliff (Klippen) | CL |
| High Pass (Hoher Paß) | HP |
| Cavern (Mine) | CN |
| Caves (Höhlen) | CA |
| Ruins (Ruinen) | RU |
| Awful Valley (Schreckliches Tal) | AV |
| Dark Valley (Finsteres Tal) | DV |
| Cursed Valley (Verfluchtes Tal) | CV |
| Evil Valley (Böses Tal) | EV |
| Bad Valley (Übles Tal) | BV |

Aktionen:

| | |
|---------------------|----|
| Bewegen (Move) | M |
| Suchen (Search) | S |
| Verstecken (Hide) | H |
| Erholen (Rest) | R |
| Vorbereiten (Alert) | A |
| Handeln (Trade) | T |
| Anwerben (Hire) | HR |
| Folgen (Follow) | F |
| Zaubern (Spell) | SP |
| Fliegen (Fly) | FL |

Chips:

| | |
|---|---|
| Large (Groß) | L |
| Small (Klein) | S |
| Valley (Tal) | V |
| Wood (Wald) | W |
| Cave (Höhle) | C |
| Rest → Mountain, Ledges, Cliff, Crag, Deep Woods | M |

Special Cards:

| |
|--|
| Toadstool Circle (Giftpilzkreis) |
| Crypt of the Knight (Krypta des Ritters) |
| Enchanted Meadow (verzauberte Wiese) |

Treasure Locations:

| |
|----------------------|
| Cairns (Steinhaufen) |
| Hoard (Hort) |
| Lair (Lager) |
| Pool (Tümpel) |
| Shrine (Schrein) |
| Statue (Statue) |
| Altar (Altar) |

Sonstiges:

| |
|-------------------|
| Stink (Gestank) |
| Dank (Dunst) |
| Smoke (Rauch) |
| Ruins (Ruinen) |
| Bones (Knochen) |
| Chapel (Kapelle) |
| House (Haus) |
| Guard (Wachthaus) |
| Inn (Gasthaus) |

Victory Requirements:

| |
|-----------------------------------|
| great Treasures (große Schätze) |
| usable Spells (brauchbare Zauber) |
| Fame (Ruhm) |
| Notoriety (Ruf) |
| Gold (Gold) |