



SPELL



20' 1-2 8+

The Great Tournament of the Mages of Äphalest takes place every thirty-three solar cycles. Governed by strict rules, the most powerful witches and sorcerers face off in the grand chamber of the Palace of Quinusän, in the heart of the Distant Labyrinth. Whichever champion reigns supreme will take custody of the Gem of Vrinolur, one of the four gems forged for the purpose of controlling the dark forces of the world.

COMPONENTS

- 1** 2 Black Mages
- 2** 2 Purple Mages
- 3** 3 Black Elementals
- 4** 3 Purple Elementals
- 5** 4 Action Cards
- 6** 26 Basic Rune Cards
- 7** 26 Advanced Rune Cards
- 8** 4 Amulet Cards
- 9** 2 Power Markers
- 10** 1 Round Marker
- 11** 1 Scoreboard
- 12** 14 Arena Tiles
- 13** 1 Neutral Arena Tile
- 14** 2 Special Arena Tiles
- 15** 1 Gem of Vrinolur Tile



GOAL OF THE GAME

You and your opponent are participants in the Great Tournament of the Mages of Äphalest. The victor of this spell-casting duel will not only be covered in glory, they will also find themselves in possession of the Gem of Vrinolur.

To channel the power of a rune, you will need to move your tiles around the arena so they recreate one of the shapes shown on the Rune Cards. Each time you channel the power of a rune, you gain the amount of power indicated on the card. The player with the most power at the end of the sixth round wins the tournament, assuming the referee does not invoke the mercy rule and end the match when either player reaches or exceeds 16 points.

SPELL can be played in two different modes: in Symmetrical Mode, your two mages are strictly identical; in Asymmetrical Mode, both players choose an Amulet that grants them a special power.

SYMMETRICAL MODE

SETUP

1. Place the Round Marker on the Round 1 space in the center of the scoreboard.
2. Each player chooses a color (black or purple) and takes the corresponding 2 Action Cards, 1 Mage and 2 Elementals. Put the remaining Mage and Elemental back in the box. They are not used in Symmetrical Mode.
3. Place the Power Markers on the 0 space of the scoreboard.
4. Choose one of the two Rune decks (basic or advanced) and return the other to the box. Separate the Rune Cards by level (1, 2, 3, and 4), then separately shuffle each pile. Place each pile facedown so you can see the spells but not the shape of the Runes, then turn the top two cards of each pile faceup. Leave one on the pile and move the other next to it, so both are visible. They are available for both players to use.

Creating the Arena

Beginning with the second player, (the player who **does not have** the Gem of Vrinolur) take turns placing one of your tiles, inactive side up, orthogonally adjacent to any of the tiles already in play. Make sure you do not exceed the boundaries of a **4x4 grid**, albeit one with a single empty space. Don't worry, that's normal.

We recommend leaving some space between tiles so you can grab them more easily. During the game, this will make your life much easier.



Example of a completed arena.

HOW TO PLAY

The player with the Gem of Vrinolur takes the first turn. During your turn, you may perform the following actions:

- **Mage Action** (once per turn)
- **Upheaval Action** (once per turn)
- **Channel the Power of a Rune** (no more than one rune per level per turn)
- **Cast a Spell** (there is no limit on the number of spells you can cast each turn)

You can perform actions in any order. You can also choose not to perform certain actions on your turn.

For example, you could perform an Upheaval Action, cast a spell, channel the power of a rune, activate your mage, cast another spell, and end your turn by channeling the power of a different level rune.

MAGE ACTION

When you perform a Mage Action, you can choose between two options: move your Mage or activate a tile.

Move Your Mage

Move your Mage from their current tile to an empty tile that is either orthogonally or diagonally adjacent. A tile is empty if it is not already occupied by another Mage or an Elemental.



During your turn, any tiles occupied by your Mage or Elementals are considered both active and your color, even if they are inactive, your opponent's tile, or the neutral tile.

OR

Activate a Tile

Flip over **one of your inactive tiles orthogonally adjacent to your Mage**. This is how your **inactive** tiles become **active**. You cannot flip the tile your Mage occupies, nor can you flip a tile occupied by another Mage or Elemental.



After performing one of these two actions, flip the corresponding Action Card facedown. You cannot perform another Mage Action this turn.



Inactive Side

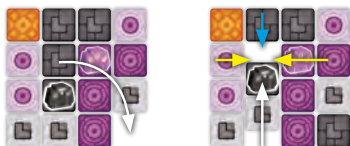


Active Side

UPHEAVAL ACTION

Choose any empty Arena Tile (regardless of color) and move it to the empty space in the arena. This will create a new empty space, of course! You must now slide all the tiles either above, below, to the left, or to the right (which direction is up to you) of that empty space towards the opposite wall, changing the location of the empty space. The empty space should now be along the edge of the arena.

After performing this action, flip the corresponding Action Card facedown. You cannot perform another Upheaval Action this turn.



Example 1: *Oksana, the purple player, moves an activated black Arena Tile to the empty space, to impede the other player. She then slides the lower tiles in the column with the empty space up so that the empty space is at the bottom of the arena (white arrow). Note that she also could have slid the top tile in that column down (blue), or the tiles on either side of the empty space towards the opposite wall (yellow).*



Example 2: *This time, Oksana moves an active tile in her color to the empty space at the bottom of the column, and then shifts the entire column upwards. Now her active tiles create a shape that allow her to channel the power of a Rune.*

CHANNEL THE POWER OF A RUNE

At any point during your turn, if active tiles in your color reproduce the shape of a visible Rune Card, you can channel the power of that Rune. To do so, take the card, place it in front of you, and move your Power Marker a number of spaces equal to the level of the Rune. Then, turn the card over to reveal the spell(s) you can now cast (see Cast a Spell, pg. 8).

Note: You cannot take a card that an opponent has already taken.



You can recreate a shape by rotating it, but a mirror image is never considered a match. Note that Level 4 Runes don't grant access to any spells. Discard the card after gaining four Power.

Certain arrangements of tiles allow you to channel the power of multiple Runes. Channel these Runes one at a time, in the order of your choosing.

Remember: You cannot channel the power of more than one Rune of each level during the same turn.

If you start your turn with your tiles already recreating the shape of one or more visible Runes, you may take the corresponding cards right away.

Note: When you take a Rune Card, do not reveal the next one immediately. Wait until the end of your turn to replace it. This will help you remember which Runes you have already channelled during this turn. You can, of course, channel the power of another Rune of the same level on your next turn if possible.

CAST A SPELL

Every Rune you channel gives you access to one or more spells, the effects of which are listed on each card. If a card lists multiple spells, you only cast one of them. Spells can only be cast on your turn, though you can cast them as soon as you gain them if you so wish. After casting a spell, discard the card.

Level 1 Runes allow you to cast Level 1 Spells. Level 2 Runes give you access to Level 1 and Level 2 Spells. Level 3 Runes grant you access to spells from all three levels. While each card can only be used once, there is no limit to the number of spells you can cast on a single turn.

Here are the effects of the different spells:

Level 1: Summon Elemental

Place an Elemental on any tile in the arena that isn't already occupied by a Mage or an Elemental. **During your turn, each tile occupied by your Elementals is considered both active and your color**, even if it is an inactive tile, your opponent's tile, or the neutral tile. You cannot summon an Elemental if your two Elementals are already in play. Your Elementals cannot move once they are in play, nor can they perform any actions.



Level 2: Levitation

Move your Mage to any empty tile in the arena. A tile is empty if it is not already occupied by another Mage or an Elemental.



Level 3: Force Field

Move the opposing Mage to an empty tile that is orthogonally or diagonally adjacent to their current location. A tile is empty if it is not already occupied by another Mage or an Elemental.



Level 4: Reality Break

It's beautiful, for sure, and it earns you points, but like we mentioned before, it doesn't do anything.

END OF TURN

Once you have finished performing actions, your turn ends. Flip your Mage Action and Upheaval Action Cards faceup so they are available again on your next turn. Remove any Elementals you brought into play from the arena and put them back in your reserve. If necessary, reveal new Rune Cards so that you have two faceup cards visible for each level. If there are not enough cards left, reveal as many as possible.

At the end of the second player's turn, the round ends. In addition to the steps mentioned above, move the Round Marker one space. Unless you just completed the sixth round, the player with the Gem of Vrinolur begins the next round.

END OF THE GAME

The referee sounds the end of the duel **either at the end of a full round during which either player reaches or exceeds 16 Power, or at the end of the 6th round.** You and your opponent always play the same number of turns during a game. The Mage who scored the most Power is declared the winner. In the event of a tie, the second player wins.



ASYMMETRICAL MODE

Asymmetrical Mode follows most of the same rules as Symmetrical Mode, except for changes made by the four Amulets of Äphaelest.

At the start of the game, shuffle the four Amulet Cards together and deal one to each player. Each player then chooses which side of the card to use for this game. Each amulet tells you how many Mages and Elementals you have for the game and which new rule you have to follow.

THE DOPPELGANGER'S AMULET

If you possess this amulet, you cannot summon Elementals, but you start the match with two Mages in your color. Neither of these two Mages disappear at the end of the round; they remain in play for the entire game.

Place the second mage on an inactive tile of your color after creating the arena.

On your turn, the Level 1 spell no longer allows you to summon an Elemental. Instead, it allows you to perform a Mage Action.

Note: When you perform a Mage Action, you choose which of your Mages performs the action. If you have multiple Mage Actions, you can perform them with the same Mage or split them between the two, as you see fit.



THE AMULET OF TRIELEMENTARIS

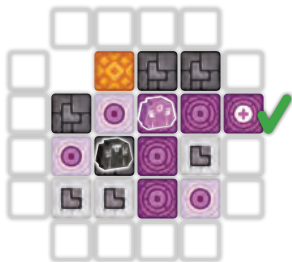
If you possess this amulet, you start the game with three Elementals in your reserve instead of two. You also have the ability to summon these Elementals onto a tile occupied by an opposing Mage. If you do so, move that Mage to any orthogonally or diagonally adjacent empty tile.



THE AMULET OF EXTRALIMITAE APERTIO

If you possess this amulet, you gain the benefits of an additional tile: the Special Arena Tile in your color. You can use it every turn, and at any time during your turn. To do so, place the tile along the edge of the arena, as though it were part of a 5x5 grid (as shown in the illustration). Once placed, this tile counts as an active tile in your color, and can be used to reproduce Runes.

Be careful with your placement, though, as this tile cannot be moved during an Upheaval Action. You can only place this tile once per turn, and it returns to your reserve at the end of your turn.



THE AMULET OF BILEVITAGRAMATION

If you possess this amulet, you can perform the Upheaval Action twice each turn. The first time you perform an Upheaval Action, rotate the Amulet Card 90° instead of flipping over your Action Card. As usual, you may perform your actions in any order. At the end of your turn, be sure to turn your Amulet Card upright, to signify that you can use it again on your next turn.



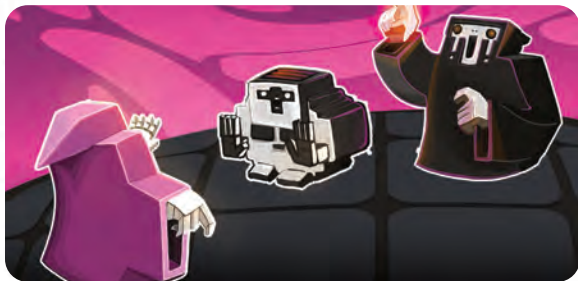
TOURNAMENT RULES

Tournament Rules, which only affect the creation of the arena, can be used when playing in either Symmetrical or Asymmetrical Mode. Tournament Rules cause the early stages of a game to become much more intense, with spellstorms raging early and often. After determining who the first player is, apply the following changes:

As with a standard game of SPELL, you begin constructing the arena by placing the Neutral Tile. Once you begin placing your own tiles (be sure to begin with the second player as usual), you alternate placing them active and inactive side up. The first tile each of you places - next to the neutral tile - is inactive side up, the second will be active side up, and so on. When the arena is finished, you and your opponent should each have three active tiles.

The player who does not have the Gem of Vrinolur places their mage on any active tile in their color. The first player does the same thing, and then the game can begin.

All other rules remain unchanged.





SOLO MODE

The arena setup is predetermined. Choose one of the suggested setups and organize the arena accordingly. For all setups, you are the purple player (if you want to be black, just switch the colors).

You are the first player. Take the Rune deck of your choice (basic or advanced). Do not use Amulets, you play in the usual way. The opponent's turn, however, is more scripted.

The opponent always starts by taking a Mage Action, performing the first possible action from the list below:

- They activate an inactive tile in their color if their Mage is orthogonally adjacent to it.
- They move their Mage to the tile of your color closest to them. If there are multiple tiles to choose from, the Mage moves to an inactive tile if possible.

If your opponent has multiple tiles to choose from during an action, you choose. After taking a Mage Action, the opponent performs an Upheaval Action.

To do this, take one of the four central tiles indicated by the list on the next page and move it to the empty space. Then, rotate the Gem of Vrinolur in your hands several times before revealing it, and shift the column or row indicated by the point of the Gem.

To choose which central tile you're moving, take the first available tile from the list below:

- ▶ an active tile in your color,
- ▶ an inactive tile in your color,
- ▶ the neutral tile,
- ▶ an inactive tile in your opponent's color,
- ▶ an active tile in your opponent's color.

Of course, your opponent cannot move any tiles that are occupied by a Mage.



Example: First, your opponent moves a tile in your color. Then, they move whichever set of tiles can move in the direction indicated by the Gem of Vrinolur—in this case, upwards—into the empty space.

At the end of your opponent's turn, discard the top Rune Card from the appropriate pile(s). Which piles you discard from depend on the current round and your chosen difficulty level. Your opponent scores the points indicated on each discarded card.

As in a regular game, if either of you reaches or exceeds 16 Power, the game ends at the end of the current round.

In Hard Mode, you only have five rounds to win the game. By the end of Round 5, your opponent will have exceeded 16 points.

NORMAL MODE

Round 1: Nothing

Round 2: Nothing

Round 3: Lvl 1 and 2 Runes

Round 4: Lvl 1, 2, and 3 Runes

Round 5: Lvl 1, 2, and 3 Runes

Round 6: Lvl 1, 2, 3, and 4 Runes

HARD MODE

Round 1: Nothing

Round 2: Nothing

Round 3: Lvl 1, 2, and 3 Runes

Round 4: Lvl 1, 2, and 3 Runes

Round 5: Lvl 1, 2, and 3 Runes

STARTING POSITIONS



GENERAL GAME TIPS

Try to keep your Mage close to an inactive tile in your color, so you always have a tile to activate each turn.

On each turn, before using the Upheaval Action, take a moment to observe the shapes of the available Runes. It's usually better to focus on the high-level Runes, and it will be easier to reproduce them if you focus on them directly.

SPELL is a game that benefits from practice. It may be difficult to spot shapes at first, but, with patience, you will quickly learn to link shapes together and create combinations that give you up to 10 Power in a single turn.

Don't forget to change your Rune Card deck from time to time to keep things interesting.

PLAYER AID

GAME TURN

- **Mage Action** (Once per turn)
- **Upheaval Action** (Once per turn)
- **Channel the Power of a Rune** (Once per level per turn)
- **Cast a Spell** (as many times per turn as you want/can)

You can perform these actions in any order you want.

You can also choose not to perform certain actions.

SPELL SUMMARY

1

SUMMON ELEMENTAL

Place an Elemental on any empty tile.



2

LEVITATION

Move your Mage to any empty tile.



3

FORCE FIELD

Move an opposing Mage to any empty tile that is orthogonally or diagonally adjacent.



CREDITS

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