



Rule Manual



Story

Grimoires are ancient books possessing magical powers. Adventurers are those who explore ruins and caves in search of treasures.

With grimoires in their hands, adventurers carve out a path to a new era.

version 1.0
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The Game Concept

In this game, you take on the role of an adventurer searching for treasures. Using grimoires, you compete with other adventurers to find treasures and companions. If you earn the most victory points (VP), you win the game!

Game Set Contents

4 Books, 58 Quest cards, 18 Item cards, 4 Bookmarks, 23 VP chips, 1 MP marker, 4 Order tokens, 1 Playmat, and 2 Rule manuals (1 Japanese manual and 1 English manual)

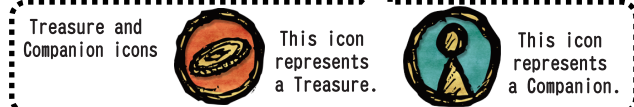
Quest cards

Collect Quest cards by completing quests. There are 2 types of Quest cards: Treasures and Companions.
* Yellow cards are Treasures, and brown cards are Companions.



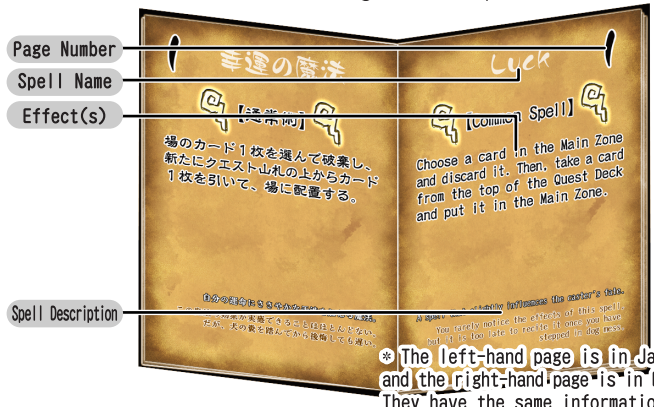
Item cards

You can collect Item cards by using special effects.



Books

Grimoires that influence the game with special effects.



Bookmarks



VP chips



MP marker



Order tokens



Playmat



Game Setup

① Distribute the Books

Give 1 Book and 1 Bookmark to each player.

* When there are fewer than 4 players, keep the remaining Books and Bookmarks in the box.

② Arrange the Play Area

Spread out the Playmat and place necessary items on it according to figure ①.

Item Deck Area

This is where the deck of Item cards is placed. Shuffle all the Item cards into a face-down deck and put it here. This deck is called the Item Deck.

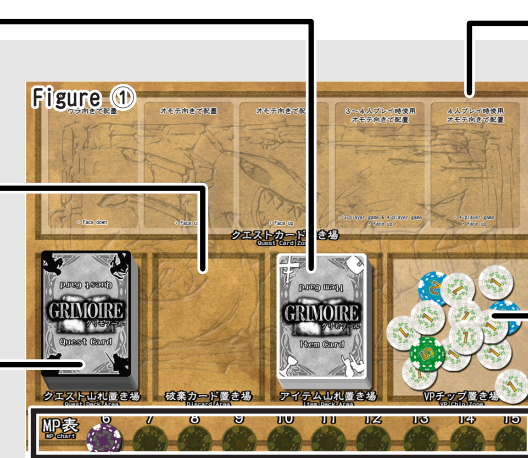
Discard Area

This is where discarded Quest cards are placed in a pile. Whenever a Quest card is discarded, put it here face up. The cards in this area are called discards.

Quest Deck Area

This is where the deck of Quest cards is placed. Shuffle all the Quest cards into a face-down deck and put it here. This deck is called the Quest Deck.

* If the Quest Deck runs out of cards, shuffle all the discards into a face-down deck and place it here as a new Quest Deck.



* The Quest Card Zone and the VP Chip Zone are collectively called the Main Zone.

Each Player's Territory

Each player has his or her own Territory in front of him or her; it is where Quest cards, Item cards and VP chips go when he or she gains them. Treasures and Item cards must be placed face down so that the other players cannot see what they are.

Quest Card Zone

Quest cards are placed here during the game, and the players take them.

VP Chip Zone

This is where VP chips are placed. Put all the VP chips worth 1, 2 and 5 victory point(s) here. Whenever you take a VP chip, move it from this zone to your Territory.

* Whenever necessary, any player can exchange his or her VP chips for chips in this zone that are worth the same total number of points.
* If you run out of VP chips during a game, you can use other items (coins, etc.) instead.

MP chart

This chart shows the current magic points (MP) during the game. This value applies to all the players. Place the MP marker in the area marked "6" before starting the game.

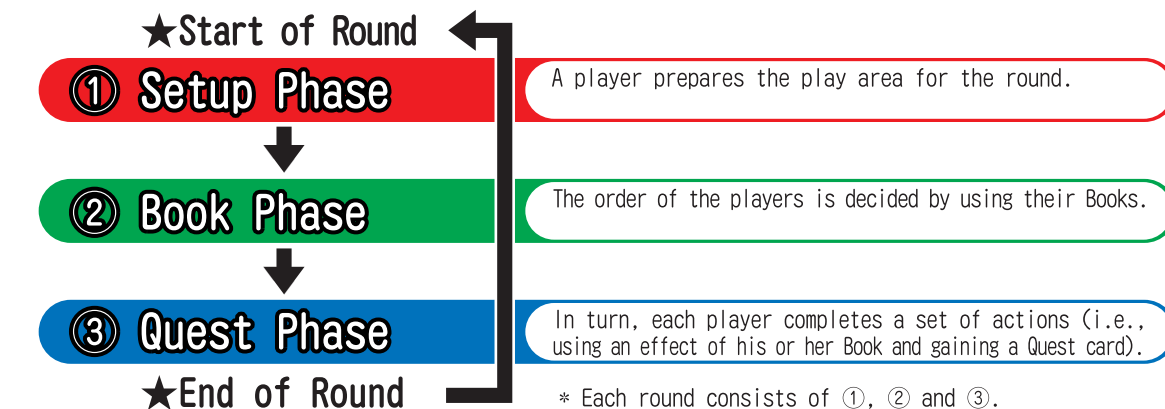
③ Initial Distribution of Order tokens

Order tokens are distributed before starting the game. Use the Order tokens numbered 1 and 2 in a 2-player game, those numbered 1, 2, and 3 in a 3-player game, and all the tokens in a 4-player game. The players play rock-paper-scissors (or use another method of their choice) to decide the order in which they choose an Order token; the first place winner chooses a token first, the second place winner chooses second, and so on.

Start playing once the setup is complete.

Game Flow

The game progresses as follows:



When the Game Ends

When one of the players has gained 10 Treasures OR Companions, continue playing until the end of that round and end the game. Each player totals the victory points (VP) of the cards and chips he or she has gained. The player with the highest total VP wins the game.

Detailed Game Flow

① Setup Phase

In this phase, one of the players prepares the play area for the round.

1. Increase the MP

Move the MP marker to the following numbered area in the MP chart.

- * This action is skipped in the first round.
- * Do not move the MP marker when it has reached "15."

2. Place Quest cards

Take a number of cards from the top of the Quest Deck equal to the number of players plus 1 (keep the cards face down when taking them). Put the first card face down, and the rest face up, in the Main Zone.

② Book Phase (performed by all players at once)

In this phase, the order of the players is decided by using their Books. The order will be important in the next Quest Phase.

1. Place the Bookmark

Each player secretly selects a page number of his or her Book, puts his or her Bookmark on that page and closes the Book. The page number cannot be greater than the current MP shown by the MP chart.

2. Reveal the page

Each player opens his or her Book, revealing the page he or she selected.

3. Decide the order

The order of the players is decided in the following way:

Group A: players who selected a page number no other player selected

Group B: players who selected the same page number as one or more other players

First, each player in Group A receives 1 Order token according to his or her page number; the smaller his or her page number, the smaller the number he or she receives.

After that, each player in Group B receives one of the remaining Order tokens according to the number on his or her Order token in the previous round; this time, the larger the number in the previous round, the smaller the number he or she receives.

* Every player who revealed a [Time Spell] page in the current Book Phase uses its effect at this point.

③ Quest Phase (performed by all players, but one at a time)

Starting with the player whose Order token is numbered "1," the players take turns performing the following set of actions.

Sequence of Actions

1. Use the Book Effect

The player whose turn it is uses the effect of the page he or she just selected in the Book Phase.
* See page 4 for additional information on how to use each effect.

2. Take a Quest Card

The same player then takes a Quest card of his or her choice from the Main Zone.

- * A Companion is placed face up, and a Treasure is placed face down, in the player's Territory.
- * When taking the face-down card from the Main Zone, the player looks at it in secret first, then places it in his or her Territory, as stated above.

The next player's turn

When all the players have completed the above set of actions one by one according to their Order tokens, put the Quest card remaining in the Main Zone in the Discard Area.

This round ends now. Start the next round from the Setup Phase.
Repeat this process until one of the players gains enough cards to end the game.

When Does the Game End?

When one of the players has gained any of the following, continue playing until the end of that round and end the game.

10 Quest cards (Treasures) 10 Quest cards (Companions)

- * Once one of the players has gained the required number of cards, end the game at the end of that round whatever happens afterwards.
- * Exception: If both the Quest Deck and the Discard Area run out of cards, end the game at that point.

Each player totals his or her VP.

● Total the VP

Each player totals the VP of the following things in his or her Territory:

Quest cards

Item cards

VP chips

Item cards

A player can draw an Item card (or cards) only when he or she uses the Creation spell (p. 7) or a related effect. Item cards are placed face down in the player's Territory.
If the Item Deck runs out of cards during the game, the players can no longer draw any Item cards.

Junk The player with the most "Junk" Item cards at the end of the game gets an additional 5 VP (if 2 or more players are tied for the most "Junk" cards, they each get an additional 5 VP).

The player with the highest total VP wins the game.

If there is a tie, the game designer, Hayato Kisaragi, wins the game.

Additional information on how to use your Book

Please note the following points when you play this game:

1. Luck

- You can choose to discard the face-down Quest card from the Main Zone. In that case, you cannot flip over the card you take from the Quest Deck; place it face down in the Main Zone without checking what it is.

2. Silence

3. Fireball

4. Cure

- When taking a random discard, shuffle all the discards into a face-down pile and choose one of the cards randomly.

5. Acceleration

- A special effect that is not used in the Quest Phase but in the Book Phase. Do not use this effect in the Quest Phase.

6. Resistance

7. Creation

- Item cards can be taken only by using this page.
- After drawing an Item card, do not reveal it to the other players but put it face down in your Territory. The only possible exception is the "Blessed Shoes." If you draw this Item card, use its effect according to its instructions.

8. Thunderstorm

- "VP chips worth a total of 2 VP" means either two 1-point VP chips or one 2-point VP chip.

9. Charm

- If 2 or more players have the highest number of Companions, choose one of them as the target.
- If a [Defensive Spell] has been used by the player with the highest number of Companions and it is still in effect, target the player with the second highest number of Companions instead.

10. Summon Elemental

- Even if you are tied for the lowest total, you can still use this effect.

11. Time Stop

- Use the [Time Spell] in the Book Phase and the [Defensive Spell] in the Quest Phase.

12. Polymorph

- If 2 or more players are tied for the highest total, choose one of them as the target.
- If the player with the highest total has used a [Defensive Spell] and it is still in effect, target the player with the second highest total instead.
- The phrase "rounding up" means that if the target player has 5 VP in VP chips, half that amount, 2.5, is rounded up; that player must therefore give you 3 VP in VP chips.

13. Meteor Strike

14. Domination

- If 2 or more players have the highest number of Companions, choose one of them as the target.
- If a [Defensive Spell] has been used by the player with the highest number of Companions and it is still in effect, target the player with the second highest number of Companions instead.

15. Wish

- When taking 3 random discards, shuffle all the discards into a face-down pile and choose 3 of the cards randomly.

Card list

- Quest cards (Treasures)
 - 12 Bronze Coin
 - 10 Silver Coin
 - 7 Gold Coin
- Quest cards (Companions)
 - 3 Spy
 - 3 Mercenary
 - 3 Thief
 - 3 Archer
 - 3 Merchant
 - 2 Nun
 - 3 Rogue
 - 3 Prince
 - 3 Queen
 - 3 King
- Item cards
 - 5 Bronze Sword
 - 2 Bracelet of Sterling Silver
 - 1 Gold Goblet
 - 9 Junk
 - 1 Blessed Shoes
- Bookmarks
 - 1 Air, 1 Earth, 1 Fire, 1 Water



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