

## Components

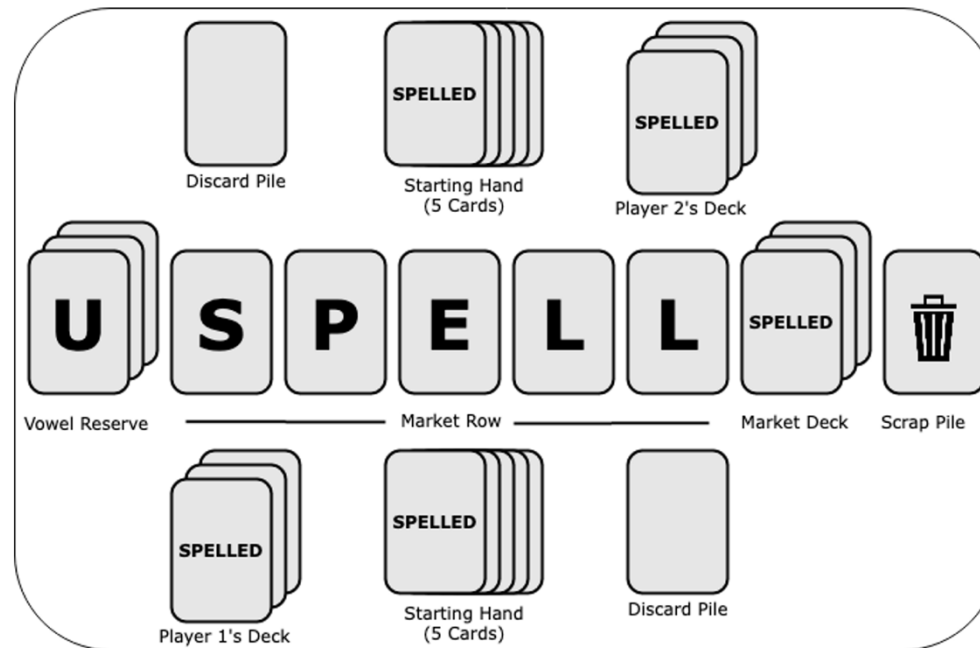
- 5 Vowel Reserve cards
- 20 Starter Vowel cards (2 each of A, E, I, O, & U per player)
- 78 Market cards
- 4 Scoring cards (2 sets)
- 1 Reference Guide card
- This Rulebook

## Object of the Game

Be the witch or wizard with the highest Health when the game ends!

Each player starts with a small personal deck of ten cards representing fragments of spells. Each turn, you will play cards to gain Energy, deal Damage, and other effects:

- Energy (⚡) is used to buy more powerful cards to add to your deck.
- Damage (🗡️) is used to attack your opponent or their Shields & Totems.
- Health (❤️) is your score. Each player starts with an amount specified in the game setup.



## Setup – Two Players

Refer to the diagram on this page. For 3+ players also review the setup guide for the chosen game mode.

Each player starts with a personal deck of ten vowels (two each of A, E, I, O, and U) and 25 Health. Leave space next to each personal deck for a discard pile. Place the Vowel Reserve cards face up on the table.

Shuffle the Market deck and place it face down on the table. Lay out five cards from the Market deck face up on the table between the players. This is the Market Row. Leave a space next to this for the Scrap Pile (a place to put cards that are removed from the game). Now scrap and replace any cards of cost 5 or more.

Both players shuffle their personal decks. Randomly determine which player will play first. Each player draws five cards from their deck. The first player discards two cards to compensate for going first.

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## Shields & Totems (continued)

Shields & Totems that you play as part of a Spell are left in play during your Discard phase, but if played alone as Fragments they are discarded. Shields use the 🛡️ icon and Totems use the 🌟 icon.

Shields protect you and your Totems from Damage. If you have any Shields in play during an opponent's turn, you and your Totems may not be attacked until all your Shields are destroyed. You can still be targeted by other effects, just not by Damage from spells.

Your Shields & Totems stay in play during your opponent's turn unless they are destroyed. Each has a Strength that represents the amount of Damage it can withstand in a single turn. A Shield or Totem can be hit by multiple Spells and is destroyed if the total Damage taken matches or exceeds its Strength. At the start of your turns, return all your surviving Shields & Totems to your hand. When you play them again, they are at full Strength.

## Using Abilities

When you play a card, you gain some or all of its abilities into your Abilities Pool. These abilities can then be used at any time during your Main Phase. It can be helpful to slightly rotate each card as a reminder when you have consumed its abilities. Using an ability is always optional and any unused abilities are lost at the end of your Main Phase. If you use any part of an ability within a text box, you must use all the ability if possible.

When you play a Fragment (a card on its own) you gain only those abilities in a box without any other icon. When you play a Spell (three or more cards that form an English word) you also gain abilities in boxes with the 🗡️ icon.

## Scrap Abilities

Some cards have a Scrap Ability, indicated by a box with the 🗑️ icon. If you choose to use a card's Scrap Ability, place it in the Scrap Pile. (Note that any other abilities of the card have already been gained and you may still use them later this turn.) This card is no longer in

your deck, so consider carefully if the ability is worth giving up that card forever! Losing a card to the Scrap Pile in any other way does not give you the Scrap Ability.

**Note:** when a Vowel Reserve card would be moved to the Scrap, it is instead placed face up back in the Vowel Reserve pile.

## Scrapping Cards

Some cards allow you to Scrap other cards from your hand, your discard pile, or the Market Row. When you Scrap a card in this way, place it in the Scrap Pile. The Market Row always has five cards in it, so if you scrap a card from the Market Row, immediately replace it with the next card from the Market Deck.

## Acquiring Cards

Some of the cards you play will give you Energy for that turn. Energy is used to acquire cards from the Market Row or any of the remaining cards in the Vowel Reserve.

A card's cost is shown in the ⚡ icon in its upper-right hand corner. To purchase a card, subtract Energy from your Abilities Pool equal to the card's cost and then put the purchased card into your discard pile. Some abilities let your purchases go directly into your hand or to the top of your deck.

Acquiring a card doesn't count as playing it, so you don't gain its abilities. You may purchase multiple cards in a single turn if you have sufficient Energy.

Sometimes a card's ability will instruct you to "Acquire a card". In this case you get to acquire the card without using Energy. Remember, the Market Row always has five cards in it, so if you acquire a card from the Market Row, immediately replace it with the next card from the Market Deck.

When acquiring from the Vowel Reserve, you may choose any of the remaining vowels.

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## Game Play

Players alternate taking turns. Each turn has

four phases that are played in order:

1. Recover Shields & Totems

2. Main Phase

3. Discard Phase

4. Draw Phase

1. Recover Shields & Totems  
Retrieve any Shields & Totems you have in play and place them into your hand.

2. Main Phase  
Play cards from your hand, gain their abilities, and use those abilities – in any order. Cards are played in one of two ways:

- As a Fragment – play a single card from your hand, gaining the abilities in its top box only,
- As a Spell - play a set of three or more cards from your hand whose letters combine to spell a word. You gain the abilities in all

boxes, and the Spell deals the sum of the

damage shown on each letter card.

- After playing at least one card you may also:
  - Use abilities you've gained from Spells and Fragments already played.
  - Spend Energy to acquire Market Cards and place them in your discard pile.
  - Attack an opponent or their Shields & Totems with the Damage from Spells.


You cannot combine previously played Fragments into whole Spells, nor rearrange or add letters to a Spell.

The Spelled Bonus

Any time you play a word of five letters or more, you also cast a second bonus Spell that deals five damage. This bonus Spell and its damage may be sent to a different target. Your turn continues and you may gain and play additional cards afterwards.

## 1. Recover Shields & Totems



### Healing

When you play a card that shows the  icon,

you gain this quantity of Health. Increase your Health by that amount immediately. There is no upper limit to your Health, so you can heal above the starting amount.

### Attacking



When you play a Spell, it deals Damage equal to the sum of the Damage on each card in the spell. All Damage from a single Spell must be sent to a single target; either a Shield, Totem, or an opponent. You can send multiple Spells to the same target. Remember that you must destroy all an opponent's Shields before you can target their Totems or them directly.

When you target a Shield or Totem, if the total Damage it has received this turn matches or exceeds its Strength, it is destroyed and goes to its owner's discard pile. Any excess Damage dealt to a Shield or Totem has no other effect. Sometimes a card's ability will instruct you to "Destroy a  or ". In this case, you destroy

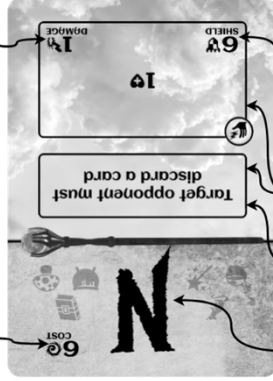
Playing Cards  
There is no cost to play a card, just place it face-up in your play area. There are three types of cards you can have in your deck, Shields & Totems provide enduring abilities that protect you during your opponent's turn and are returned to your hand if they survive until your next turn.

you play them. Effects you put into play stay face up in front of you until your Discard Phase.

Energy cost



- Spelled abilities use the  icon
- Scrap abilities use the  icon

Damage when played as a Spell



This card's letter

- Play as a Fragment: gain top box abilities
- Play as a Spell: gain abilities in all boxes

Strength of this Totem (  ) or Shield (  )

Effects provide one-time abilities each time

Effects, Shields & Totems.

There is no cost to play a card, just place it

Optional, you may also put any of the cards still in your hand into your discard pile.

## 4. Draw Phase

During your Draw Phase you draw, one by one, until you hold five cards, then your turn ends. If your personal deck is ever empty when you go to draw a card, shuffle your discard pile and that becomes your new personal deck.

## End of the Game – Two Players

The game ends when you reduce your opponent's Health to zero, making you the winner. For 3+ players the end of game rules depend on the chosen game mode.

To attack an opponent, lower their Health by the amount of Damage dealt by the spell.

### Forced Discards

Some cards instruct you to choose an opponent who must discard a card. That opponent may perform this discard at any time before their next turn. They must do so before recovering any Shields & Totems to their hand.

## 3. Discard Phase

In addition to a personal deck, each player has acquire cards, place them face up in your discard pile. Any player may look through your discard pile at any time.

- During your Discard Phase you:
  - Lose any Energy or unused abilities remaining in your Ability Pool.
  - Leave any Shields & Totems that were played



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