



Illustrations by Kremena Chipilova

Background

The world of Westarland is a realm of high adventure and magic. Although the gods reside in their own planes such as Elaan, the Abyss, and the Aether, they play an active role in the world. One way they do this is through the magic they project into Westarland. That magic is of three main types: Elemental magic, Mystical magic, and Beast magic.

You play as a sorcerer in the Order of the Purple Sky guild, mastering Mystical magic spells to improve your craft. This involves manipulating five types of mana: Essence, Energy, Arcana, Plasma and Nether mana to make Augury, Ensorcelment, Theurgy, and Thaumaturgy spells.

Mystical Conjuraction is a game for 2 to 5 players, in competitive mode. You vie to create the most valuable spells using mana from the gods in their magical realms. Use sorcerers, familiars or mana to increase your mana, and manipulate its placement.

Objective of the Game

The objective of the game is to earn the most points by creating spells.

Included in the Game

- 5 Grimoires



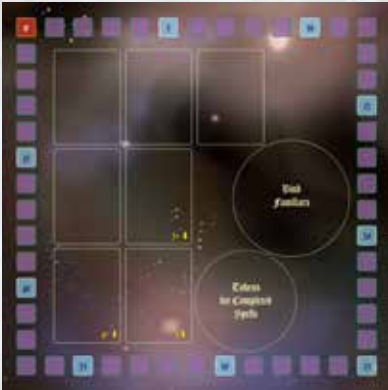
- 1 Game Board (2 sides for 2 or 4 players)



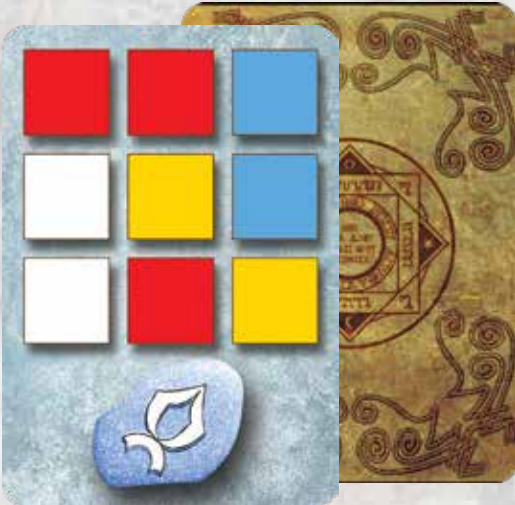
- 1 3- or 5-player Overlay (2 sides)



- 1 Auxiliary Board



- 44 Spell Cards



- 10 Essence Runes



- 10 Energy Runes



- 10 Arcana Runes



- 10 Plasma Runes



- 10 Glyphs



- 5 Meditation Charms



- 145 mana tokens in 5 colors
- 1 Mana bag



- 6 Sorcerer meeple
- 5 Score markers



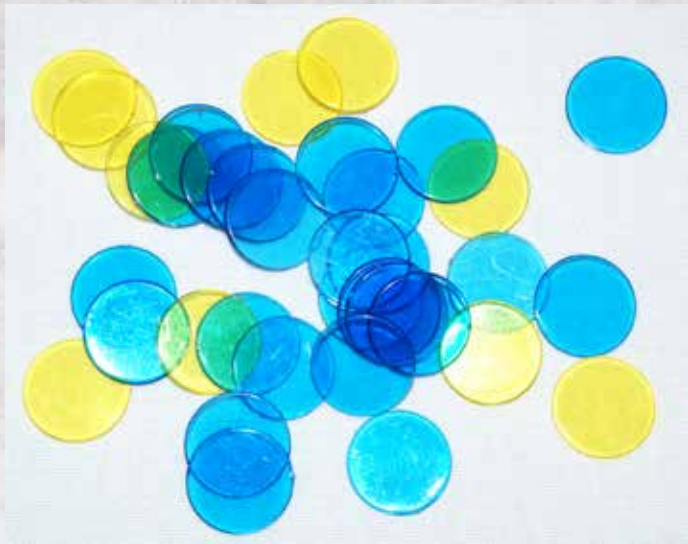
- 6 Player cards



- 15 familiar meeple



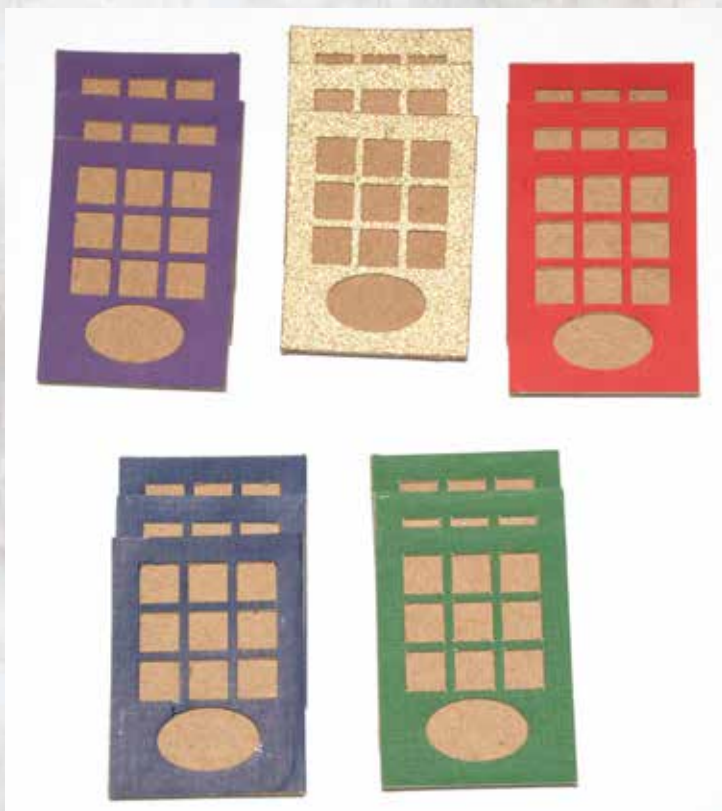
- 25 Blue twinkles
- 10 Yellow twinkles



- 1 First player marker



- 15 Spell card holders





Setup

Common Area

1. Place the board between the players with the 2-3 player or the 4-5 player side up as appropriate for the number of players.
2. If playing with three or five players, place the appropriate side of the Overlay board on top of the main board.
3. Select the meditation charms for the number of players and place them on the board in the Mediation Charms area. Always use the two unmarked charms. If playing with more than two players, add

the other charms that are marked 3+, 4+, or 5 players, as appropriate.

4. Place unused meditation charms back in the box. They will not be used.
5. Place all mana cubes in the mana bag.
6. Drawing from the mana bag, randomly, place one mana cube on each space of the unmarked mana squares in the offer area of the three magical regions: Aether, The Astral Plains, and the Maelstrom. If playing with three or five players, also place one mana on each space marked for that number of players. For two players, there are six spaces per offer. For three players

there are nine, for four players, there are thirteen and for five players there are fifteen per offer.

7. Place the auxiliary board near the main board.
8. Shuffle all the spell cards and deal one face-up to each unmarked card space on the auxiliary board as well as to each space marked for the number of players in the game. For example, for four players, also place a card on the spaces marked 3+ and 4+ players.
9. The remaining cards will form the spell draw deck and should be placed in a stack face down near the auxiliary board.
10. Place the yellow spell completion markers (twinks) on the space marked “Tokens for Completed Spells” of the auxiliary board.
11. Place the appropriate number of blue spell completion markers (twinks) on the auxiliary board. For two players, place 10, for three players place 14, for four players place 18, and for five players place 22.
12. Place the four types of runes and the glyphs in piles near the board within easy reach of the players.

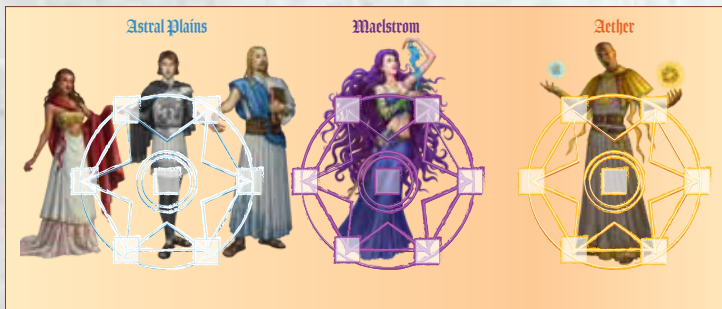
Player Area

13. Give each player a grimoire.
14. Each player should take a scoring marker that matches his grimoire and place it on the space marked “0” on the scoring track located on the auxiliary board.
15. Have each player select a character from the six character cards.
16. Place your character card in your grimoire on the space marked “Sorcerer/Sorceress”.
17. Select a figure to represent your sorcerer/sorceress and place it on the space with the figure icons on your grimoire.

18. Select a matching set of three familiars. Place one of the selected figures next to your sorcerer on the grimoire.
19. Place your other two familiars on the auxiliary board in the space marked “Bind Familiars”.
20. Take the set of three spell-card holders that match your grimoire.
21. Draw spell cards from the draw deck according to the number indicated on your character card.
22. Draw mana cubes from the mana bag according to the number indicated on your character card. Return any black cubes drawn to the bag and keep drawing until you have the appropriate number of non-black cubes. Place these mana cubes on your character card until the start of your first turn.
23. If your character card indicates that you have other starting resources such as a rune or glyph, take the indicated resource and place it on the space for runes and glyphs on your grimoire.
24. Place up to three of your spell cards into spell-card holders and place them on separate spell forges (in your grimoire in the magical circles for Astral Plains, Maelstrom, and Aether). There may only be one spell on each spell forge. If you have more than three cards, you may keep them in hand or face-down on the table until there is a space available on one of your spell forges.
25. The last person to successfully cast a magic spell will be the first player. Failing that, select a start player by any means you wish. Give that player the first-player marker. In clockwise order from the start

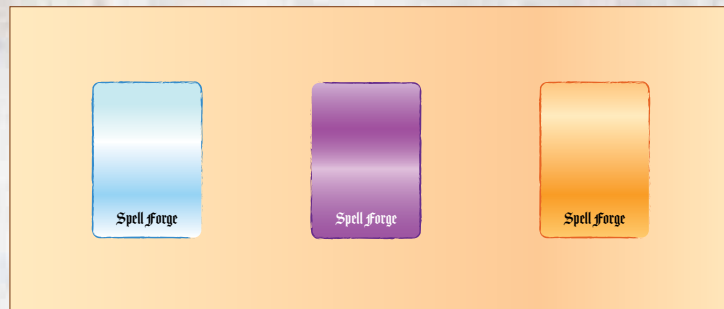
player, give next player one extra random (non-black) mana cube. Each successive player gets one more mana than the last. Place this extra mana on your character card.

Creating Spells



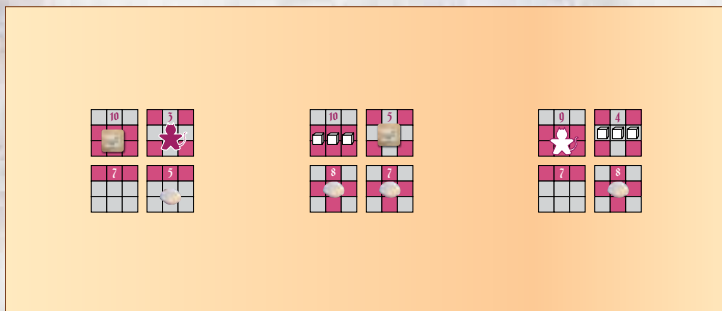
Thaumaturgic Circles

Each player's grimoire has three thaumaturgic circles. One each associated with the Astral Plains, the Maelstrom, and the Aether. The Astral Plains circle is where a player receives mana gained from Mystra, Orbalon, and Reazor: the goddess of Emotion, god of Essence and god of Logic, respectively, who all reside in the Astral Plains. The Maelstrom circle is where a player receives mana gained from Typheria, the goddess of flow, who resides in the Maelstrom. The Aether circle is where a player receives mana gained from Perren, the god of time and the continuum, who resides in the Aether. There is only space for seven mana cubes in each thaumaturgic circle. Mana in a circle should be placed on the seven squares pictured on the circle. Mana in these spaces is considered to be "free" mana, as opposed to "locked" mana which has been placed on a spell card.



Spell Forges

Each thaumaturgic circle has a spell forge associated with it. This is where a player puts a spell card so that they can work on creating a spell with the card. The spell card should be placed in a holder while on the spell forge. When using a place-mana action from the Spell Weave, Spell Glide, or Spell Charge imbuelement points, the player can move "free" mana cubes from the associated thaumaturgic circle to squares on the spell card in the spell forge with matching colors. You may choose how many mana cubes to move to the card and on which spaces to place them, as long as the colors match. The one exception is, if you have three free blacks in a circle, you can discard two and use the other one as a wild mana, placing it on ANY space on the spell card, ignoring the color. There can only be one black "wild" mana on each spell card completed. When taking points for the spell (see below) you receive one less victory point if a wild mana was used.



Spell Formulas

Below each spell forge on the player grimoires is a group of four spell formulas. There are three parts to these formulas.

1. A pattern (in solid color that matches the player color of the grimoire) of which squares on a spell card must be covered with matching color mana cubes to complete the formula.
2. A number. This is the victory points gained for completing a spell card.
3. An icon indicating an additional reward which is described below (not always present).

Augury spells are those that require three mana cubes. Enchantment spells require four, theurgy requires five, and thaumaturgy requires six.

Rewards

Bind Familiar



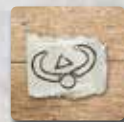
Binds an additional familiar to the sorcerer/sorceress. Take a familiar matching the ones being used by this player from the “Bind Familiar” section of the auxiliary board and place in on the player’s Grimoire in the space for familiars.

Rune



Creates a rune for the player. Take a rune from the supply matching the symbol shown on the bottom of the spell card just completed and place it on the player’s grimoire in the space for runes and glyphs.

Glyph



Creates a glyph for the player. Take a glyph from the supply and place it on the player’s grimoire in the space for runes and glyphs.

Mana Surge



Allows the player to reuse mana used to complete the spell. Select three of the mana used to complete the spell and move them to the free spaces of the matching thaumaturgic circle. If there is not enough space in the circle, the player must select which ones to keep and which ones to discard.

Sequence of Play for a Round

Starting with the first player:

On the first turn only, you should place your starting mana on the spaces of one of your thaumaturgic circles. If you have more than seven mana to place, you may put the extras on a different circle. If you play *Larissa, the Mana Conjuror*, the starting mana can be distributed among all three circles in any way you wish.

Choose one action from the following:

- Take an action with your Sorcerer/Sorceress by placing its figure in the indicated space:
 - Take mana from one magic plane mana offer, either on one row or one column. This action cannot be blocked.
 - Use any of the nine imbue ment points (see *The Imbue ment Points*, pp.10-12) from any of the four rune vantages. This action cannot be blocked.
- Take an action with your Familiar:
 - Take mana from one magic plane mana offer, on one row (not column). This action cannot be blocked.
 - Use any of the nine imbue ment points from one of the associated rune vantages if not blocked by another familiar (yours or another player's).
- Take an action with a rune by flipping its token over and announcing which imbue ment point associated with its rune vantage you are using (see *Runes*, p.10). This action cannot be blocked.
- Take an action with a mana cube by taking a free mana cube (not a locked mana cube on a spell card in the spell forge) from one of your thaumaturgic circles on

your grimoire and placing it on an open space on an imbue ment point square with a matching color. If the imbue ment point has two colors, then either color cube may be placed there. This action can be blocked by a previously placed mana cube.

- Pass.
You may also, optionally, take one action with a glyph before or after your main action if you do not pass this turn (see *Glyphs* p.10).

Friendly play

- If you wish to use friendly-play rules, you must use single-color spaces on imbue ment points before using two-color spaces.

Passing

1. Select and take a meditation charm (see *Meditation Charms* p. 14).
2. Take the reward indicated by your chosen meditation charm.
3. Take rewards for any spells completed this round.
4. Advance your score marker by an amount equal to the points earned from the spells.
5. Cover the completed spell formulas with a blue twink (if available) or a yellow twink if the blue twinks are all gone.
6. Remove mana cubes from completed spells and set them aside.
7. Remove completed spell cards and place them in a discard pile.
8. If you have any unallocated spell cards, place as many as you can in spell card holders and place them on spell forges (one spell per forge).
9. If, after this player passes, there is only one player left that has not passed, then follow the rules for the end-of-the-round phase.

End-of-the Round Phase

If you are the last player who has not passed, you may take one more regular turn. After you have completed your last regular turn, you can pass, or you can opt to pay to take a bonus turn. You must pay one non-black free mana cube to take the extra turn. This mana cube is placed with other mana cubes waiting to be placed back in the mana bag during end-of-round cleanup. This can come from any thaumaturgic circle.

After a bonus turn is completed, you can pass or take another bonus turn. Each bonus turn costs one more non-black free mana than the previous bonus turn.

Example: Chris, Julie and Eric are playing. Chris has already passed and now Eric passes on his turn. Julie gets one more regular turn. She uses it to use the Concoct Spell imbue-ment point with a red mana cube and selects a spell card. Then she chooses to take a bonus turn. She discards one mana (she selects a blue mana in her Astral Plains thaumaturgic circle from her Grimoire and adds it to the pile of mana discarded by the other players when completing their spells), and then she uses a yellow mana cube to activate the Spell Charge imbue-ment point and place mana on some cards. She does have a white mana cube she is willing to use on another bonus turn to activate the Entreat Spell imbue-ment point and draw another card, but she is not willing to discard two more mana to take this action and so decides to pass.

End-of-Round Cleanup

1. Return meditation charms to the board.
2. Return all non-black mana cubes that were used in completing spells to the mana bag.

3. If there is a mana at an imbue-ment point that is stacked on top of another mana cube because it was placed there by the In-exachanter, then return the stacked mana cube to the mana bag.
4. Return mana to the mana bag from any imbue-ment points for which all mana spaces were used. If any spaces at a particular imbue-ment point remain free of mana cubes, regardless of which color the squares are, then all cubes on spaces associated with that imbue-ment point will remain in place for the next round.
5. Discard any nether (black) mana from the Nether imbue-ment point. It is not returned to the mana bag and will not be used again in the game.
6. For each space in the mana offers that has ONLY black mana on it, add one random mana from the bag. Place only one new mana cube on each of these spaces, even if the new mana cube is black.
7. Add one random mana from the mana bag to each empty mana offer space that is appropriate for the number of players in the game (see setup).
8. For each empty card space on the auxiliary board appropriate to the number of players, draw one card from the spell card draw pile and place it face-up on the card space.
9. Return all sorcerers/sorceresses and familiars to the player to whom they belong and place them on the appropriate place on their grimoires.
10. Turn any runes that are face down on the player's grimoires back to face-up to indicate that they are ready to be used again.

Game End

When the last blue spell completion marker (twink) is used, the end of the game is triggered. Complete the current round before determining the winner. Use yellow twinkles to mark completed spells once the blue ones are exhausted. On this last round, some of the meditation charms are worth victory points which are printed on the back. Add the points (if any) on the meditation charm you take to your score track total. The player with the highest score wins.

If there is a tie, break the tie as follows:

1. Most completed spells.
2. Most runes and glyphs in your possession.
3. Most spell cards on forges or in hand.
4. Most “free” non-black mana.
5. Result is a tie.

Taking Mana from the Planes Offers

When you take mana from a magical plane offer, either the Aether, the Astral Plains, or the Maelstrom, you must place the mana you take in the thaumaturgic circle on your grimoire of the matching name. Thus, mana taken from the Aether plane offer MUST be placed on the Aether thaumaturgic circle on your grimoire. You must also remove ALL of the mana on the row or column you select. Each thaumaturgic circle only has space for seven free mana as indicated by the seven squares shown on the circle. If you do not have space to take them all, you can choose which ones add to your circle. The remaining cubes are removed from the offer. Black cubes are discarded, and non-black cubes are set aside with other non-black cubes from completed spells to be put back in the mana bag during end-of-round cleanup.

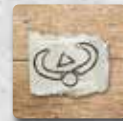
Runes

You can use a rune to activate any imbue-ment point that is adjacent to the rune’s van-tage point. Thus, each rune has four different imbue-ment points that it can activate. The rune is used by showing it to the other players and announcing your intention to use it and which imbue-ment station you will acti-vate, and then placing the rune face down on the rune space of the player’s grimoire. The rune action cannot be blocked, but each rune can only be used once per round. It can be used again next round after it is reactivated. A rune cannot be used to take mana from a magic plane mana offer.

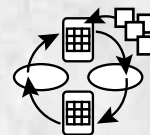


Glyphs

Each glyph that a player acquires may only be used once per game. A glyph can be used to activate any of the nine imbue-ment points in the game. To use a glyph, the player shows the glyph to the other players and announces which of the imbue-ment point actions he/she wishes to activate. The player then returns the glyph to the supply. A glyph cannot be used to take mana from a magic plane mana offer. A glyph cannot be used to pass.



The Imbue-ment Points

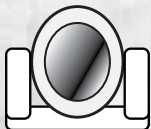


Spell Weave

Take one or both of the following two actions

in either order:

- Swap one spell card from one of your spell forges with a spell card on another of your spell forges on your grimoire.
- Add free mana on a circle to the card in its spell forge. If you swap cards, you may only place mana on one of the two cards that you swapped.

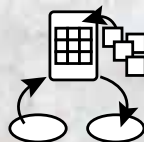


Mystic Portal

Choose one of the three following actions:

- Exchange one spell card from your hand or one of your spell forges with a face-up card in the spell offer. If there was mana on the card, it is lost and is treated like mana used to complete a spell.
- Exchange any number of free mana from one circle with mana in the mana bag. This mana is drawn randomly. This is the only action in the game in which black mana is ever put back in the mana bag. Mana from the bag must go in the circle that the exchanged mana came from.
- Exchange any number of free mana in one of your thaumaturgic circles with mana from one row or column of the matching magical plane mana offer. This is a one for one exchange, i.e. if you take two from the offer, you must return two into the same spaces. It is possible for this to cause there to be more than one non-black mana cube on a single offer square.

Spell Glide



Take one or both of the following two actions in either order:

- Move one spell card from one of your spell forges to another unoccupied spell forge on your grimoire.
- Add free mana on a circle to the card in its associated spell forge. If both actions are taken, they must be on the same card

Concoct Spell



Take one face-up spell card from the spell offer. If there is an open space on one of your spell forges, place the spell card in a holder and place it in a spell forge. Otherwise, you may save it until you have an open spell forge.

Conjure Mana



Take two random mana from the mana bag. Place them on any of your thaumaturgic circles that has room. They must be placed in the same circle. If you do not have room for two mana in the circle you select, the other mana must be returned to the bag, unless it is black, in which case it should be discarded.

Entreat Spell



Take one spell card from the spell card draw pile. If there is an open space on one of your spell forges, place the spell card in a holder and place it in a spell forge. Otherwise, you may save it until you have an open spell forge.

Mana Drift



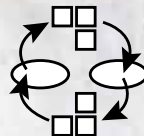
Move any number of free mana from one of your thaumaturgic circles to another of your thaumaturgic circles, subject to the limit of seven free mana in a circle. You may not move mana for which the destination circle does not have sufficient space.

Spell Charge



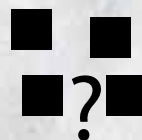
Place free mana from each thaumaturgic circle onto the spell card in the matching spell forge. You can do this on one, two, or all three circles. You do not have to place all the free mana. Place only the mana you wish to place on the spell card.

Mana Weave



Swap one, two, or three free mana from one of your thaumaturgic circles to another of your thaumaturgic circles. If you move ONE mana from the first circle to the second, then exactly ONE mana must be moved back from that circle to the first circle. Similarly, if you move two or three mana to the second circle, the same number must be moved back to the first circle.

Nether



Place four black mana on the Nether all at once. All of the mana used must be free mana on the same thaumaturgic circle. You can then select any of the nine imbuement points and activate the action there once, such as spell charge or conjure mana. If the Nether imbuement has been used this round, it is blocked until it is cleared.

Characters

Sorcerer/Sorceress characters each have special abilities. Where these abilities conflict with the standard rules, the special ability takes precedence.

Norwell the Inexachanter



Once per round, Norwell may place a mana cube on top of another mana cube already occupying a space at one of the imbue ment points, allowing him to take the action that would normally be blocked. This stacked cube should be cleared during the cleanup phase so that you can

tell that he has not used the power yet on the next round.

Larissa the Mana Conjuror



Every time Larissa completes a spell, she gets to keep one of the mana cubes used in completing the spell. Select one mana and return it to the free area of the thaumaturgic circle it came from. This ability adds to the Mana Surge reward when completing a spell.

Alaeric the Netherchanter



Alaeric can use the Nether imbue ment point for only three black mana instead of four. He can create a wild mana with two black mana instead of three. He gains one extra victory point when completing spells using a black wild mana. He may also rearrange the black mana in his thaumaturgic circles any time during his turn.

Jenetta the Wild Conjuror



At the beginning of the game, Jenetta selects one mana of her choice from the mana bag and places it on the “wild mana” space on her card. During the game, she can use mana of that color as if it were any color when placing it on a spell card. When doing so, discard the mana used as wild and select a mana of the appropriate color from the mana bag to place on the card. Also, before taking her first turn of a round, Jenetta can replace the “wild mana” on her card with one of a different color of her choice from the mana bag. This is a free action.



Steffan the Natural

Steffan starts the game with one rune of his choice.

Mindally the Glyphwriter



Mindally starts the game with one glyph and the first-player marker. Whenever Mindally takes the first-player meditation charm as she passes at the end of her round, she may also take a glyph.

Select a Mana



Select one mana (your choice of color) from the mana bag and place it on the thaumaturgic circle of your choice.

Take a Glyph



Take one glyph from the supply and place it in on your grimoire in the space provided.

Meditation Charms

First Player



Take the first-player marker. You will be the first player on the next round.

Draw a Card



Take one spell card from the draw pile. Put it in a card holder and place it on a spell forge if you have an open space. Otherwise, save it until you have space.

Take two Mana



Take two random mana from the mana bag. Place them both on the same thaumaturgic circle of your choice on your grimoire. If there is only space for one mana on the circle you select, return the other

mana to the bag, unless it is black, in which case, discard it.

Credits

Design: Harvey Cornell IV

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