

SPELL

Sorcery Powers and Elementals in the Lost Labyrinth

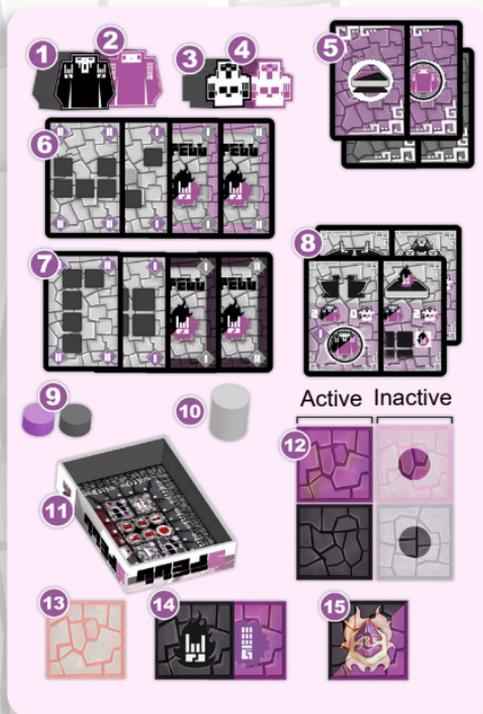
"..Nukburat had just launched a devastating attack. With his back turned, he clenched his fist, still glowing from the tremendous energy blast. A smirk appeared on his face as he turned around confidently. However, somehow he had failed to predict his adversary's next move, and now the floor was shifting, bringing both wizards face-to-face once again. Nukburat could do nothing but wait for his rival to attack."

The magic tournament of Äphalest takes place every 33 solar years. Under strict rules, the most powerful of wizards and sorcerers face each other in the central chamber of the Palace of Quinousän, inside the Lost Labyrinth. The victor claims custody of the Gem of Vrinolur, one of the 4 gems once created to control the dark forces of the universe.

Cast spells and do everything in your power to damage your adversary's health! The referee will signal the end of the combat at the end of the 6th round or whenever a participant inflicts 16 damage on their adversary. Only spells of up to level IV are allowed. Let the combat begin!

CONTENTS

- 1 2 black Wizard meeples
- 2 2 violet Wizard meeples
- 3 3 black Elemental meeples
- 4 3 violet Elemental meeples
- 5 4 Action cards (2 in each color)
- 6 26 basic game Spell cards
- 7 26 advanced game Spell cards
- 8 4 Amulet cards (used only in the asymmetric game mode)
- 9 2 Damage markers (1 in each color)
- 10 1 Round marker
- 11 1 board printed on the inner side of the box lid
- 12 14 Palace tiles (7 for each player) (double-sided: ACTIVE/INACTIVE)
- 13 1 Neutral Palace tile
- 14 2 Special Palace tiles (1 for each player)
- 15 1 Gem of Vrinolur tile



INTRODUCTION TO THE GAME

You and your opponent will take on the role of two wizards dueling in the famous tournament of Æphalest. One on one, you will fight each other for the victory and prestige that comes with being the custodian of the Gem of Vrinolur.

To perform an attack, you must use your ACTIVE Palace tiles to reproduce the patterns shown on the Spell cards. Each attack will inflict an amount of damage equal to the level of that Spell card. The player to inflict 16 or more hit points on their adversary will be proclaimed the winner.

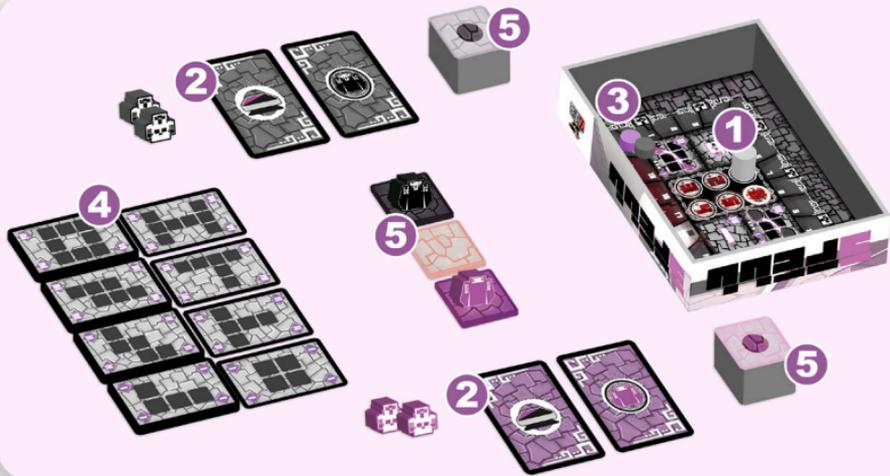
SPELL has two different modes of play: the **symmetric** mode, where both players control wizards with identical powers (Amulet cards are not used), and the **asymmetric** mode, where both players choose an amulet among 4 options that will bestow their wearer with special powers.

THE SYMMETRIC MODE

Game Setup

- 1 Round marker:** Place the Round marker on space "1" on the Round track that is printed on the inner side of the box lid.
- 2 Assign a color:** Each player chooses a color (black or violet) and takes the Action cards and the 3 meeples (1 Wizard and 2 Elementals) of their corresponding color. Return the remaining meeples back to the game box, they are not used in the symmetric mode for **SPELL**.
- 3 Damage markers:** Place each one of the Damage markers (black and violet) on space "0" on the Damage track that is printed on the inner side of the box lid.
- 4 Library of Spells:** Choose one of the two Spell decks (basic or advanced) and return the other one to the game box. It will not be used during the game. Separate the Spell cards from the chosen deck into independent piles according to their levels (I, II, III and IV) and shuffle each pile face down separately. Then, flip the top 2 Spell cards on each pile: leave 1 on top of the pile and place the other one next to it (*see illustration*). These spells are available to both players and make up the **Library of Spells**.
- 5 The Palace tiles:** Return the 2 Special Palace tiles back to the game box. They are not used in the symmetric game of **SPELL**. Now place the Neutral tile and 1 Palace tile of each color (with their ACTIVE sides facing up) in a row or column in the center of the table. The Neutral tile must be placed between both Palace tiles and adjacent to them. Place a Wizard meeple of each corresponding tile (same color). Each player then takes the remaining 6 Palace tiles of their color.
- 6 The starting player:** The last player to have used telekinesis to make an object levitate will be the starting player. In the unlikely case that this has not been mastered yet, determine the starting player by tossing the Gem of Vrinolur tile in the air (as if it were a coin toss). The starting player will place the Gem of Vrinolur in front of them as a reminder for the rest of the game.





Setting up the Palace

Before the game starts, both players will take alternating turns placing their Palace tiles, one by one, to create a **4x4 grid** of tiles (as shown in the illustration).

The player that is **not** the starting player, will place the first tile followed by the starting player. The process is repeated until both players have placed all Palace tiles on the table, creating an almost complete 4x4 grid (there will be one empty space). During this setup, you must always place the tiles with their **INACTIVE** side facing up, and adjacent to another tile already on the table. In order to create a 4x4 grid it's very important not to place the tiles in such a way that they could extend beyond the limits of a 4x4 grid. We recommend you leave some space between the tiles; it will make playing the game much more comfortable.



How do you play?

Each player in their turn can perform up to **2 main actions** and a **variable number** of extra actions.

The **2 main actions** you can perform are **1 Palace action** and/or **1 Wizard action**. These main actions are represented by the 2 Action cards you will start the game with. Once one of these actions is performed, flip its corresponding card to show that it has been used. You may perform your main actions in any order, but only once per turn.

Extra actions include **Performing attacks** (up to a maximum of 4) and **Casting spells** (no limit) and can be done in any order (explained later in further detail).

1. The Main actions

1.1.- The Palace action

Choose any one of the Palace tiles (rival tiles included) currently **not occupied by a wizard or an elemental**, and transfer it to the empty space on the 4x4 grid. This will create a new empty space. Now choose one of the rows or columns adjacent to the newly created empty space and slide it completely towards the empty space, covering it up once again. As a result of the Palace action, a new empty space will be generated somewhere on the outer perimeter of the 4x4 grid (see *examples 1 and 2*).

Example I



Example II





1.2- The Wizard action

When performing the Wizard action, the wizard will have two possible options to choose from.

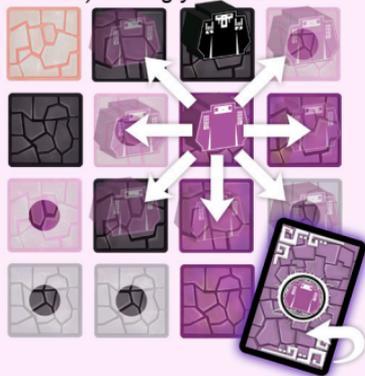
a) **Moving your wizard:** Move the wizard in any direction to an orthogonally or diagonally adjacent tile. You may not move your wizard to the empty space on the grid nor to the tile currently occupied by your rival's wizard.

v

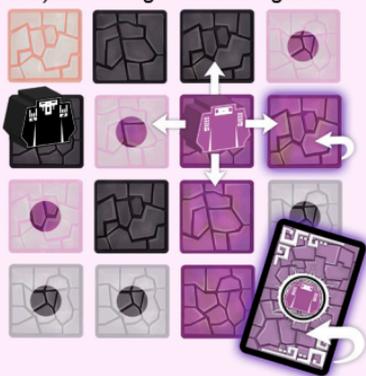
When your wizard occupies a tile, the tile is **immediately considered** an ACTIVE tile of your color. This is true even if the tile is the Neutral tile or a rival tile.

b) **Activating/Deactivating a tile:** Flip any Palace tile (rival tiles included) that is **orthogonally adjacent to your wizard**. A tile can go from **INACTIVE to ACTIVE** or **vice versa**.

a) Moving your wizard



b) Activating/deactivating a tile



2. Extra actions

2.1.- PERFORMING AN ATTACK

A player can perform an attack **at any time** in their turn when the ACTIVE Palace tiles of their color reproduce one of the patterns shown in the **Library of Spells**. When this happens, take the Spell card or cards (if more than one pattern is reproduced) and place them next to your 2 Action cards. You can rotate the Spell cards to make a pattern match but **you may not reproduce mirror images of the patterns**. (See point 4 in the Complete turn example at the end of the rulebook.)

Next, you will advance your Damage marker in the Damage track as many spaces as the level of the Spell card. This represents the amount of damage you have inflicted on your adversary.

Sometimes it's possible to start your turn with your Palace tiles already arranged like one of the patterns in the Library of Spells. This can be the result of your opponent's previous move. If this happens, you may claim the Spell card at the beginning of your turn and immediately advance your Damage marker accordingly.

There is a maximum number of attacks you may perform during a turn. There is a total of four levels (I, II, III and IV) and **you may perform one attack per level**. Therefore, the maximum amount of damage you can inflict during a turn is 10 (1+2+3+4=10). The attacks may be performed in any order (it is not necessary to start with the level I attack).

2.2.- CASTING SPELLS

The Spell cards that you gain by reproducing the patterns from the Library of Spells will allow you to cast spells at any time during that turn or later turns. Each Spell card may be used only once per game, so once you cast its spell, you must flip the card face down for the rest of the game. There is no limit to the number of spells you may cast per turn: you may cast as many spells as Spell cards you currently hold.

With the exception of the level IV Spell cards, you may use a Spell card to cast a spell of the same level or lower. This means that level 1 Spell cards cast level I spells, level 2 Spell cards can cast level I or level II spells, and level 3 Spell cards can cast level I, level II, or level III spells. **Level IV Spell cards CAN'T be used to cast spells of any level** (all their magic is consumed while inflicting damage in their powerful attack).

1. Level I spell: Summon an Elemental

Place 1 elemental on **any empty tile** on the Palace (one that is **not occupied by a wizard or another elemental**). Like with wizards, tiles occupied by an elemental are considered **ACTIVE** tiles of their color. At the end of your turn, your elementals will vanish into thin air and their meeples are returned to your reserve. You may not summon an elemental if you don't have any left in your reserve (all your elementals are already on the board). Each wizard can summon 2 elementals (see **Game Setup**). The third Elemental meeple included in the game is a special power granted to one of the wizards in the asymmetric game (*explained later in further detail*).

2. Level II spell: Flight

Move your wizard to **any empty tile** in the Palace. Remember that the tile occupied by your wizard is **always considered** an ACTIVE tile of your color.

3. Level III spell: Orb of Light

Blast (move) your opponent's wizard to **any empty tile** in the Palace.

Once you have resolved all your actions (main and extra), your turn will be over and your adversary will begin their turn. Before you do so, refresh any Action cards you used so that they are available once again in your next turn. You must also reveal new Spell cards where necessary in the Library of Spells, so that there are 2 face up cards for each pile once again. **Any Spell cards you used to cast spells will not be refreshed and will remain face down for the rest of the game.**

End of the game

The referee will signal the end of the duel **at the end of the round** (when both players have played their turn) in which at least one Damage marker surpasses space "16" on the Damage track. Both players will have played an equal number of turns. The player whose marker is most advanced in the Damage track is proclaimed the winner. If both players achieve the same score on the Damage track, the game will be considered a draw and neither one of the participants will become the custodian of the Gem of Vrinolur.

The game may also end if at the end of the 6th round, none of the participants have surpassed space "16" on the Damage track. In this case, the player whose marker is most advanced in the track will be proclaimed the winner.



The Gem of Vrinolur

The Gem of Vrinolur is used to determine the starting player and will also fall in the hands of the tournament's rightful victor. If the owner of the game allows it, the victor will keep the gem in their possession until they are challenged once again to a new duel. If the game owner is not keen on lending out game components, uploading a photo with the gem to your social media will be enough to prove the victory. Don't forget to tag us!

THE ASYMMETRIC MODE

The asymmetric mode of *SPELL* is played exactly the same as the symmetric mode. The only difference is the incorporation of the 4 special wizard abilities described below:

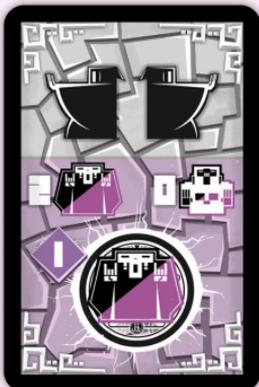
The amulets of Aphalest

At the start of the game take the 4 Amulet cards and shuffle them under the table without looking at them. Then deal 1 card to each player. Each player must then choose the side of the card (amulet) that their wizard will be wearing during the game.

THE AMULET OF THE DOPPELGÄNGER (2 wizards)

The wearer of this amulet can't summon elementals but uses 2 Wizard meeple of the same color instead. These wizards do not vanish at the end of your turn and remain on the board during the whole game. Place the second Wizard meeple on one of the **INACTIVE** tiles of **your color** after you have finished **Setting up the Palace**.

While wearing this amulet, the **level 1 spell (Summon an Elemental)** is replaced by an additional **wizard main action**. You may choose between **moving one of the wizards** or **activating/deactivating** a tile as usual. Once the action has been performed, flip the Spell card as usual.



Doppelgänger

THE AMULET OF THE TRIELEMENTARIS (3 elementals)

The wearer of this amulet has 3 elementals in their reserve instead of 2. This wizard may also summon an elemental on the tile occupied by a **rival wizard**. When doing this, move their wizard to an orthogonally or diagonally adjacent **empty tile**.

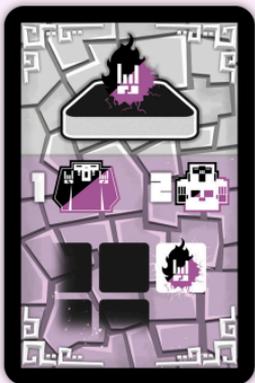


Trielementaris

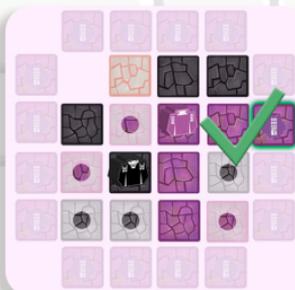


THE AMULET OF EXTRALIMITAE PODERIS (extra tile)

The wearer of this amulet has an extra tile, the Special Palace tile. This tile can be used during **each turn** and at **any given moment**. To use it, place the tile in the outer perimeter of the grid (as shown in the illustration). Once placed, the tile counts as a normal ACTIVE tile of your color and can therefore be used to reproduce the patterns shown in the Library of Spells. There are a couple of restrictions: you may not slide the tile during a **Palace action**, and you may not place the tile twice in the same turn. At the end of your turn, the tile vanishes and returns to your reserve.

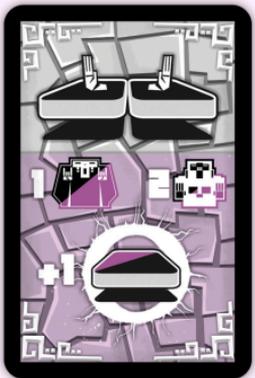


Extralimitae Poderis



THE AMULET OF BILEVITAGRAMATON (2 Palace actions)

The wearer of this amulet receives an additional Palace action every turn. As a reminder, rotate the Amulet card 90° once you have taken the action. As usual, you may choose the order in which the actions take place during your turn. At the end of your turn, refresh this card so that it is available once again for your next turn.



Bilevitagramatón

THE TOURNAMENT MODE

SPELL has a tournament mode in which the initial tile setup is of utmost importance, affecting the way the match will develop.

The *SPELL* tournament mode can be played following the symmetric or the asymmetric rules with some exceptions. Once the starting player has been determined, a few different steps are followed while arranging the Palace.

Setting up the Palace

Just like in any regular game, the players will arrange the Palace creating a **4x4 tile grid** following the indications already described. However, starting with the player that is **not** the starting player, the players will place their tiles **immediately** after placing the Neutral tile in the center of the table. Instead of placing all of their tiles with their **INACTIVE** side facing up, they will place them alternating the side shown: **the first tile will show the INACTIVE face up, the next one will show the ACTIVE face up, and so on.**

At the end of the setup, each wizard will have 3 **ACTIVE** tiles facing up and there will be 1 empty space somewhere in the grid.

Once all tiles have been placed, the player that is **not** the starting player will place their wizard on **an ACTIVE tile of their color**, followed by the starting player.

The rest of the game rules are exactly the same.

RECOMMENDATIONS

Always try to keep an **INACTIVE** tile adjacent to your wizard so that you have a new tile you can activate every turn.

In each one of your turns, before rearranging the tiles, take a moment to observe the patterns shown in the Library of Spells. We recommend going after the patterns that are contained inside the patterns of higher-level cards. This will make reproducing higher-level patterns easier.

SPELL is a game in which you will improve game by game. Be patient, at first it will be difficult to see the patterns, but soon you'll find yourself linking several patterns together and creating combinations to inflict up to 10 hit points in a single turn.

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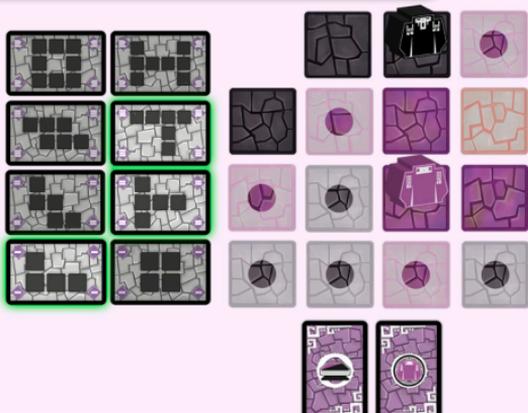
ACKNOWLEDGEMENTS

We are infinitely grateful for all the help we have received in the form of time and love. Let your support continue to push us forward in this wonderful and fun adventure. Thank you Javier Valera, Febes Vela, Ernesto Buiza, Marta Vozmediano, The Bruñas, JuanFree Bogart, la Mesa Camilla Crew, Paco Queen, el Club de los Martes and a very long etcetera... let the community continue growing!



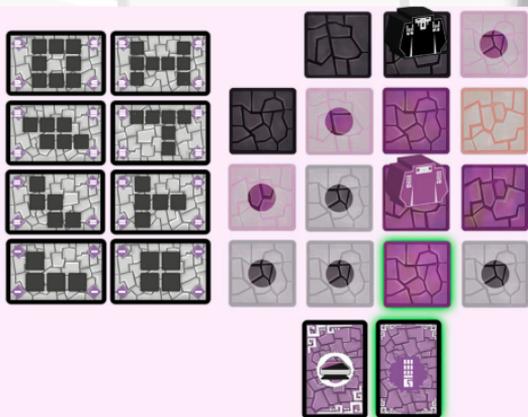
A COMPLETE TURN

1



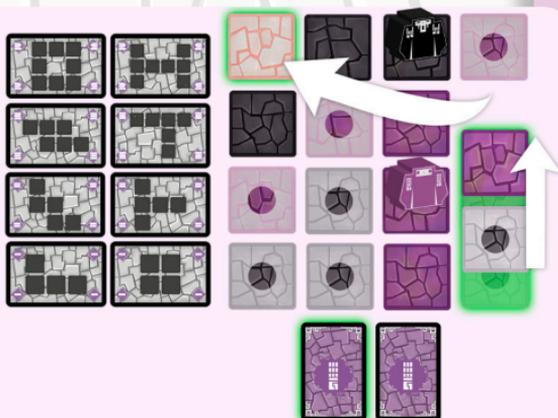
1. Martha, who is playing with the violet color, has just realized that a couple of the patterns in the Library of Spells share common parts and is therefore going to give them a shot. When patterns are included in others, it is easier to reproduce them.

2



2. Martha performs the Wizard action and activates one of the tiles orthogonally adjacent to her wizard.

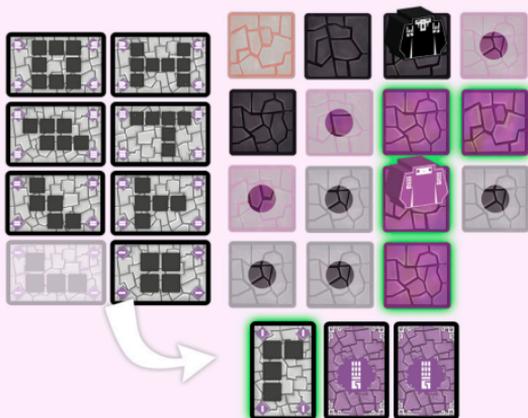
3



3. After performing the Palace action with the Neutral tile (white) and **completely** sliding the column on the right, the empty space is moved to the perimeter.

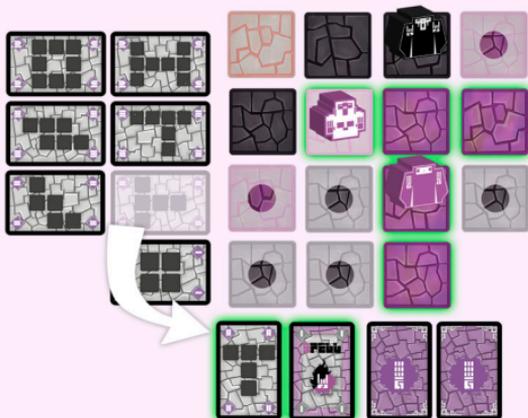
4. She has now reproduced the pattern on one of the level 1 Spell cards, so she grabs the card with the intention of using it later. She also advances her Damage marker 1 space on the Damage track.

4



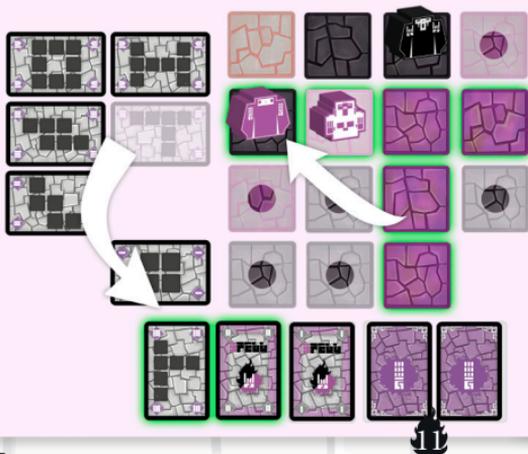
5. Martha casts the level II spell to summon an elemental. By doing so she has now reproduced one of the two level II patterns, so she grabs the corresponding Spell card with the intention of using it later. She also advances her Damage marker 2 spaces on the Damage track.

5



6. With this new level II spell, Martha has the option to either move her wizard or summon an elemental. Martha decides to move her wizard and by doing so reproduces one of the level III patterns, so she grabs the Spell card with the intention of using it later. She also advances her Damage marker 3 spaces on the Damage track.

6

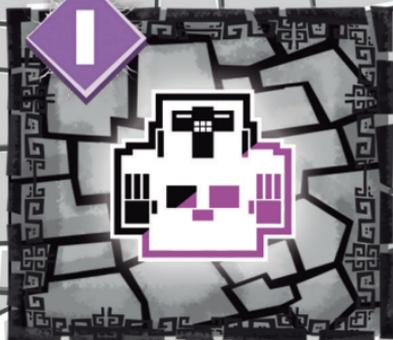


Martha can no longer reproduce one of the level IV patterns because these require 8 ACTIVE tiles on the grid and she currently only has 6 ACTIVE tiles and 1 spell left to cast. The spell could potentially increase her number of ACTIVE tiles to 7, but not 8. Therefore, Martha decides to pass her turn and removes **the elemental she had summoned**. It is now her adversary's turn to play.

Remember that you may only perform 1 attack of each level during each turn.

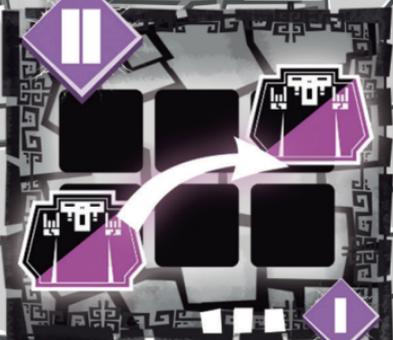
SPELL

PLAYER AID



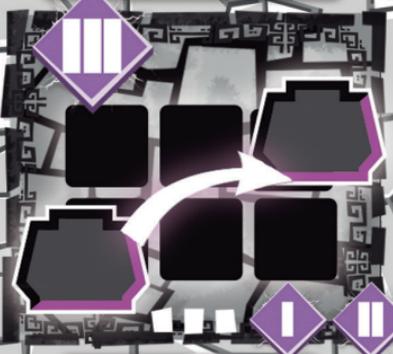
SUMMON AN ELEMENTAL

Summon an elemental on any tile*



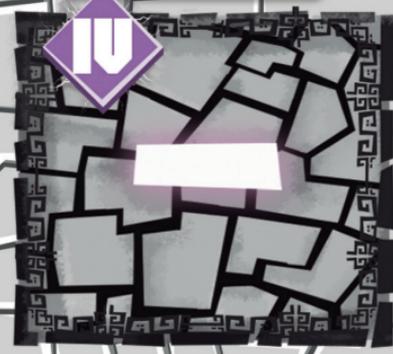
FLIGHT

Move your wizard to any tile*



ORB OF LIGHT

Move a rival wizard to any tile*



(*) Except a tile currently occupied by a wizard or an elemental