RÉGIS BONNESSÉE - NAÏADE

Seasons

Rules

14+

2-4

60 min



The greatest sorcerers of the kingdom have gathered at the heart of the Argos forest, where the legendary tournament of the 12 seasons is taking place. At the end of the three year competition, the new Archmage of the kingdom of Xidit will be chosen from among the competitors.

Take your place, wizard! Equip your ancestral magical items, summon your most faithful familiars to your side and be ready to face the challenge!

Libellud

The crystal track

Shows the number of crystals possessed by each player. The crystals allow the players to:

- call upon and activate some power cards.
- win as many prestige points (victory points) as crystals owned at the end of the game.

The season dice

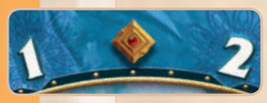
There are a total of 20 season dice, divided among four colors. The blue dice are for winter, the green for spring, the yellow for summer and the red for fall. At the beginning of each round, the dice corresponding to the current season are rolled. Each face of a die offers players one or more actions they can perform. They also allow players to determine how many spaces the season marker moves on the season wheel at the end of the round.

The game board and its tokens

The game board is divided into three zones:



- The year track, with a token that indicates which turn is currently being played (1st, 2nd, or 3rd year). The game ends at the end of the 3rd game year.



- The season wheel, with a season token that indicates what the season of the current round is (three blue spaces for winter, three green spaces for spring, three yellow spaces for summer, and finally three red spaces for fall).



- The energy transmutation chart shows how many crystals each energy type can be transmuted into with the appropriate action, depending on the season.

The sorcerer tokens

Each player has the four sorcerer tokens of their chosen color. They are used to show:

- the number of crystals each player owns, on the crystal track.
- the level of the summoning gauge of each player on their individual boards.
- the number of bonuses used by each player on their individual boards.



The individual boards

Each player has an individual board, which is divided into three distinct zones:

1. The energy reserves allow the players to keep the energy they've acquired during the game, to a maximum of seven.
2. The summoning gauge indicates the maximum number of power cards a player can have in play.
3. The bonus track allows a player to gain advantages during the game. However, that player will lose prestige points at the end of the game.





The power cards

There are 50 different power cards, with two copies of each. They allow players to:

- win prestige points at the end of the game.
- change the course of the game with their effects.

They are divided into two categories:
- magical items, which have purple top and bottom borders, whose effects only benefit their owners
- familiars, which have orange top and bottom border, whose effects apply to multiple players.

A power card is divided into a number of zones:

1. The name of the card.
2. The summoning cost in energy and/or crystals. When the symbols appear, they indicate the cost of the card depending on the number of players (two, three, or four).
3. The effect of the card, once it enters play.
4. The prestige points the card is worth at the end of the game.
5. The game symbol and the card number. The cards numbered 1 through 30 are basic cards, which are ideal for playing games with beginners; the cards numbered 31 through 50 are more complex cards, and are ideal to refresh your games.
6. The type of effect of the card, indicating when its effect is applied.



The library tokens

The library tokens indicate the power cards that refill a player's hand during the second and third game year.



Energy

There are four types of energy: air, water, fire, and earth. They are more or less rare depending on the season. Energy tokens allow players to:

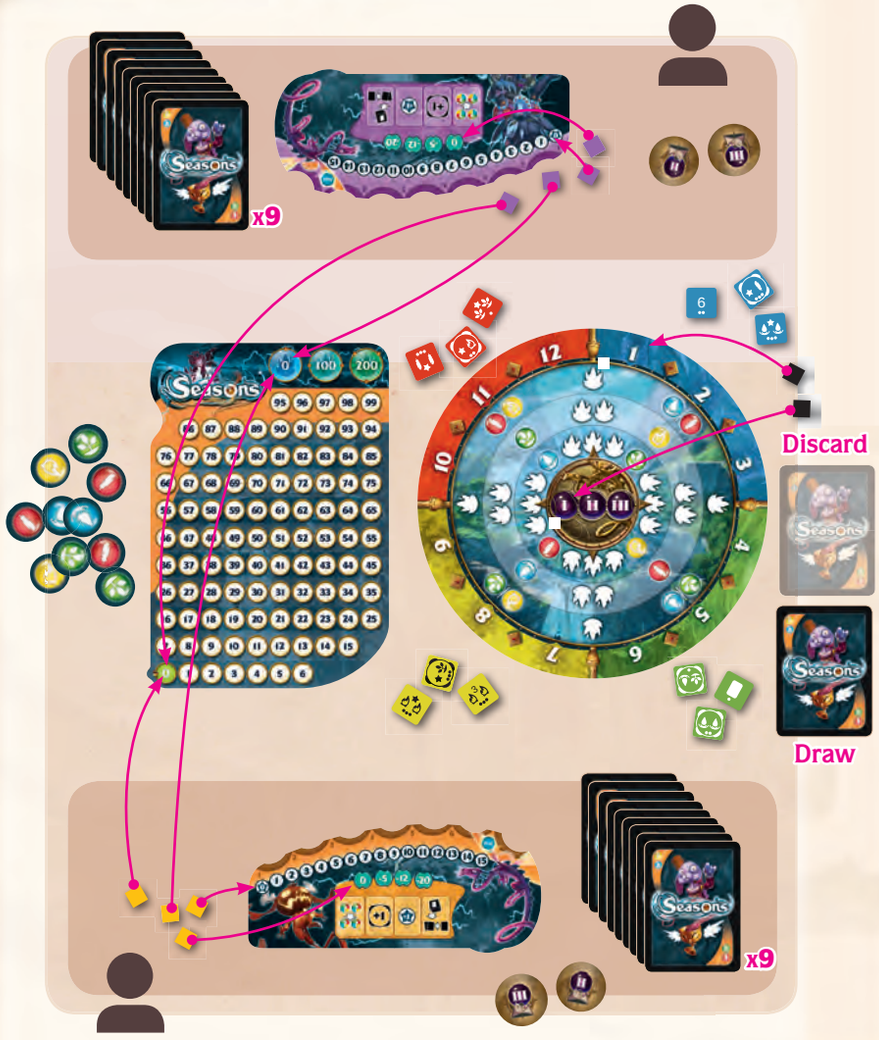
- summon and activate some power cards.
- earn crystals through transmutation.



First, select nine power cards at the same time as your opponents. Choose them carefully, as they will heavily impact the rest of the game.

Then get used to the passing seasons in order to make the most of the actions offered by the dice during each round! Gather energy, summon familiars and magic items, amass enough crystals, symbols of prestige, and become the kingdom's most illustrious mage.

Setup



Neutral elements

- Place the board in the middle of the table.
- Place the year token on the space numbered "1" of the year track and the season token on the space numbered "1" of the season wheel, as shown.

With two players: place three dice of each color (chosen randomly) in the corresponding spaces.

With three players: place four dice of each color (chosen randomly) in the corresponding spaces.

With four players: place all five dice of each color in the corresponding spaces.

- Place the crystal track next to the game board.
- Place the energy tokens next to the crystal track, this is the energy stockpile.

Choose the game's difficulty level

Once you know the rules for Seasons, use this section in order to customize the difficulty level of your games, depending on whether you're a beginner or a veteran.

1 Apprentice Wizard level (beginner level)

The step in which players **choose their nine cards** during the first phase of the game (the prelude) can be difficult during a first game.

In order to make the game easier to learn, we've set up "pre-constructed" sets of nine power cards. Instead of taking step 1 of the first game phase, each player gets a set of nine predefined cards from those presented below.

- **Set number one:** take the cards numbered 1,2,7,17,18,20,26,29,30.
- **Set number two:** take the cards numbered 3,5,9,14,15,21,23,25,28.
- **Set number three:** take the cards numbered 4,6,7,9,12,16,22,24,30.
- **Set number four:** take the cards numbered 1,2,3,11,13,15,18,25,27.

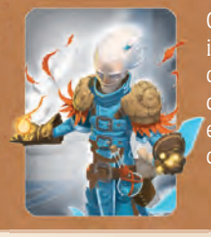
Return to the box the cards numbered 31 through 50. The remaining cards form the draw pile.

Each player then begins the game directly at the **"Constructing your deck"** step of the prelude. The rest of the rules remain unchanged.

2 Magician level (intermediate level)

During subsequent games, we suggest you only play with the power cards numbered 1 to 30 and leave those numbered 31 to 50 in the box. These cards have easy to grasp effects and will allow you to slowly discover the world of Seasons.

3 Archmage level (advanced level)



Once you are seasoned mages, you will be able to include, in addition to the cards numbered 1 through 30, the power cards numbered 31 through 50. These cards have more complex effects than the basic cards, but will allow you to extend the fun of playing by discovering new effects and card combinations.

Player Material

Each player then chooses an individual board. They place that board in front of them and take the four sorcerer tokens of the same color as their individual boards.

They place:

- one token on the zero space at the bottom of the crystal track.
- one token on the second zero space at the top of the crystal track. This token is to indicate hundreds when a player goes over 100 crystals.
- one token on the zero space of the bonus track of their individual board.
- one token on the zero space of the summoning gauge of their individual board.

Each player takes a Library II and Library III Token. Take all of the power cards, shuffle them and deal nine face-down to each player. Place the remaining cards next to the game board. These form the draw pile. Keep a space next to them for discarded cards. The cards which are discarded or sacrificed during the game will be placed there.

If at any point the draw pile is empty, reshuffle all the cards in the discard pile. These cards will form the new draw pile.

The youngest player goes first.

Game Overview

Seasons takes place over two distinct game phases.

- In the first phase, called the prelude, the players choose nine power cards. These will determine their strategy for the second game phase.
- In the second phase, called the tournament, the players have three years to acquire as many prestige points as they can and thus claim the title of Archmage of the kingdom of Xidit.

First game phase – The Prelude

I - Choose your nine power cards

Each player looks at the nine power cards which were handed to them. From those cards, they choose one and place it face-down in front of them. The remaining cards are placed between them and the player to their left, as shown in the illustration below.



Once all players have done this, each player picks up the eight cards given to them by the player to their right. Once again, they choose one, which is placed face-down with the first card selected. Players repeat this until no more cards are left to be chosen. At the end of this phase, each player will have nine face-down power cards in front of them.

II - Constructing your deck

From the nine power cards chosen, each player should assemble three sets of three cards each. The first set immediately forms the player's hand, as it corresponds to the cards with which the players will begin their tournament.



The second set is placed under the Library II token and will be added to the player's hand during the second year of the tournament. As for the third set of power cards, it is placed under the Library III token and will be added to the player's hand during the third and final year of the tournament. At any point during the game, players can look at the power cards they've selected.

Important note: some power cards have effects that are more important towards the end of the game. It's therefore better to place them under the Library III token and not clutter your starting hand with them. Other cards have interesting combination effects. It would thus be better to play them all in the same year in order to take advantage of that fact.

Second game phase – The Tournament

The tournament takes place over multiple successive rounds, at the end of which the winner of the game is chosen.

I - Beginning of the round

Roll the season dice

The first player of the round takes the season dice corresponding to the current round's season, as indicated by the season token, and rolls them.

Important note: the youngest player should be the first player during the first round.



Example: *a two-player game begins between Paul and Lea. During the first round, the season token is placed on space "1" of the season wheel, which indicates that the round takes place in winter. The first player, Paul, then takes the blue dice and rolls them.*



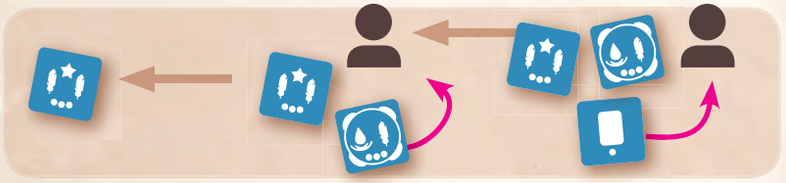
Choosing your season die

Each face of the dice is made up of one or more symbols. Each symbol corresponds to an action that a player will be able to take during their turn.

From among the dice rolled, the first player chooses one and places it in front of them.

Then, the player to their left does the same while taking one of the remaining dice. This is repeated until each player has chosen a die. There will be one die remaining on the table, which has not been selected by any player.

The players' turns may now begin.



Example: *Paul has just rolled the 3 blue dice corresponding to winter. He takes one and places it in front of him. Lea, his opponent, chooses hers from among the two remaining. There's then one die left, which neither of the players has chosen.*

Important note: since there's always a number of dice present equal to the number of players plus one, the last player of the round always has a choice between two season dice.

II - Players' turns

Once each player has chosen their season die, each player takes their turn in order, starting with the first player and proceeding clockwise.

A player can take as many actions as desired during his or her turn:

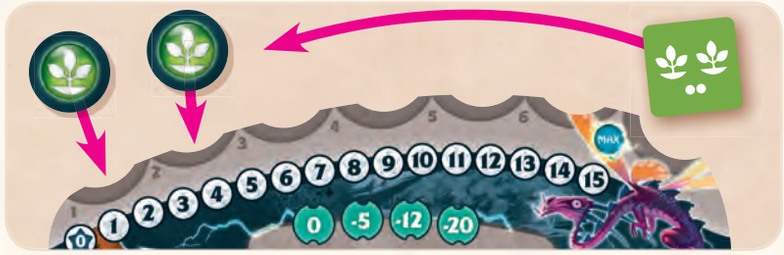
- ☐ perform the action(s) of their season die.
- ☐ summon/activate one or more of their power cards.
- ☐ use one or more bonuses from their individual board.

The actions linked to the season dice

On their turn, a player may take the action(s) offered by the season die they've previously chosen:

Gain energy: when one of these symbols is present on a die chosen by a player, that player gains the type of energy shown. The player takes from the stockpile the number and type of energy shown on the die and places it (them) in their reserve. Depending on the season of the current round, some energy types will be more or less abundant.

Important note: at no point can a player have more than seven energy tokens in their reserve. If a player already has seven energy tokens and a new action would grant them new ones, they may keep only seven from among their tokens, and that decision must be made before taking any new actions.



Example: *Paul has chosen this die. He thus places in his reserve two earth energy tokens from the stockpile and moves his sorcerer token two spaces on the crystal track.*

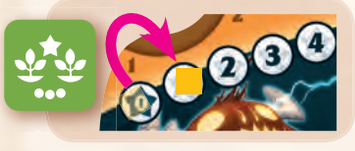
6 Gain crystals: when a number is present on a die chosen by a player, that player gets as many crystals as the number on the die. That player moves their sorcerer token along the crystal track a number of spaces equal to the number of crystals earned. A player with the "gain crystals" action on their die cannot refuse to take them.



Example: *Paul has chosen this die. He thus places in his reserve two earth energy tokens from the stockpile and moves his sorcerer token one space on the summoning gauge of his individual board.*

Increase their summoning gauge: when this symbol is present on the die chosen by a player, that player increases their summoning gauge by one.

This gauge indicates the maximum number of power cards a player may have in play.



Example: *Paul has chosen this die. He thus places in his reserve two earth energy tokens from the stockpile and moves his sorcerer token one space on the summoning gauge of his individual board.*

Draw a card: when this symbol is present on the die chosen by a player, that player draws a power card. The player can then keep it in their hand or discard it. There is no limit to the number of cards a player can have in their hand.

Transmute energy: when this symbol is present on a die chosen by a player, that player can transform one or more of their energy tokens (of one or more types) present in their reserve into crystals, and they have until the end of their turn in which to do so.

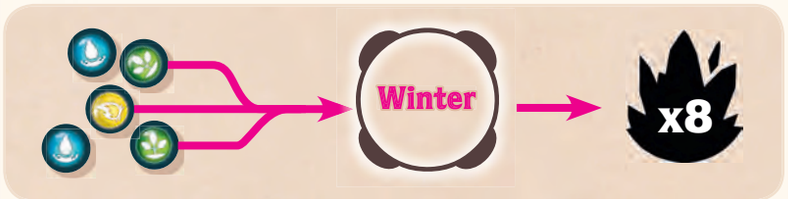
In order to determine how many crystals each energy type can be transmuted into, the player checks the transmutation chart present on the game board. This shows, depending on the season, how many crystals each energy type can be transmuted into.

The transmutation rate for energy tokens depends on the season and is thus separated into four zones. One corresponds to the rate of energy tokens during winter, one to the rate of energy tokens during spring, another to the rate of energy tokens during summer, and, finally the last one corresponds to the rate of energy tokens during fall.



The energy symbols present on the outer circle always transmute into a single crystal, the energy symbols present on the central circle into two crystals and those present on the inner circle into three crystals.

A player who is using transmutation chooses the energy tokens they wish to transmute from their reserve. They then refer to the transmutation chart of the turn's season, in order to decide how many crystals of each energy is transmuted. The player then moves their sorcerer token on the crystal track as many spaces as crystal earned. The transmuted energy tokens are discarded.



Example: *during a winter round, Paul decides to transmute one fire energy and two earth energy. During this season, fire energy transmutes into two crystals each, while earth energy transmutes into three crystals each. Paul discards his three energy tokens, gets eight crystals and moves his sorcerer token as many spaces on the crystal track as crystals earned.*

Important note: the "transmutation" action is valid until the end of your turn. You may therefore transmute energy tokens from your reserve, take another action, and then perform another transmutation.



The actions linked to power cards: summoning and effects

1- Summonning a power card

The power cards have many effects on the proceeding of the game.

In order to use their powers, they must be summoned, meaning be brought into play. To do this, a number of criteria must be fulfilled:

- their summoning costs must be paid, meaning a player must discard the type and amount of energy and/or crystals required by the power card's summoning cost.
- have an summoning gauge full enough to summon them. Thus, to summon a second power card, a player's summoning gauge must be set to at least two.



Once all these criteria have been met, the power card is summoned and is considered to be in play. This card is placed face-up in front of the player's individual board. The player who has just summoned it then reads its effects to his or her opponents, so that all players are aware of its effects.

Important note:

- multiple cards can be summoned during a turn, as long as the prerequisites presented above are respected.
- a player can have the same power card in play twice: the card's effect is cumulative.
- there is no limit to the number of power cards a player can have in hand.
- if the effect of a power card breaks one of the game's rules, the card's effect takes precedence.
- an appendix detailing the effects of the power cards is at the end of this booklet.



Example: *Paul wants to summon his Hand of Fortune power card. First, he makes sure that he has a summoning gauge high enough to summon a new card. He currently has three cards in play, his summoning gauge is at four, and he can thus summon a card. He then pays its summoning cost by discarding one energy of earth, one of fire, one of air, and 3 crystals. His Hand of Fortune is now summoned, placed face up above his individual board.*

2 - The types of effects of power cards

The type of effect of the power cards determine at what time the effect of the card which has just been summoned must be resolved. There are three different options:

- **The "when entering play" effects:** the card's effect trigger only when the card has just been summoned.
- **Permanent effects:** the effects of this card last for the remainder of the game, unless it is removed from play.
- **Activation effects:** the effects of the power card only trigger when the card is activated by the player who owns it. It can activate at most once per round, as soon as it is summoned. To use the activation effect of one of their cards, a player must:

- turn the power card 90°. The card so turned is straightened only at the beginning of the next round. A card already turned cannot be turned a second time in a given turn.
- pay the activation cost of the card. In order to be activated, some power cards require a prerequisite, such as the sacrifice of a card. If you cannot pay that activation cost, you cannot use the effect, either.

Once these two prerequisites are met, the player can apply the card's effects.

The actions linked to the use of bonuses

During the game, a player can use up to three bonuses. These actions offer extra advantages to the player who, on the other hand, loses prestige points at the end of the game.

There are four types of bonuses:



By using this bonus, you can trade two energy tokens of your choice from your reserve for two energy tokens of your choice from the stockpile.



By using this bonus, you can transmute energy tokens from your reserve. Refer to the season's transmutation rate and add an additional crystal for each energy token transmuted. Thus, an earth energy token which would normally turn into three crystals in winter would transmute into four crystals with this bonus.



By using this bonus, you can increase your summoning gauge by one.



By using this bonus, instead of using the "draw a card" action from your season die ◐, draw two power cards. Put one in your hand and discard the remaining card.

Each time a player uses a bonus, they must move the sorcerer token on their bonus track one space. This earns them a penalty on prestige points, which is factored at the end of the game. Thus, if a player only uses one of their bonuses during the Tournament, they earn a five prestige point penalty to their total prestige at the end of the game. If they use two of their bonuses, the penalty is 12 prestige points, and finally, if they use all three bonuses, the penalty is 20 prestige points.

Important note: A player can only use a maximum of three bonuses during a game. They can use the same bonus three times or use different bonuses each time. They can use all three during the same round or during different rounds.

Resolution order of the actions of the player's rounds

The "gain energy" and "gain crystal" actions on the season dice must be resolved before taking any other action. Once these actions are resolved, the players can perform their other actions, in the order of their choice.

III - End of the round

When all of the players have finished their turns, it's the end of the round.

Moving forward on the season wheel and changing seasons

At the end of the round, the number of pips shown by the die that wasn't selected by any of the players should be noted. The season token will move that many spaces forward. The distribution of all of the game's dice is identical: two faces with a one, two faces with a two, and finally two faces with a three. Thus, the speed of the game varies depending on the die that hasn't been picked by the players.

At the end of a round, when the season token crosses the 3, 6, 9, and 12 spaces, a change of season occurs. The change of season may trigger the effects of some power cards.



Example: *this die wasn't chosen by any player. At the end of the round, the season token will move three spaces, since three points are on the die.*

Change of year

When the season token moves from space 12 to space 1 on the season wheel, a change of year occurs. The year token in the middle of the board is moved forward one space. As the players enter the second or third game year, they add to their hand the power cards stored under their corresponding library token. If a player still has power cards in their hand from the previous year, they keep those cards in hand and add the new cards that they have just gained.

Choosing a new first player

The player to the left of the first player becomes the new first player.

That player rolls the dice corresponding to the season indicated by the season token on the season wheel. A new round begins.

IV - End of the game

The game ends immediately when the season token crosses the 12th space on the season wheel during the game's third year. The players then total up:

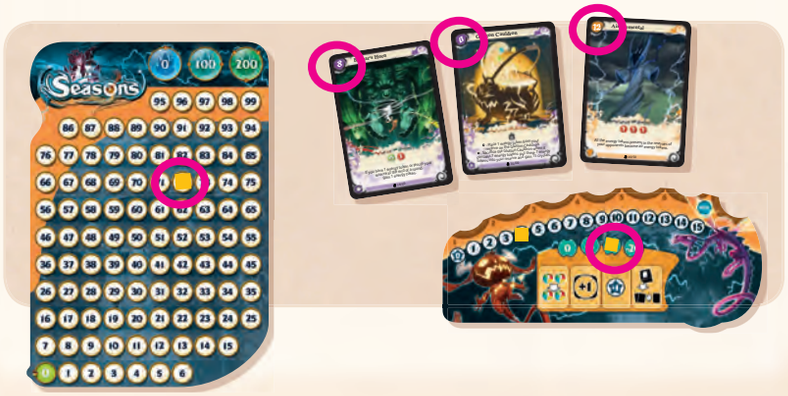
- the total of their crystals. Each crystal is worth a prestige point.
- the prestige points present on their power cards in play.

From this point total, the players subtract:

- five prestige points for each power card remaining in their hand.
- any penalties present on their bonus track.

Important note: unused energy tokens at the end of the game are worth no prestige points.

The player with the most prestige points is named new Archmage of the kingdom of Xidit. In case of a tie, the player who has summoned the most power cards wins the game.



Example: *Paul has 72 crystals on the crystal track at the end of the game, which equals 72 prestige points. By totaling the prestige points on his cards, he adds another 68, for a total of 140 prestige points. However, Paul has used two bonuses during the game (-12) and still has one power card in his hand (-5). His final score is 123 prestige points.*

List of cards and clarifications



1/50 ***Amulet of Air***

When you summon the Amulet of Air, move your sorcerer token on your summoning gauge forward two spaces.



2/50 ***Amulet of Fire***

When you summon the Amulet of Fire, draw four power cards. Look at them and put one in your hand, and the other three in the discard pile.



3/50 ***Amulet of Earth***

When you summon the Amulet of Earth, move your sorcerer token on the crystal track forward nine spaces.



4/50 ***Amulet of Water***

- When you summon the Amulet of Water, get four energy of your choice from the stockpile and place them on the Amulet of Water.
- The energy tokens placed on the Amulet of Water are not considered part of your reserve. They are thus not affected by the effects of the Wondrous Chest, the Beggar's Horn, the Air Elemental, the Lantern of Xidit, Lewis Greyface, the Potion of Dreams, the Potion of Life, and the Cursed Treatise of Arus.



5/50 ***Balance of Ishtar***

- To activate the Balance of Ishtar, discard four identical energy tokens from your reserve, and transmute them into 12 crystals. This, of course, moves your sorcerer token 12 spaces on the crystal track.
- The Balance of Ishtar can be activated even if you don't have access to the gain crystals action.
- If you own a Purse of Io, gain 16 crystals instead of 12 each time you activate the Balance of Ishtar.



6/50 ***Staff of Spring***

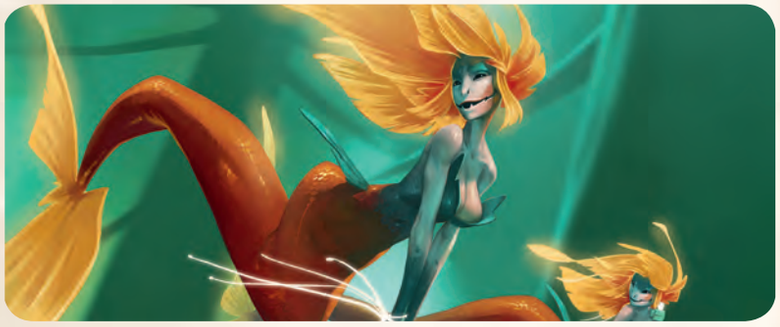
- Each time you summon a power card, move your sorcerer token forward three spaces on the crystal track.

- The effects of the Staff of Spring only affect the power cards summoned from the player's hand. Power cards summoned through the use of other cards such as the Divine Chalice, the Crystal Orb, or the Potion of Dreams thus earn no crystals for the owner of the Staff of Spring.



7/50 *Temporal Boots*

- The Temporal Boots don't have a summoning cost and can thus be summoned for free.
- When you summon the Temporal Boots, move the season token forward or back one to three spaces on the season wheel.
- If the Temporal Boots make the season token move back from winter to fall:
  - move back the year counter one year.
  - keep all the power cards you have in your hand.
- If the Temporal Boots cause a change of season (by moving the season token forward or back), cards affected by the change of season such as Figrim the Avaricious or the Hourglass of Time take effect immediately.
- If the Temporal Boots would push the game in progress beyond the third game year, end the current round before ending the game.





8/50 *Purse of Io*

- Each time you transmute an energy token, move your sorcerer token one space forward on the crystal track in addition to the crystals gained through transmutation.
- The power of the Purse of Io affects the Balance of Ishtar and the Potion of Life.
- The effects of the Purse of Io have no impact on the Glutton Cauldron and the Dragon Skull.



9/50 *Divine Chalice*

- When you summon the Divine chalice, draw four power cards and summon one for free, without paying its activation cost. This summoned power card doesn't trigger the effect of the Arcano Leech, the Staff of Spring, or of Yjang's Forgotten Vase. Place the three remaining cards in the discard.
- You must have a summoning gauge high enough to be able to summon this new card. Otherwise, the card drawn is discarded.



10/50 *Syllas the Faithful*

- When you summon Syllas the Faithful, each opponent must sacrifice a power card they own which is currently in play.



11/50 *Figrim the Avaricious*

- The summoning cost of Figrim the Avaricious varies, depending on the number of players.
- Each time the season changes, each of your opponents must give you one crystal. They move their sorcerer tokens back one space on the crystal track. Move your sorcerer token on that track forward the number of crystals thus gained.
- An opponent with no crystals is not affected by Figrim the Avaricious' effect.



12/50 *Naria the Prophetess*

When you summon Naria the Prophetess, draw as many cards as there are players (including yourself). Choose one and add it to your hand. Then, from the remaining cards, deal one of your choice to each of your opponents.



13/50 *Wondrous Chest*

- Each time you have four or more energy in your reserve at the end of a round, gain three crystals.
- The effect of the Wondrous Chest is triggered by the energy placed on the Bespelled Grimoire which is considered part of your reserve. By contrast, the energy present on the Amulet of Water, or the Glutton Cauldron aren't part of your reserve and thus don't affect the Wondrous Chest.



14/50 *Beggar's Horn*

- Each time you have one or less energy in your reserve at the end of a round, gain one energy of your choice from the stockpile and place it in your reserve.
- he effect of the Beggar's Horn is affected by the energy placed on the Bespelled Grimoire, which is part of your reserve. Inversely, the energy present on the Amulet of Water or the Glutton Cauldron aren't part of your reserve and thus don't affect the Beggar's horn.



15/50 *Die of Malice*

- The Die of Malice has no summoning cost and can thus be summoned for free.
- Each time you activate the Die of Malice, reroll the season die you've chosen, before you can use any of its actions. Only take into account the new result to perform your actions for this turn.
- You gain two crystals each time you activate the effect of your Die of Malice.
- If you own two Dice of Malice, you can use both one after another if the results of your first two dice don't satisfy you.

In this case, you gain four crystals.



16/50 Kairn the Destroyer

- To activate Kairn the Destroyer, discard an energy of your choice from your reserve. Each opponent moves their sorcerer token on the crystal track back four spaces.





17/50 Amsug Longneck

- When you summon Amsug Longneck, each player (yourself included) takes back into their hand one of their magic item cards already in play.
- A player without a summoned magic item isn't affected the Amsug Longneck's effect.



18/50 Bespelled Grimoire

- When you summon the Bespelled Grimoire, gain two energy of your choice from the stockpile, which will be placed in your Bespelled Grimoire.
- As long as the Bespelled Grimoire is in play, it increases the limit of your reserve, allowing it to store up to ten energy instead of seven.
- The energy placed on the Bespelled Grimoire is considered to be part of your reserve. They are thus affected by the effect of the Wondrous Chest, the Beggar's Horn, the Air Elemental, the Lantern of Xidit, Lewis Greyface, the Potion of Dreams, the Potion of Life, and the Cursed Treatise of Arus.
- It is possible to move the energy present on your Bespelled Grimoire to your reserve and vice-versa at any time.
- Owning two Bespelled Grimoires doesn't allow you to have up to 13 energy in your reserve. The limit is of 10 energy maximum. A player can therefore not store more energy on a second Bespelled Grimoire.



19/50 Ragfield's Helm

At the end of the game, if you have more power cards in play than each of your opponents, receive 20 additional crystals. If you are tied with one or more players for most, you do not gain the additional crystals.



20/50 Hand of Fortune

- Each time you summon a power card, the cost of that card is reduced by one energy of your choice. The cost of the summoned cards cannot be reduced to less than one energy, however.
- Under no circumstances does Hand of Fortune reduce the activation costs of your power cards (such as the one for the Crystal Orb, for example).
- The Hand of Fortune affects the summoning cost of the Elemental Amulet.



21/50 Lewis Greyface

- When you summon Lewis Greyface, receive from the stockpile exactly the same number and type of energy as owned by the opponent of your choice in their reserve. Place the energy thus received in your reserve.
- The energy tokens copied from an opponent aren't stolen; they get to keep theirs.
- Lewis Greyface doesn't copy the energy on the Amulet of Water or the Glutton Cauldron. However, he can copy the energy placed on the Bespelled Grimoire.



22/50 Runic Cube of Eolis

The Runic Cube of Eolis has no effect but is worth 30 prestige points at the end of the game.



23/50 Potion of Power

- To activate the Potion of Power, sacrifice it in order to draw a power card and move your sorcerer token on your summoning gauge two spaces forward.
- You are forced to place the drawn power card in your hand. It cannot be discarded.



24/50 Potion of Dreams

- To activate the Potion of Dreams, sacrifice it and discard all your energy in order to summon a power card from your hand for free.
- If a player has no energy, that player can use the Potion of Dreams.
- If a player activates the Potion of Dreams, the energy tokens placed on the Amulet of Water or on the Glutton Cauldron aren't discarded. Energy placed on the Bespelled Grimoire, however, is discarded.
- The card summoned by the Potion of Dreams isn't affected by the effects of the Arcano Leech, the Staff of Spring and of Yjang's Forgotten Vase.



25/50 Potion of Knowledge

To activate the Potion of Knowledge, sacrifice it in order to gain five energy of your choice from the stockpile. Place this energy in your reserve.



26/50 Potion of Life

- To activate the Potion of Life, sacrifice it in order to transmute each of your energy into 4 crystals. Move your sorcerer token as many spaces as necessary on the crystal track.
- The Potion of Life can be activated without a player having access to the transmutation action.
- The energy tokens placed on the Amulet of Water or the Glutton Cauldron aren't affected by the effect of the Potion of Life, unlike the energy placed on the Bespelled Grimoire.
- No player can continue to transmute after having activated the Potion of Life.
- The Potion of Life is affected by the effect of the Purse of Io.



27/50 Hourglass of Time

- Each time a season is changed, receive one energy token of your choice from the stockpile. Place the energy in your reserve.
- If a change of season occurs, receive your energy at the end of the round during which the season change occurs.



28/50 Scepter of Greatness

- When you summon the Scepter of Greatness, move your sorcerer token 3 spaces forward on the crystal track for each other magic item you have in play.
- If you summon a second Scepter of Greatness, the first Scepter of Greatness (which you own) is counted among the magic items you have in play.



29/50 Olaf's Blessed Statue

When you summon Olaf's Blessed Statue, move your sorcerer token forward 20 spaces on the crystal track.



30/50 Yjang's Forgotten Vase

- Each time you summon a power card, receive one energy of your choice from the stockpile. Place this energy in your reserve.
- The effect of Yjang's Forgotten Vase affects only the power cards summoned from a player's hand. The power cards summoned through the use of other cards such as the Divine Chalice, the Crystal Orb, or the Potion of Dreams are thus worth no energy.



31/50 Elemental Amulet

- Each type of energy is associated with a specific effect which triggers if this type of energy is included and paid during the summoning of the card.
- When you summon the Elemental Amulet, if you pay one water energy, receive two energy of your choice from the stockpile and place them in your reserve.
- When you summon the Elemental Amulet, if you pay one earth energy, move your sorcerer token 5 spaces forward on the crystal track.
- When you summon the Elemental Amulet, if you pay one fire energy, draw one power card and add it to your hand. You cannot discard this card after having drawn it.
- When you summon the Elemental Amulet, if you pay one air energy, discard a card from your hand.
- All four types of energy can be included in the Elemental Amulet's cost if a player wants to have access to all four effects. However, you cannot pay multiple times for a given type of energy to benefit multiple times from a given effect.
- The Elemental Amulet benefits from the energy reduction offered by the Hand of Fortune. It is thus possible to obtain two different effects by paying only one energy.
- If the Elemental amulet is summoned through the use of a Diving Chalice, the Potion of Dreams or the Crystal Orb, consider the price to have included all four types of energy in its summoning cost.



32/50 Tree of Light

- To activate the Tree of Light, you may either discard three crystals to receive one energy token of your choice from the stockpile or discard one energy token to obtain the action of transmutation.
- During a given turn, the two activation effects of the Tree of light can't both be used, since activating a card makes it turn.



33/50 Arcano Leech

- The summoning cost for the Arcano Leech varies, depending on the number of players.
- Before summoning a power card, an opponent must first give you one crystal. They move their sorcerer token back one space on the crystal track while you move yours forward one space. If an opponent cannot pay, then they cannot summon their power card.
- The effects of the Arcano Leech only affects power cards summoned from a player's hand. Players summoning power cards through the use of other cards such as the Divine Chalice, the Crystal Orb, or the Potion of Dreams need not give a crystal to the owner of the Arcano Leech.



34/50 Crystal Orb

- To activate the Crystal Orb, you can:
  - either look at the first power card from the draw pile, then either return it to the top of the draw pile or discard four energy from your reserve to summon it for free if it interests you.
  - or move your sorcerer token back three spaces on the crystal track to put the top power card of the draw pile into the discard pile.
- The summoning cost of cards summoned by the Crystal Orb doesn't have to be paid. However, you still need to have a high enough summoning gauge.
- The cards summoned by the Crystal Orb aren't affected by the effects of the Arcano Leech, the Staff of Spring, or Yjang's Forgotten Vase.

- During a given turn, the two activation effects of the Crystal Orb can't be used as activating a power card makes it turn.



35/50 Glutton Cauldron

- The Glutton Cauldron doesn't have a summoning cost and thus can be summoned for free.
- On each of your turns, you can place one energy from your reserve on the Glutton Cauldron.
- As long as energy is on the Glutton Cauldron, it cannot be used.
- When the Glutton Cauldron gains its 7th energy, its effects are applied immediately: sacrifice it, place the energy from the Glutton Cauldron in your reserve and move your sorcerer token forward 15 spaces on the crystal track.
- The energy tokens placed on the Glutton Cauldron aren't considered to be a part of your reserve. They are therefore not affected by the effects of the Wondrous Chest, the Beggar's Horn, the Air Elemental, the Lantern of Xidit, Lewis Greyface, the Potion of Dreams, the Potion of Life, and the Cursed Treatise of Arus.
- If a player already has energy in their reserve when the Glutton Cauldron is sacrificed, that player must, from among all of their available energy, keep only seven, and the decision must be made before performing any other action.



36/50 Vampiric Crown

- When you summon the Vampiric Crown, draw or discard a power card. Receive as much energy from the stockpile as the number of prestige points on the drawn or discarded card. Place this energy in your reserve.
- If you decide to draw a card to resolve the effect of the Vampiric Crown, you must keep the drawn card.
- You must reveal to the other players the drawn or discarded card.
- If the drawn or discarded card offers no prestige points or offers negative prestige points, the player doesn't get any energy.



37/50 Dragon Skull

- To activate the Dragon Skull, sacrifice three power cards in order to move your sorcerer token 15 spaces forward on the crystal track.
- The effect of the Dragon Skull isn't affected by the Purse of Io.



38/50 Demon of Argos

- When you summon the Demon of Argos, each opponent moves their sorcerer token back one space on their summoning gauge and draws a power card. Resolve this action in playing order.
- The power card drawn cannot be discarded.
- After resolving the effect of the Demon of Argos, the players who have too many power cards in play compared to their summoning gauges do not have to sacrifice cards. However, they will have to increase their summoning gauge by at least two spaces if they wish to summon a new card in upcoming turns.



39/50 Titus Deepgaze

- The summoning cost for Titus Deepgaze varies, depending on the number of players.
- At the end of the round, each opponent must give you one crystal. Move your sorcerer token forward as many spaces as crystals received. Each opponent moves their sorcerer token back one space on the crystal track.
- If an opponent no longer has any crystals and cannot give you any, apply Titus Deepgaze's effect only on opponents who can pay. Then, at the end of the round, sacrifice Titus Deepgaze.



40/50 Air Elemental

- When you summon the Air Elemental, all of your opponents transform all the energy tokens in their reserves into air energy.
- The energy tokens placed on the Bespelled Grimoire are part of the reserve and are thus affected by the effect of the Air Elemental. Inversely, the energy placed on the Amulet of Water and the Glutton Cauldron aren't part of the reserve and are thus not affected by the effect.



41/50 Thieving Fairies

- The summoning cost for the Thieving Fairies varies, depending on the number of players.
- The effect of the Thieving Fairies only applies if a player activates ⚙ one of their power cards. This doesn't affect power cards with "when entering play" effects or permanent effects.
- Each time an opponent activates one of their power cards, move your sorcerer token forward 2 spaces on the crystal track, while that opponent moves their sorcerer token back one space on that same track.
- One of the crystals gained comes from the crystals of the player who has activated a card with an activation effect.
- The second crystal gained is not stolen from the opponent.
- If an opponent doesn't have any crystals when they use an activation effect card, you do not get any crystals from them; however, that opponent can still activate their power card. You still get one extra crystal.



42/50 Cursed Treatise of Arus

- When you summon the Cursed Treatise of Arus, you receive two energy of your choice from the stockpile, which you place in your reserve. Move your sorcerer token one space forward on your summoning gauge. Move your sorcerer token forward ten spaces on the crystal track.
- If you sacrifice the Cursed Treatise of Arus, discard all the energy placed in your reserve, as well as those on the Bespelled Grimoire (if any).
- The energy placed on the Amulet of Water and the Glutton Cauldron aren't affected.
- The Cursed Treatise of Arus has negative prestige points.



43/50 Idol of the Familiar

- When you activate the Idol of the Familiar, move your sorcerer token on the crystal track as many spaces as you have familiar cards in play.



44/50 Necrotic Kriss

- To activate the Necrotic Kriss, discard one familiar card from your hand or sacrifice one of your familiar cards in play. Then receive and place in your reserve four energy of your choice from the stockpile.



45/50 Lantern of Xidit

- At the end of the game, each energy placed in your reserve earns you three crystals. Move your sorcerer token as many spaces as required on the crystal track.
- The energy tokens placed on the Bespelled Grimoire are part of your reserve. They are thus worth three crystals each.
- The energy tokens placed on the Amulet of Water and the Glutton Cauldron aren't part of your reserve and will thus not earn you any extra crystals at the end of the game.



46/50 Sealed Chest of Urm

- At the end of the game, move your sorcerer token 20 spaces forward on the crystal track if you have no familiar in play.
- Having a familiar power card in your hand does not cancel the effects of the Sealed Chest of Urm.



47/50 Mirror of the Seasons

- To activate the Mirror of the Seasons, move your sorcerer token back by "X" spaces on the crystal track. Then transform "X" identical energy from your reserve (which you discard) into "X" identical energy of another type from the stockpile.
- "X" corresponds to the number of crystals paid by the player to activate the mirror of the seasons. If the player pays three crystals, that player will be able to trade energy tokens of a single type in their reserve for 3 identical energy of another type available in the stockpile.
- "X" can be equal to one.



48/50 Pendant of Ragnor

- When you summon the Pendant of Ragnor, receive one energy of your choice from the stockpile for each other magic item you have in play. Place the energy in your reserve.
- If you summon a second Pendant of Ragnor, the first Pendant of Ragnor you own is counted among the number of magic items in play.



49/50 Sid Nightshade

- The summoning cost for Sid Nightshade varies, depending on the number of players.
- When you summon Sid Nightshade, if you are the player with the sorcerer token the furthest along the crystal track, steal five crystals from each opponent. Then move your sorcerer token forward as many spaces as stolen crystals. Each of your opponents moves their sorcerer token back five spaces on the crystal track.
- If at least one player has at least as many, if not more crystals than you, you steal no crystals from your opponents.
- If a player doesn't own any crystals, Sid Nightshade cannot steal five crystals from them. Apply the effect of Sid Nightshade only to on opponents who can pay. Move your sorcerer token as many spaces as stolen crystals.
- If a player owns less than five crystals, Sid Nightshade steals all of their crystals. The player moves their sorcerer token back to the zero space of the crystal track and you move your sorcerer token as many spaces as crystals stolen on that same track.



50/50 Damned Soul of Onys

- When you summon the Damned Soul of Onys, move your sorcerer token ten spaces forward on the crystal track and receive one water energy from the stockpile. Place this energy in your reserve.
- Only the player who summons the Damned Soul of Onys gets ten crystals and one water energy.
- At any point during their turn, the player who owns the Damned Soul of Onys can choose to give it to the player to their left by discarding a water energy. The Damned Soul of Onys therefore changes owners. The Damned Soul of Onys can change owners multiple times in a given round.
- At the end of the round, if a player owns the Damned Soul of Onys, that player loses three crystals.
- The Damned Soul of Onys has negative prestige points.



Game overview

Setup

- Place the game board in the middle of the table. Place the year token on space 1 of the year track and the season token on space one of the season wheel.
- Place as many dice of each color as there are players plus one.
- Place the crystal track next to the game board.
- Place the energy stockpile next to the crystal track.
- Take an individual board, two library tokens and four sorcerer tokens of the board's color. Place the sorcerer tokens as follows:
  - one on the zero space at the bottom of the crystal track.
  - one on the second zero space at the top of the crystal track.
  - one on the zero space of your individual board's bonus track.
  - one on the zero space of your summoning gauge.

Deal nine face-down power cards to each player. Set aside the remaining cards next to the game board. These cards will now be the draw, leave a space next to them, for the discard.

The Prelude

Choose your nine power cards

- Check the nine power cards which were dealt to you. From those cards, pick one and place it face down in front of you.
- The remaining cards are placed face down between you and the player to your left.
- Once all the players have done so, take the eight cards set aside for you by the player to your right. Once again, choose one and place it face-down with the card you've previously selected. This step is repeated until there are no cards left to be chosen.

Building your deck

- From the nine cards you've selected, make three sets of three cards each. The first set goes into your hand.
- The second and third sets will go respectively under the Library II and III tokens, respectively, and will come into your hand at the beginning of the second and third years.

The tournament

Beginning of the round

The youngest player is chosen to be the first player and takes the season dice corresponding to the season of the current round, as indicated by the season token, and rolls them. Starting with the first player and going clockwise, each player in turn will choose a die and place it before them.

Players' Turns

The first player performs their actions during their round:
- perform the action of their season die.
- summon/activate one or more of their power cards.
- use one or more bonus(es) from their individual board.

The "get energy" and "get crystal" actions from the season dice must first be resolved before performing any other action.

End of the round

- When all the players have chosen their die and resolved their actions, the season token is moved forward as many spaces are there are points on the remaining die (the die which was not chosen by any player).
- When the season token moves from space 12 to space 1 (fall to winter), the year token is moved one space on the year track.

The players get the power cards beneath their corresponding library token.
- The player to the left of the first player becomes the new first player.

That player rolls the dice corresponding to the season indicated by the season token on the season wheel. A new round begins.

End of game and scoring

The game ends immediately when the season token crosses the 12th space of the season wheel, during the game's third year. Each player totals:

- Their crystals.
- The prestige points on power cards they have in play.

From this point total, the players subtract:
- five prestige points for each power card remaining in their hand.
- the penalty points present on their bonus tracks.

The power cards

The power cards with a **purple** background represent **magic items**, while those with **orange** backgrounds are **familiars**.



1. Name of the card.
2. Summoning cost to be paid in energy and/or crystals.
3. Effect of the card once it is in play.
4. Prestige points given by the card at the end of the game.
5. Game symbol and number of the card.
6. Effect type of the card, which indicates when to resolve it.

Rarity of energy types, depending on the season chart

	Common	Uncommon	Impossible to find
Winter	**Water / Air**	**Fire**	**Earth**
Spring	**Earth / Water**	**Air**	**Fire**
Summer	**Earth / Fire**	**Water**	**Air**
Fall	**Fire / Air**	**Earth**	**Water**

Dice symbols:

- Get for each symbol an energy of the type indicated in your reserve
- Get as many crystals as the number indicated
- You can transmute during the turn
- Increase your summoning gauge by one
- Draw a power card
- The season token moves as many spaces as the number of points on the remaining die.

Card symbols

- Water energy
- Earth energy
- Fire energy
- Air energy
- Crystal
- Indicates the activation cost of the power card, depending on the number of players (two, three, or four).
- Effect upon entering play
- Permanent effect
- Activation effect
- Prestige points of the card



Essential lexicon

- **Activate a card:** The action of turning one of your cards which has an activation effect in order to trigger said effect.
- **Discard:** one where the power cards discarded from your hand or sacrificed from play are placed.
- **Discard a power card:** place one of your power cards from your hand into the discard zone.
- **Discarding energy:** place energy from your reserve into the stockpile.
- **Draw:** stack of power cards which haven't been dealt during the prelude.
- **Familiar:** category of power card. They have an orange top and bottom borders.
- **Getting crystals:** move your sorcerer token on the crystal track as many spaces as crystals earned.
- **Getting energy:** putting energy from the stockpile onto your individual board's reserve.
- **Magic item:** category of power card. They have a purple top and bottom borders.
- **Prestige points:** victory points.
- **Reserve:** zone of your individual board which allows you to store up to seven energy.
- **Sacrifice:** putting one of your power cards from play into the discard pile.
- **Stockpile:** zone where the energy tokens not used by the players are stored.
- **Réserve :** zone de votre plateau individuel qui vous permet de conserver jusqu'à 7 énergies.
- **Summon:** action which allows you to put one of your power cards into play, if you can pay its activation cost and have a high enough summoning gauge.
- **Summoning gauge:** zone of your individual board which indicated the maximum number of power cards you may have in play.
- **Transmute:** action which allows you to transform your energy into crystals, according to the transmutation rate written on the game board.

Thanks
Translation: Eric Harlaux
Revision: Eric and Stephanie Franklin