

Seasons with Enchanted Kingdom and/or Path of Destiny

Introduction

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!

Goal and Game End

The game ends after the third year. The player with the most VP wins.

Setup

1. Put the **Game Board** in the middle of the table.
 - Put a black cube token on Year I, (in the middle of the Game Board)
 - Put a black cube token on Month 1, (on the edge of the Game Board)
2. Take the 5 **Season Dice** for each season (R/Y/G/B), and from each 5, randomly draw and put out the correct number of dice, based on the player count (below), returning leftover dice to the box.
 - 2P Game – 3 dice per season
 - 3P Game – 4 dice per season
 - 4P Game – All 5 dice per season
3. Put the **Crystal (VP) Track** next to the Game Board
4. Put all four types of **Energy Token** (air, water, fire and earth) next to the Crystal Track to form the Energy Stockpile
5. Set up the **Power Cards** according to the preferred difficulty level for the game:
 - **Note: Enchanted Kingdom:** *If adding the Enchanted Kingdom expansion, remove the base game cards 'Balance of Ishtar', and 'Idol of the Familiar' and replace with the Enchanted Kingdom versions.*
 - **Beginners:** Ignore Step I of the Prelude, when played, just carry out Step II. Instead give out a pre-constructed deck to each player as follows:
 - Set 1: 1, 2, 7, 17, 18, 20, 26, 29, 30.
 - Set 2: 3, 5, 9, 14, 15, 21, 23, 25, 28.
 - Set 3: 4, 6, 7, 9, 12, 16, 22, 24, 30.
 - Set 4: 1, 2, 3, 11, 13, 15, 18, 25, 27.
 - Return cards 31-50 to the box.
 - **Intermediates:** Shuffle the cards numbered 1-30, and put cards 31-50 back in the box. Carry out the Prelude as normal.
 - If playing with Enchanted Kingdom, shuffle all new Power Cards in with Base cards 1-30.
 - If playing with Path of Destiny, shuffle all new Power Cards in with the Base cards 1-30.
 - Both expansions can be used together if desired, or alternatively, the available cards for the game can be 'deck built'.
 - **Advanced:** Shuffle all the cards (1-50), and carry out the Prelude as normal.
 - For the Intermediate and Advanced games, shuffle the Power Cards and deal **9** to each player. For the beginner game, hand out the pre-constructed decks as described above.
 - *If playing with Enchanted Kingdom, shuffle all new Power cards in with Base cards 1-50.*
 - *If playing with Path of Destiny, shuffle all new Power Cards in with the Base cards 1-50.*
 - *Both expansions can be used together if desired, or alternatively, the available cards for the game can be 'deck built'.*
 - In all cases, the remaining cards not returned to the box form the draw deck.
6. Give each player a **Player Board** and the four **Sorcerer Tokens** (coloured cubes) of their colour. Each player places:
 - 1 Sorcerer Token on the zero space of the Crystal (VP) Track
 - 1 Sorcerer Token on the zero space of the 'hundreds' track on the Crystal (VP) track

- 1 Sorcerer Token on the zero space of the **Bonus Track** (0/-5/-12/-20) track on their Player Board.
 - 1 Sorcerer Token on the zero space of the **Summoning Gauge** (black numbers in white rings) on their Player Board. *The Summoning Gauge displays the maximum number of Power Cards a player can have active at a time.*
7. Give each player a II and a III **Library Token**.
- *Leave space next to the draw deck for discards, which are discarded face down.*
 - *If the draw deck becomes depleted during the game, reshuffle the discard pile to form a new draw deck.*
8. The Youngest player is the First Player. **They take the '1' first player token.**

Game Overview

The game is split into two Phases: Prelude, and Tournament.

1. Prelude: During Prelude, players draft their cards, and organise them into three piles, one of which is added to their hand during each of the three years of the Tournament.
2. Tournament: The players try to acquire as many Crystals (VPs) as possible over three years to win the game.

Prelude Phase

Enchantment Cards

- If playing with **Enchanted Kingdom**, before the Prelude Phase begins, pick one Enchantment card at random from the 10 cards available, and put it in the middle of the table. This card will alter the rules slightly for all players for the duration of the game.
- If playing with **Path of Destiny**, before the Prelude Phase begins, pick one Enchantment card at random from the 10 cards available, and put it in the middle of the table. This card will alter the rules slightly for all players for the duration of the game.
- If playing with both expansions, pick one Enchantment card from the 20 available.

Special Ability Tokens

- If playing with Enchanted Kingdom, or Path of Destiny before Prelude Phase begins, each player takes 3 Special Ability tokens from the pool of available tokens.
- a. **Draft: Intermediate and Expert Game only:** The player reviews the cards he has, keeps one, without revealing it, and passes the rest of the cards he has clockwise. The player repeats this another 8 times so that he has drafted a total of 9 cards.
- b. **Construct Age Decks: All Game Types:** Secretly organise the 9 Power Cards into 3 decks of 3 cards. The first pile becomes the player's hand, the second pile is placed face down under the Library Token for Year II, and the third pile is placed face down under the Library Token for Year III.
 - a. *Players can peek at their own future cards in the library piles at any time during the game.*
- c. **Special Ability:** If playing with Enchanted Kingdom, each player selects one of their special ability tokens and places it in the hole in their player board. This token provides the player with a special ability for use during the Tournament.

Tournament Phase

The Tournament takes place over multiple successive rounds, after which VP are totalled, and a winner is declared.

I – Beginning of the Round

- The first player rolls all the Season Dice for the Season the black 'Month' cube is currently on.
- Starting with the first player and proceeding clockwise, each player selects one dice and places it on their Player Board. *One die will remain that has not been selected.*

II – Player Turns

- Starting from the first player, and proceeding clockwise, each player takes all of their actions. They can take as many actions as they desire, in any combination from the ones below, provided they have the resources to do so, and one action is completed before the next is started. There are three types of action: Season Dice Actions, Summon Cards, and Use Bonuses.

IIa – Season Dice Actions

- The following Season Dice actions must be resolved **FIRST** before taking any of the other actions:

- **Receive Energy Tokens** (Water/Fire/Air/Earth symbol): Gain Energy Tokens of the type shown on the dice. Take them from the Energy Stockpile, and place them above your Player Board (one token per slot). Each player cannot hold more than 7 Energy Tokens, and if more are added over this limit, they must select which are discarded to get back to 7 tokens.
- **Receive Crystals** (Number): Gain the displayed number of crystals (VP) – A player moves their sorcerer that many places up the crystal/VP track.
- **Increase Summoning Gauge** (Star) – The Summoning Gauge is the maximum number of Power Cards a player can have in play at a time, and is limited to **15**.
- **Draw a Power Card** (Rectangle) – The player draws a Power Card from the draw deck. They can choose to keep the card or discard it. There is no hand limit for Power Cards.
- Then the other actions (Transmute, Summon Power Card, Use Special Ability, Use Bonuses) can be taken in any order.
 - **Transmute** (Round Brackets) – A player can convert one or more Energy Tokens (of one or more types) into Crystals (VP), and they have until the end of their turn to do so. The player checks the current Season on the Game Board for the conversion rates for Transmutation. The player advances their Sorcerer Token on the Crystal (VP) track the relevant number of spaces, and returns the Energy Tokens transmuted to the Energy Stockpile.
 - *Transmutation is valid all turn, so some transmutation can be done, then some other action(s), then more transmutation, and so forth, as required.*
 - If playing with Path of Destiny, if either the Divine Destiny or Force of Destiny Enchantments is in play, a player may choose to roll and use the actions of the Die of Destiny instead of using the Seasons die they selected during the round beginning. If moon symbols are rolled, an equal number of Destiny points are received.

I Ib – Summon Power Cards

- In order for a Power Card to be active, it must be summoned (brought into play). To achieve this, a number of conditions must be met:
 - The player must be able to discard the requisite quantity and type of Energy Tokens, and/or crystals (VP) to summon the Power Card.
 - The player must have enough capacity on their Summoning Gauge (i.e. have a summoning power of at least 2 to summon a second Power Card).
- Assuming these criteria are met, the Energy Tokens and Crystals are returned to the Energy Stockpile/reduced, respectively, and the Power Card summoned is placed on the table in front of the player. They read the effects to the other players.
 - More than one Power Card can be summoned on a player's turn provided they hold the requisites for each card when they want to summon it.
 - Duplicate Power Cards can be summoned by the same player, and their effects stack.
 - A Power Card placed into play for free by another Power Card effect is not considered to have been summoned (for the purposes of summoning bonuses).
- Summoned Power Cards can enact their effects in three possible time periods depending on the icon on the card. Effects can be:
 - **When Entering Play** (Arrow/Semicircle) – The card effect is triggered once when the card enters play.
 - **Permanent Effect** (Loop Arrow) – The card is in permanent effect as long as it is in play.
 - **Activation Effect** (Cog) – The card effect is triggered each time the card owner chooses to activate it, for a cost (but only a maximum of once per round). To use the card power, the player must:
 - Pay the activation cost (if they cannot pay, it cannot be used).
 - Tap the Card (turn 90°) to show the power has been used this round.

I Ic – Use Bonuses

- During the game, a player may choose to use up to three bonuses, shown on their Player Board. These bonuses offer in-game improvements, but come at the cost of VP at the end of the game. There are four different types of bonus, and a player can use the same one three times or different ones over the course of the game. More than one bonus can be used during a player turn if desired. Bonuses are:

- **4 Rainbow circles with arrow** – Trade two Energy Tokens of your choice from your reserve for two Energy Tokens of any type from the stockpile.
- **Brackets +1** – Transmute Energy Tokens from your reserve at +1 to the current season's conversion rates.
- **Star +1** – Increase your Summoning Gauge by 1.
- **Cards with Arrows** – When you take the 'draw a card' dice action, instead, draw two Power Cards, keep 1, and put 1 into discard.
- When a Bonus is used, move the Sorcerer Token up 1 on the Bonus Track.

IId – Special Ability (Enchanted Kingdom only)

- A Special Ability can only be used once per game. Once it is used flip it over. *You do not have to use the ability if you do not want to.*

III – End of the Round

When all players have finished their actions, end of round occurs:

- The player to the left of the current first player becomes the new first player for the next round. The number of pips on the Seasons die that wasn't drafted this round determines how many months the Month Counter now advances (1, 2, or 3 months). This advancement may trigger the change of a season and/or year.

- Change of Season
 - If, during time advancement, the month counter changes Season, the dice for the new Season will be used for the next round onwards.
 - Some Power Cards are triggered by the change in season.
- Change of Year
 - If the season token moves from 12 to 1, the year token is advanced 1 space.
 - As players enter the second or third year, they add the Power Cards under the relevant Library Token to their hand.

IV – End of the Game

During the third year of the game, if at the end of the round, the month token passes from 12 to 1 or beyond, the game ends. Final Scoring is performed as follows:

- Each Crystal is worth 1 VP
- Each Power Card is worth the VP shown on the card
- Lose 5 VP for each Power Card still in hand
- Lose VP penalties for having used the Bonus Track
- Gain or lose VP according to the back of the Special Ability token, if it has been used.
- The player with the most Destiny Points (if playing with Path of Destiny) receives 20 VP. If there is a tie, each tied player received 10 VP.

The player with the most VP wins. In a tie, the player with the most Power Cards in play wins.