Thinh LeHuu

Moon and magic

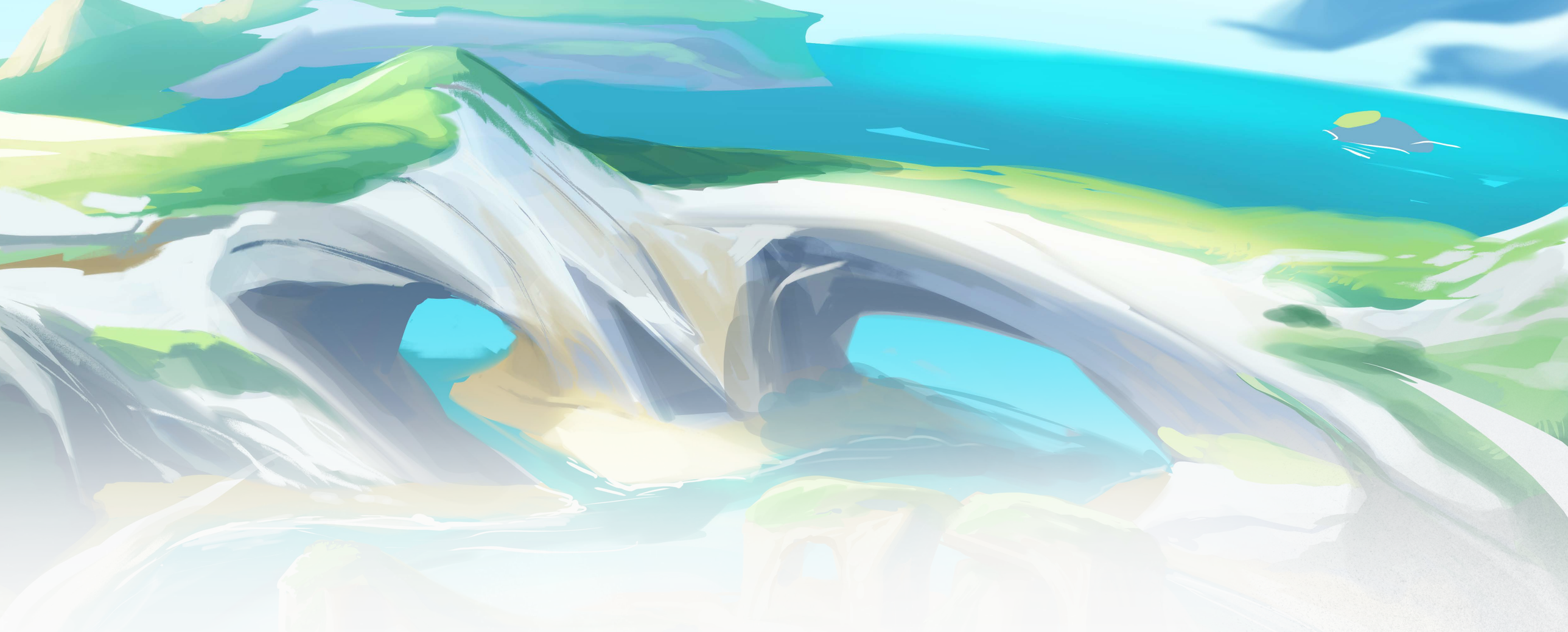
RULEBOOK

"... Standing before us now, ladies and gentlemen, the most brilliant new wizards across Mirra! We have every right to expect that these outstanding mages will bring us the most spectacular magical performance we have all been longing for. And now, without any further ado, I hereby announce that the 18th Mon And Magic tournament ... has begun!"

In Mon And Magic, players take on the role of apprentice wizards and compete in the tri-annual 'Mon And Magic' tournament. Traverse the land to recruit mystical monsters - or mon - into your team. Combine their unique abilities and create the most powerful combo moves to strike down your opponents' healthcore. Defeat all other wizards and rise to the most prestigious title: The Domitor.

COMPONENTS

To be updated.



COMPONENTS IMAGES TO BE ADDED

CONCEPTS

Mon

This is what people call the creatures inhabiting this world. Mon are so wild that no human forces could ever capture them and make them obey. Only by using magic-infused runestones can you attract these creatures into your company and blend together their unique powers to create powerful combo effects.

Mon Card Anatomy

C Carry Level

This shows how capable the mon is in offense. Wizards love to have at least 1 or 2 mon with high C in play to harness their enormous potential.

*Carry level, Utility level, Friendliness and Size are mostly to add flavor, and have a slight influence on the gameplay.

Origin Icon

This shows which origin the mon belongs to. Each origin features a special ability that is normally triggered right after the mon comes into play.

U Utility Level

This shows how capable the mon is in aspects other than offense, such as board control and mana generation. Mon with high U often support those with high C.

Friendliness

This, um, shows how likely you are to not get bitten while working with it.

Size

This shows how big the mon is. This, wizards, does not mean small mon are easier to attract.

Name & Flavor Text

Cost

This shows how many runestones are needed to attract the mon. Some mon are so mischievous or headstrong that they also come with a stun cost.

Abilities

A mon's abilities are shown in this area. These may include Enter ability (⚡), Ongoing ability (cyan background), and Relationship ability (yellow background).

Printed Strength

This is how strong the mon is when you first meet it. During the game, a mon may grow and become stronger, so its strength is different from its printed strength.

Mana Holders

This shows how many mana the mon needs to be fed to unleash its power. When all mana holders are filled, the mon discharges, performing its class ability and casting its spell.

Class Icon

This shows which class the mon belongs to. Each class features a special ability that is triggered when a mon discharges.

Spell

Every mon has a unique spell, and it often supports or is supported by its class ability. It takes skill and experience to use a mon's power to the maximum.

Shortened Terms

To reduce the amount of text and icons as well as to make the most room for artwork, some shortened terms and ways of wording are used:

If an effect you are resolving targets a mon/card without specifying which player it belongs to, it by default means that the effect is targeting one of your mon/cards.

Deal #: Deal # damage **to all opponents**. This means whenever you apply an effect that deals #, every opponent loses # health.

Heal #: Increase your health by #. Note that there is no maximum health in this game, which means you may heal even if you have not lost any health.

#/#/#: This means the effect has **different values for different player counts**. The first value applies to solo play or 2-player games, the second to 3-player games, and the last to 4-player games.

Designer's Note

- Despite the highly competitive theme featuring wizards competing in a tournament and monsters dealing damage, it is important to note that Mon And Magic is actually an engine-building game. In this game, damage is just a reverse way to portray victory points, with a view to increasing tension and creating a more thematic experience.

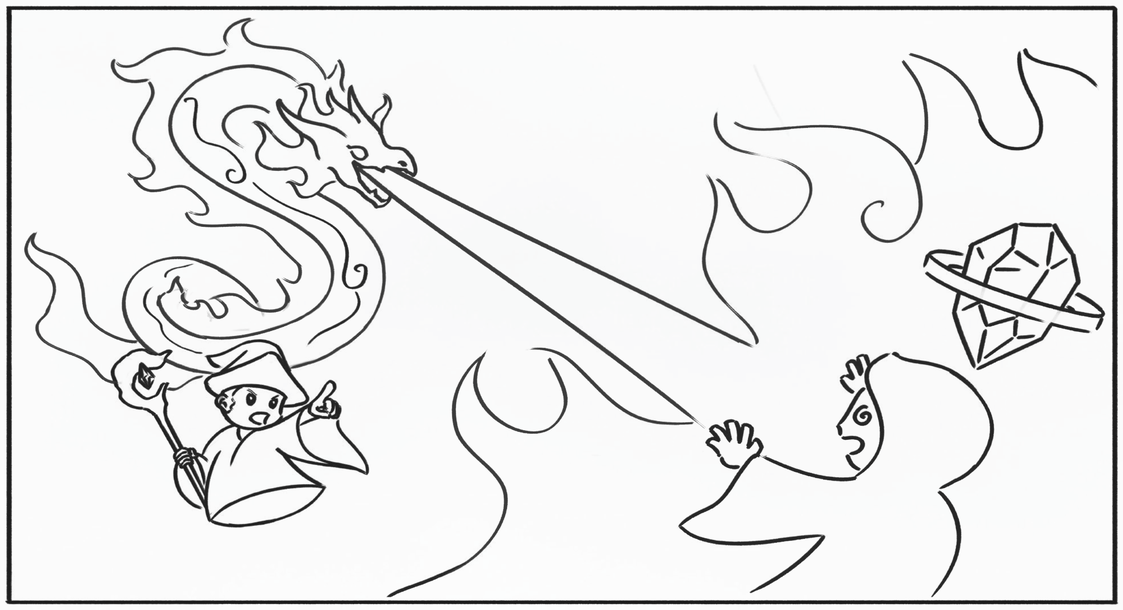
- Mon And Magic is not a duel-only game since all damage-dealing effects a player uses affect all other players. Therefore, there will be no “take-that” or situations where a specific player is targeted by many. Moreover, as the number of players increases, the amount of starting health each player gets also increases, allowing for a stable game duration regardless of the player count.

- When a player’s health drops to or below zero, that player stops playing and is ranked. But don’t worry, this is not direct elimination because by the end of the game, each player will have gone through the full course of the game without being eliminated in the middle.

Gameplay Concept

In the game, you will try to collect mon with unique characteristics and abilities ...

Utilize their powers for explosive combos. Strike your opponents' healthcores to take 'em down and become the winner!



On your turn, use a resource called 'runestones' to attract a mon into your team. Each mon commonly belongs to a distinct origin that provides an instant effect to help you train your mon and provoke their potential.

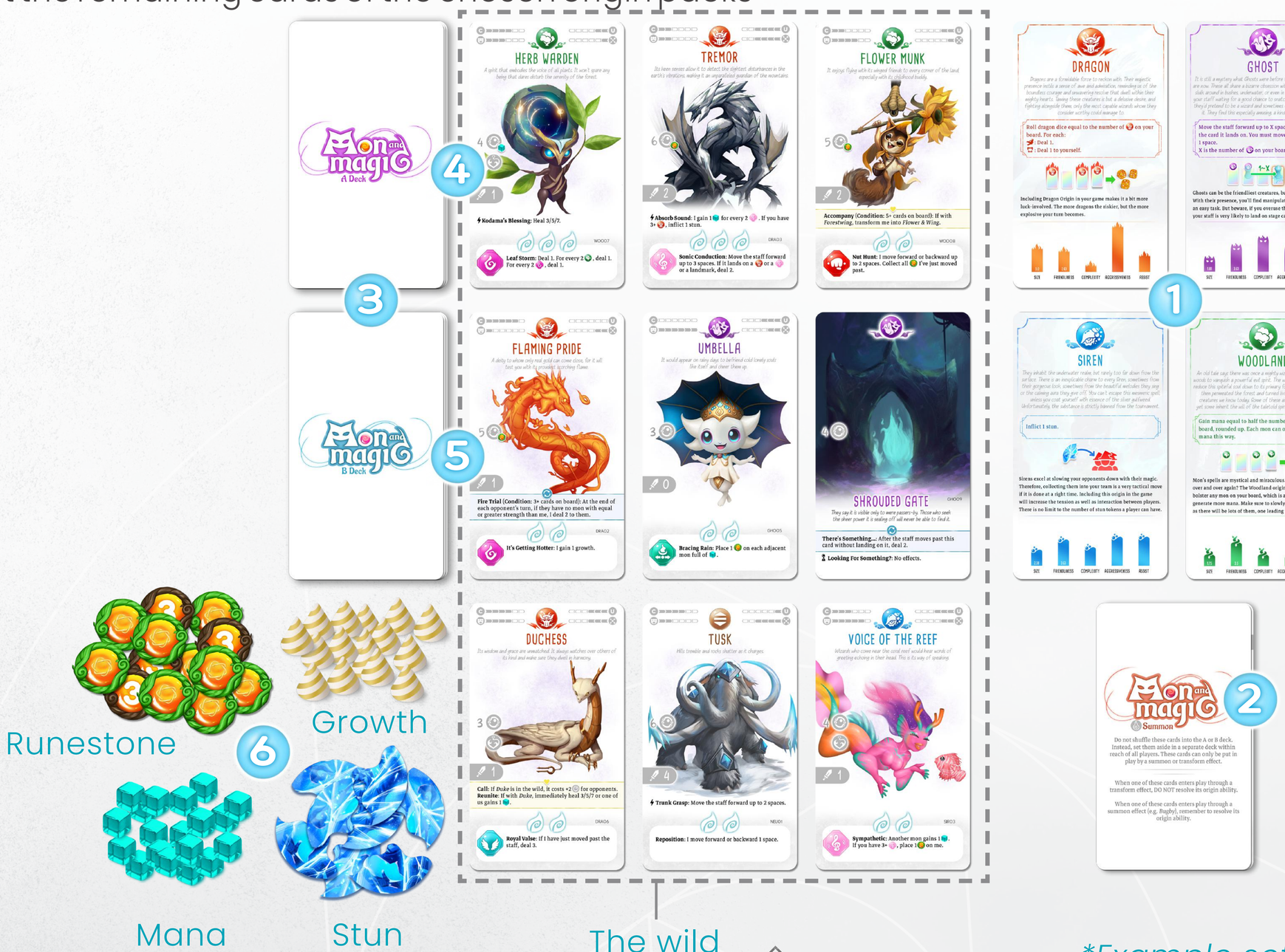
Things don't always go the way you want in this harsh arena, but remember, flexibility is usually the key to success. After all, the best mages are ones who understand their mon the most.

SETUP

- Choose a number of origin packs (except Neutral) for the game equal to the **number of players plus 1** (e.g. 4 origins in a 3-player game). Return the unused origin packs to the game box. Place all the origin reference cards on the table 1. Then, set aside all the cards with the summon back from each chosen origin in a separate pile 2.

(This icon indicates substitute setup for your first game) For a 1 or 2-player game, choose these 3 origin packs: Dragon, Ghost, Woodland. For a 3-player game, include all origin packs but Insect. For a 4-player game, use all 5 origin packs in the core box.

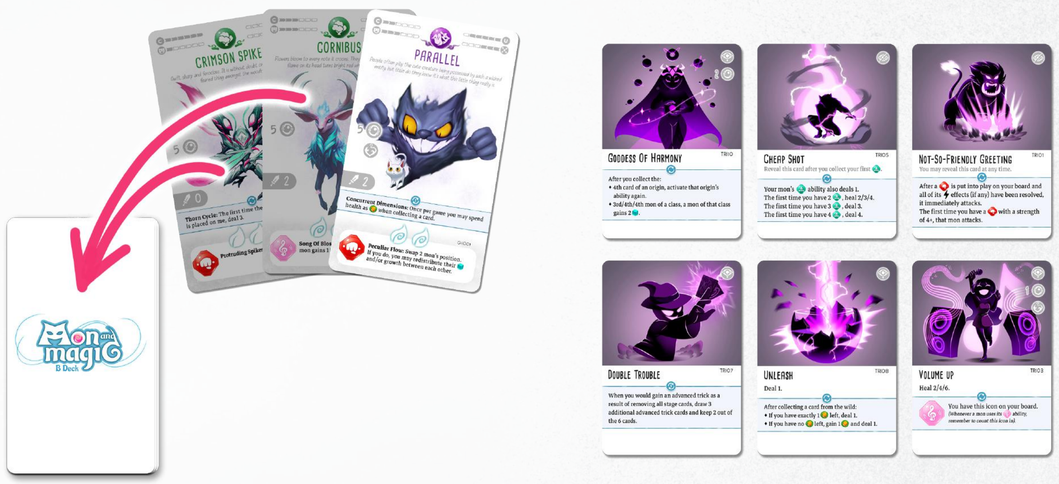
- Add **3 random cards from the neutral pack** to the game.
- Sort the remaining cards of the chosen origin packs and the chosen cards into 2 separate decks according to card back (**purple - A deck**, and **blue - B deck**). Shuffle each deck thoroughly and place them face-down in the central area 3.
- From the **A deck** 4, reveal **3 cards** in a row beside it. From the **B deck** 5, reveal **5/6/7 cards** in a row beside it if you play with 1-2/3/4 players. If there are six or more cards of the same origin in the wild, shuffle all the cards back into their respective decks and replenish the wild until this does not happen.
- Create a supply for each type of token, cube or piece 6.
- Each player takes **8 runestones** from the supply 12.



*Example setup in a 3-player game

- Deal each player 3 cards from the B deck and 3 basic trick cards (keep these cards hidden from other players) 7. Each player chooses 1 card from and 1 card from to keep. Return the cards you don't choose from back to the B deck and shuffle it 8. Flip the 2 basic trick cards you don't choose to the other side and place them horizontally in front of you. These are your two **meditation cards** 9.
- Place the card you chose from face-down horizontally in front of you 10. This is your first **reserved** card (see 'Reserve a card' on page 23). Then, place the basic trick card you chose from in front of you as well 11. If that basic trick has icon, reveal it now and pay its cost, if any. If it has icon, keep it face-down (see 'Tricks' on page 23).

Deal each player 3 cards from the B deck. They choose 1 card to keep and shuffle the rest back to the B deck. This is your reserved card at the start of the game which you can collect later during play (see 'Reserve a card' on page 20). Pick out these basic tricks: Goddess Of Harmony, Volume Up, Not-So-Friendly Greeting, Unleash, Cheap Shot, and Wild Tame. Then, shuffle those cards face-down and deal 1 to each player to use in the game. If that basic trick has icon, reveal it now and pay its cost, if any. If it has icon, keep it face-down. After that, each player draws 2 random cards among the remaining basic trick cards and use their back sides as meditation cards.



Player's board

*Player area setup

- Each player receives **3 advanced trick cards** without looking at them. Place them face-down 13 in front of you in a row as **stage cards** to form your board. Place 3 growth tokens on the left-most stage card, and place 1 growth token on each of the other two 14. These are stage tokens.

We suggest not using advanced tricks in your first game. Just like in the normal setup, each player draws 3 random advanced trick cards and place them face-down in front of you in a row as stage cards to form your board. However, these will only be used as stage cards in this game, and you will return them to the box when they are removed instead of using them as advanced tricks. Then, place 3 mana cubes on the left-most stage card, and place 1 mana cube on each of the other two.

NOTE: The back side of an advanced trick card is a stage card. The back side of a basic trick card is a meditation card. Favors ( ) are found at the bottom of the origin reference cards.

- Each player chooses a color and takes the staff and the 3 health trackers of that color.
- Each player place their staff to the left of the left-most stage card 15.
- Consult the back of the health board for **starting health,** and the number of **favors** you get if you are playing with the Favors variant. Each player places their health trackers on the front of the health board according to their starting health.

Health board - front

Health board - back

- The person who most recently petted an animal or plant is the **first player** of the game. The first player is always the one who starts a round of the game. The concepts of round and first player only matter slightly at game end, not during the game.

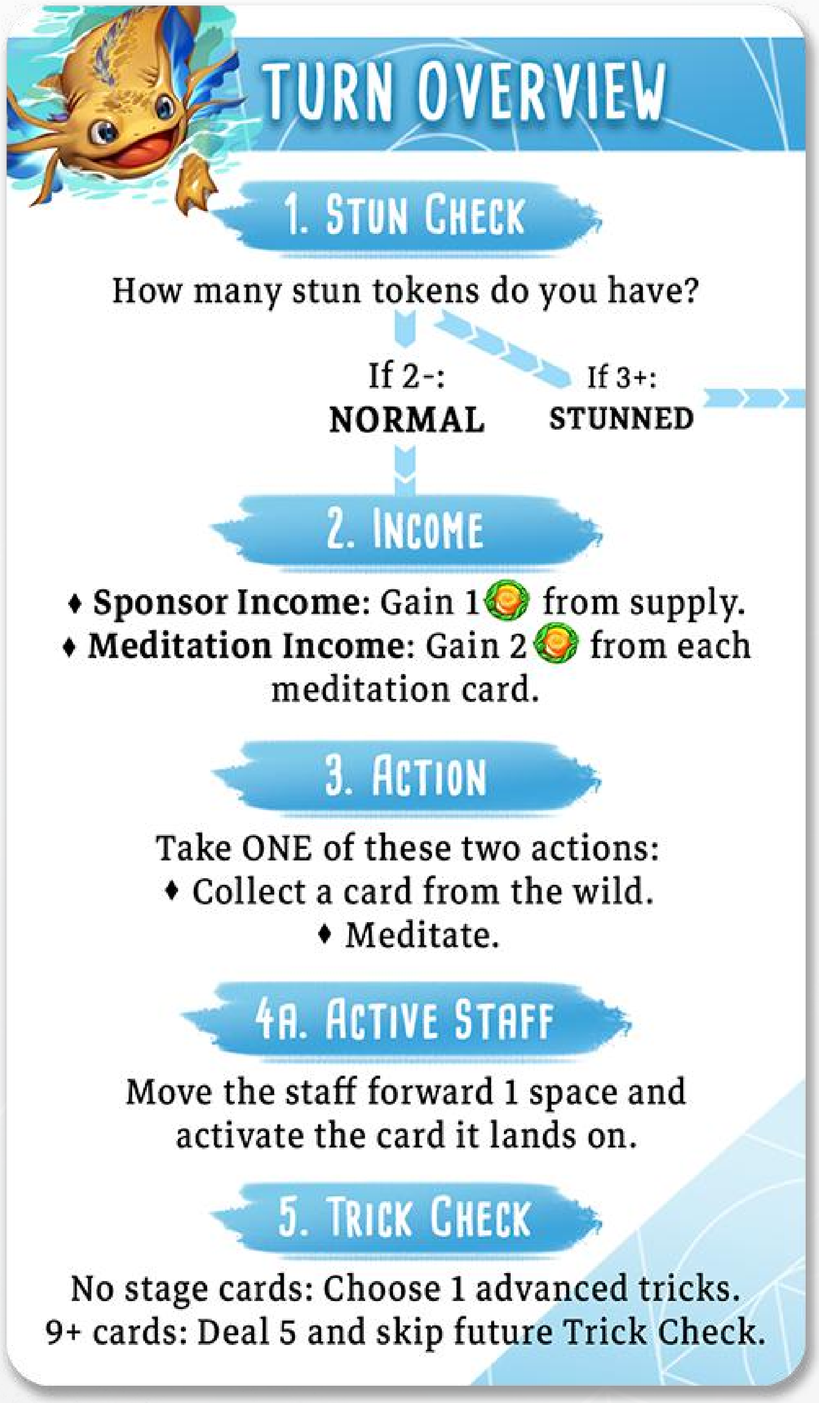
Now you are ready to go!

COURSE OF PLAY

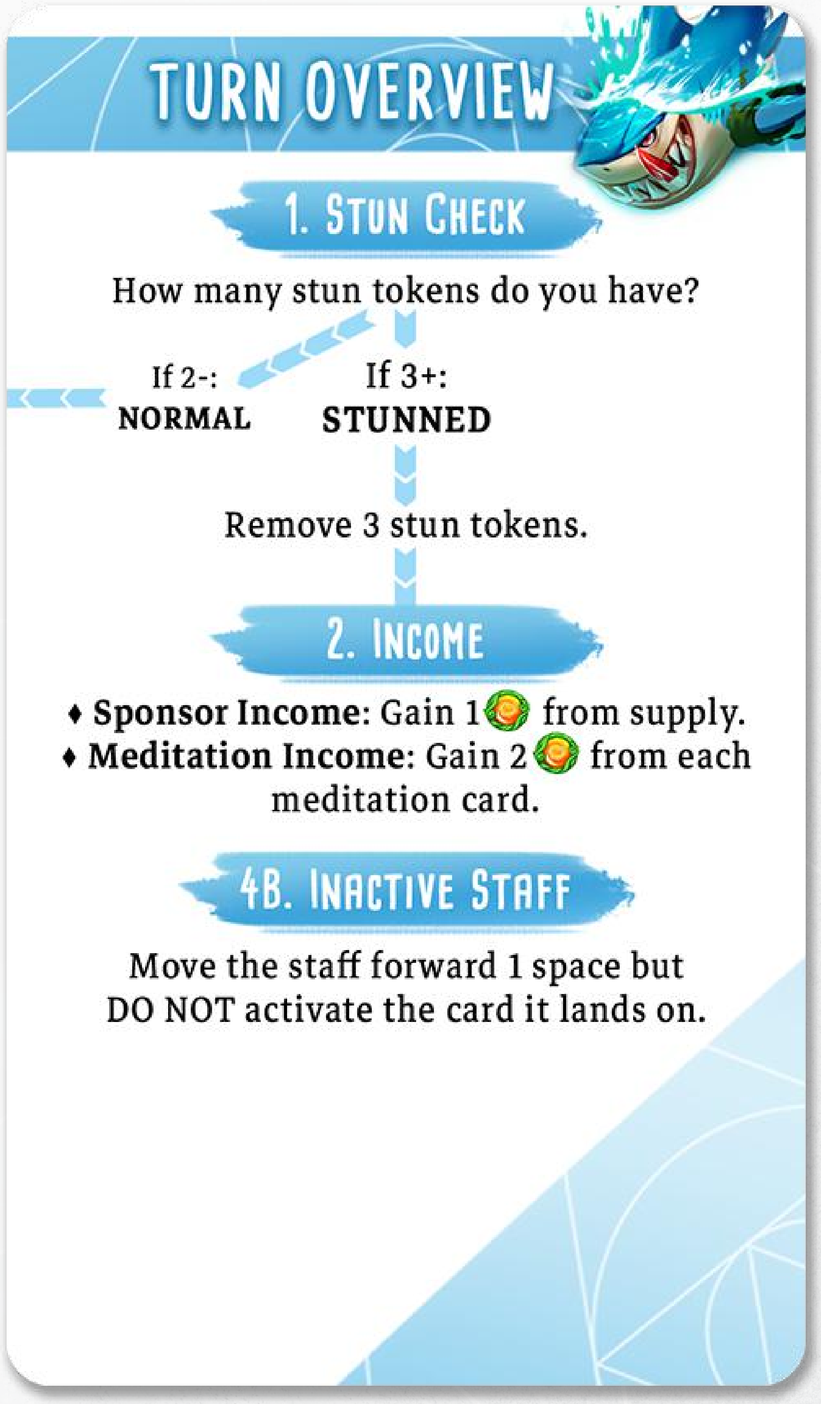
Mon are wild creatures with extremely strong characteristics and disorderly nature. They always act on their own will and no wizards, even the most capable ones, could ever control them or make them obey. Therefore, to become the Domitor, a wizard must be able to mix and match their mon's unpredictable powers in a clever way to create the most impressive combos and outplay all their opponents.

Turn Overview

During the course of the game, players alternate taking single turns in clockwise order.
On your turn, go through these phases in the following order:



Normal Turn



Stunned Turn

1. Stun Check Phase

Check how many stun tokens you have.

- If you have less than 3 stun tokens, you are not stunned, and the turn proceeds normally (normal turn).
- If you have **3 or more** stun tokens, you are stunned. In this case, return 3 of them to the supply, and now you must carry out a **stunned turn** instead of a normal turn (see 'Stunned Turn' on page 17).

Inflict Stun

When an effect (e.g. the origin ability) allows you to inflict 1 stun, **all opponent** must receive 1 stun token.

Normal Turn

2. Income Phase

Players gain runestones in this phase. There are 2 sources of income:

- **Sponsor income**: Gain 1 runestone from the supply 1. *The audience can be quite generous.*
- **Meditation income**: Gain 2 runestones from each of your meditation cards 2 (see more in 'Meditate' on page 15).

3. Action Phase

Each turn, you must take **ONE** of these two actions:

- Collect a card from the wild
- Meditate

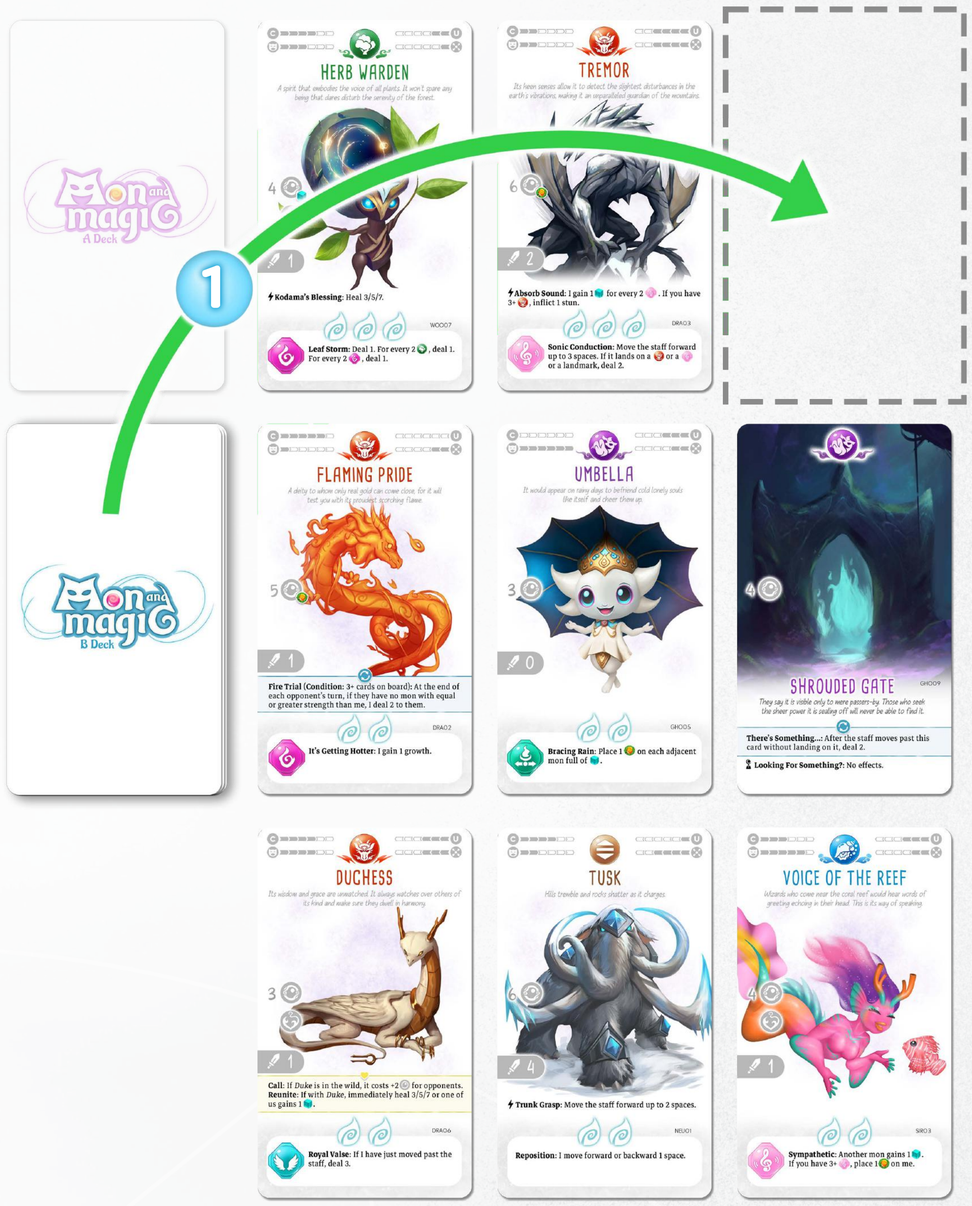
Collect A Card From The Wild

Choose a face-up card in the wild, pay its runestone cost and add it to your board **on the right end** (unless stated differently). If that card has a stun cost, you must also receive a stun token. *Some mon are a real pain in the neck, I'm telling you. It might take days to win 'em over.*

Some cards have an **imbued bonus** along with the cost. If the imbued bonus is , after collecting that card, place 1 runestone from the supply on it. This runestone can be collected later when that card is activated. *Some treasure this magical stone so much that they won't let go of it even in their sleep. You gotta come and ask it back.* If the imbued bonus is , after collecting that mon, it immediately gains 1 mana.

Imbued bonus

Imbued bonus



At any time, when a slot in the wild is empty, immediately replenish it with the top card of the corresponding deck.

If there is an empty slot in the wild but there is no more card in the corresponding deck to replenish it, use the other deck to replenish that empty slot instead.

For example, you are in a 3-player game (there are 9 slots in the wild) and deck A runs out. When you would replenish a slot of deck A, deal the top card of deck B into that slot instead 1.

ADDITIONAL RULE - DEEP SEARCH: At the start of your actio **deal 1 to yo and** B deck ollect a car one of those cards as if they were in the wild.

NOTE: Collecting a card from the wild is the most important action in the game. Taking this action often triggers other abilities and effects which may lead to a chain reaction, so we suggest that you resolve each step slowly and carefully. You should use the **resolve helper** to avoid confusion. (de them resolve helper)

After you add a card to your board, carry out the following steps in order:

1. Remove 1 stage token from the left-most stage card (if any)
2. Resolve any effect with "The first time you (your board) has X+ cards" or "After/When you collect X"
3. Resolve that card's abilities, including:
   - 3a. Origin ability
   - 3b. ⚡ abilities (if any)
   - 3c. Ongoing and/or relationship abilities of that card (if possible)

1. Remove 1 Stage Token From The Left-Most Stage Card

After adding a card to your board, if there are still one or more stage cards on your board, remove a token from the **left-most** one. When there is no stage token left on a stage card, immediately remove it from your board. *Getting cheered for by the crowd can be a big mood booster, but is likely a waste of time.*

When you remove a stage card with the staff on it, the staff stays at the blank position where that stage card was, not moved onto any other card. Also, after removing a stage card, you may privately preview the advanced trick on its other side at any time.

Stage tokens

Stage Cards

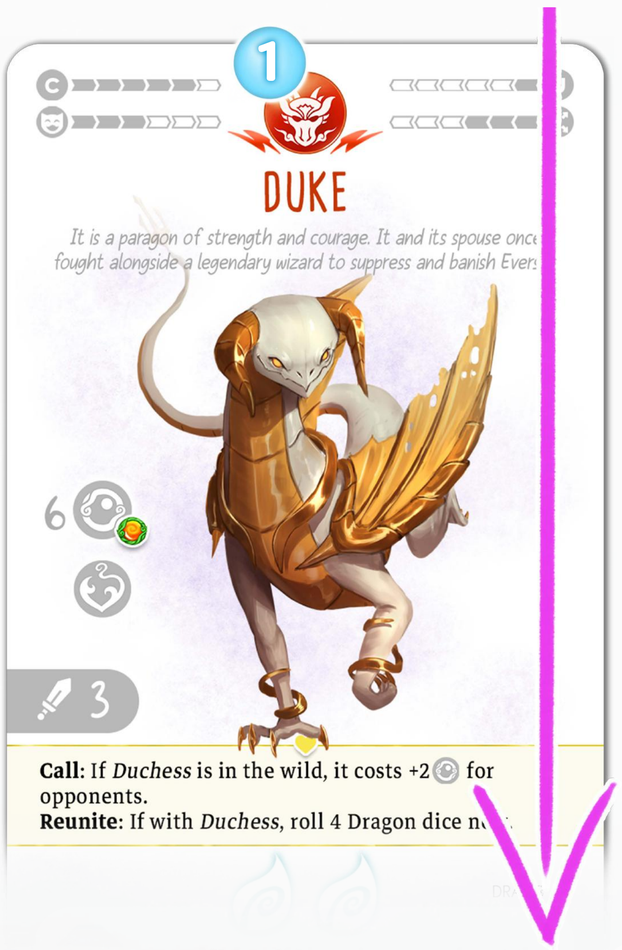
Stage cards are not considered cards on your board for effects in the game. They are blank slots with the sole function of hosting the staff. *For example, when counting cards for Flaming Pride's Fire Trial ability (Condition: 3+ cards on board), do not count stage cards.*

When the staff lands on a stage card, nothing happens. Removing stage cards helps avoid wasted turns where your staff activates nothing. By removing all stage cards, you also gain access to advanced tricks (see 'Trick Check Phase' on page 17).

2. Resolve Effects With "The First Time You (Your Board) has X+ Cards" Or "After/When You Collect X"

Check all the cards on your board (including the just added card) for abilities and effects that says "The first time you (your board) have X+ cards" or "After/When you collect X" and resolve them in any order. Note that you must resolve an ability or effect fully before moving on to another, even if that ability or effect triggers another one while being resolved.

3. Resolve Card Abilities



Abilities and effects on a card are normally resolved from **top to bottom**, from **left to right**!

1. Resolve the origin ability of the card
After adding a card to your board, you must resolve the origin ability (1) of the card first (see more in 'Origin' on page 17).

2. Resolve ⚡ ability
⚡ (enter) ability is a one-time ability and must be resolve immediately after a mon is added to your board.

3. Resolve ongoing/relationship ability
An ongoing (blue) or relationship (yellow) ability stays active for as long as its card remains in your lineup, taking effect whenever it instructs so.

Ongoing ability: This ability is resolved at a specific time or when a specific condition is met.

Relationship ability: This ability is resolved in response to another card. It is often triggered when this card and the mention card(s) are present in play.

Some do much better with their loved ones around, but there are also some who hate each other's guts. Bear this in mind when you add them to your team.

Meditate

Place **from 1 to 3** of your runestones on an **empty** meditation card. Then, place the same number of runestone from the supply on that same meditation card. *Harsh as it might be, there are a few secluded spots in this arena where you can rest a bit and purify your magic flow. Make sure to visit those once in a while.*

4A. Active Staff Phase

In this phase, move your staff **forward 1 space** and **activate** the card it lands on.
If the staff is on the right-most card on your board, move it onto the left-most card instead and activate that card. If the staff lands on a stage card this way, nothing happens.

NOTE: At the start of the game, the staff passes through the 3 stage cards on your board first before it reaches your mon or landmark cards.

Whenever an ability or effect allows you to move the staff forward, if during the movement there is no more card on the right for it to continue moving, it **returns to the left-most card** (this does not mean the right-most card on your board is adjacent to the left-most one). This rule **does not apply** when the staff is moving backward.

There are 2 types of cards to be activated: **mon card** and **landmark card**. When a card is activated:

MON CARD

The mon **attacks**, dealing damage equal to its **strength**. (Strength = printed strength + the number of growth on the mon)

2

The mon **gains 1 mana**. Place 1 mana cube on the card.

*In this example, when the staff lands on Cornibus, it first deals **3 damage**, and then gains **1 mana**.*

LANDMARK CARD

Remember to collect runestones on a card (if any) when it is activated by the staff.

Resolve the ability of the landmark. If the landmark has no ability, nothing happens when the staff lands on it.

Landmarks does not have mana holders on it, thus **cannot gain mana**, unless stated otherwise.

ADDITIONAL RULE: When a card is removed from the game by any effect, if the staff is currently on it, place the staff on the card on the left. If there is no cards on the left, the staff stays at the blank position where that removed card was.

5. Trick Check Phase

In this phase, if:

- All 3 of your stage cards have been removed from your board, look at their other side for the 3 advanced tricks. Then, **choose 1 advanced trick to keep** and discard the other 2.
- You have 9 or more cards on your board, immediately **draw 2 master trick cards and choose 1 to keep**. In all future turns after the current turn, you skip the Trick Check phase.

If neither of the conditions above is met, nothing happens in this phase.

Stunned Turn

2. Income Phase

In a stunned turn, you receive **sponsor income** (gain 1 runestone from the supply) and **meditation income** (gain 2 runestones from each meditation card) normally.

4B. Inactive Staff Phase

Move the staff the same way as in an Active Staff phase in a normal turn, but **do not** activate the card it lands on.

Additional Rules

OVERLOAD: When you would end your turn, if you have 11 or more , **discard down to 10**. Then, for each discarded, deal 1 to yourself. *Don't be greedy. Holding too many runestones may cause chaos to the magic flow in your body.*
LOST IN THE WILD: In your action phase, if you cannot take any action, you must deal 3 to yourself and move on to the next phase. *We rarely have this. Such inexperience shouldn't be seen in wizards who've come this far.*

Origin, Class & Spell

Origin, class and spell are the three most significant elements on a card. Each mon has its own unique features and characteristics based on the combination of those elements, while a landmark only has origin and is intended to support that origin.

Origin

Which origins appear in a game is decided by all players before the game starts, so the combination of different origins will deliver a highly varied experience in each play of Mon And Magic. There are 5 origins in the core game:

NOTE: If this is your first play, we suggest choosing Dragon, Ghost and Woodland for the origins. For detailed information about each origin, check out its origin reference card.

Dragon

STRONG • RISKY

Roll dragon dice equal to the number of on your board. For each:
: Deal 1.
: Deal 1 to yourself.

Dragons are the most powerful and unruly beings in this world, so it's perfectly normal for you to gain some marks on your body while dealing with them. Handle 'em with care, my friend!

Ghost

MANIPULATIVE • VERSATILE

Move the staff forward up to X spaces and activate the card it lands on. You must move the staff at least 1 space.
X is the number of on your board.

These mischievous creatures are obsessed with our staff, always looking to snatch it away from us and play with it in the strangest ways. You might want to take advantage of that to create the most surprising moves.

Insect

DIVERSE • UNITED

Resolve the effects on each card on your board from left to right (including the newly added card).

Insects love to swarm together. When one appears, they all resonate, and each performs their own unique ability. They are promised to be the strongest if gathered into a big crowd.

Siren

TEMPO CONTROL • STABLE

Inflict 1 stun.

There is a mysterious charm to sirens that never fails to enchant us. These are great picks if you want to slow your opponents down.

Woodland

EXPLOSIVE • FLEXIBLE

Gain mana equal to half the number of on your board, rounded up. Each mon can only receive 1 mana this way.

Shrouded within the trees, these creatures are the keenest and hardest to fathom. Some are peaceable and defensive, while some others can be the most aggressive you've ever seen.

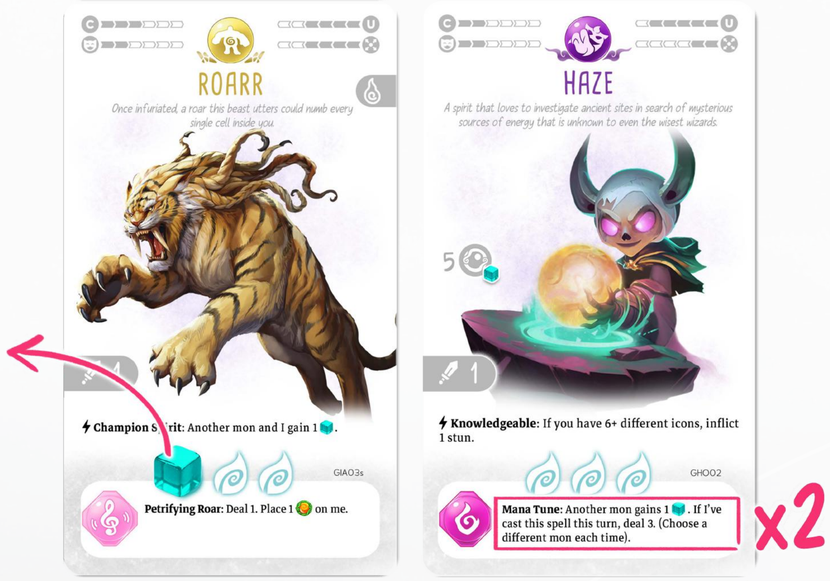
Class

A mon's class ability is always triggered when it **discharges** (be full of mana, see more in 'Discharge' on page 21). There are 6 different classes in the game:

Fighter

Roll a number of fighter dice **equal to this mon's strength**. Then, deal 1 for every 2 ● rolled.

The ultimate goal of the game is to create an engine, and that engine should deal large amounts of damage. Fighter mon are the best at this task as the ability allows more chance for dealing damage. The great thing is this ability is scaled based on the mon's strength, so adding growth to your mon will make them stronger and stronger. *Fighter mon hit harder than those of other classes, that is for sure. You can feel competitiveness even in their appearance. Look out for them, for they may crush your team in no time.*



You may remove 1 mana from another mon on your board to have this mon **cast its spell immediately**.

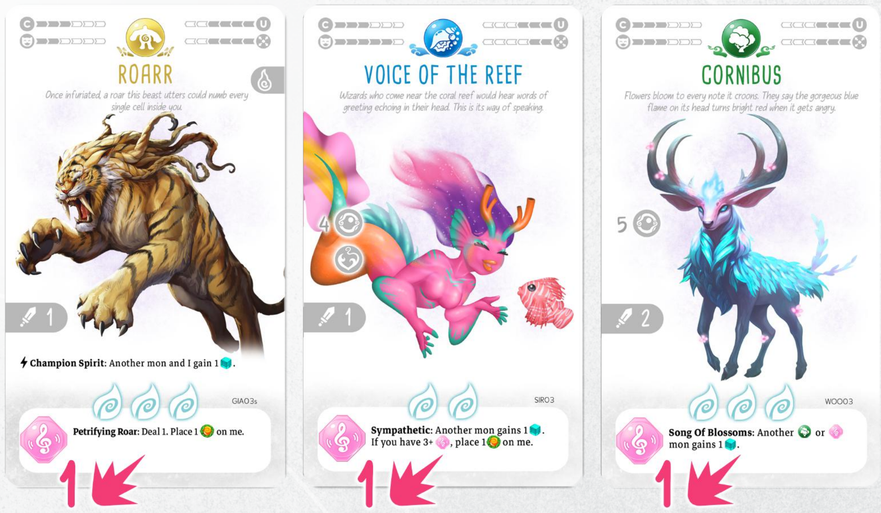
Magic Addict

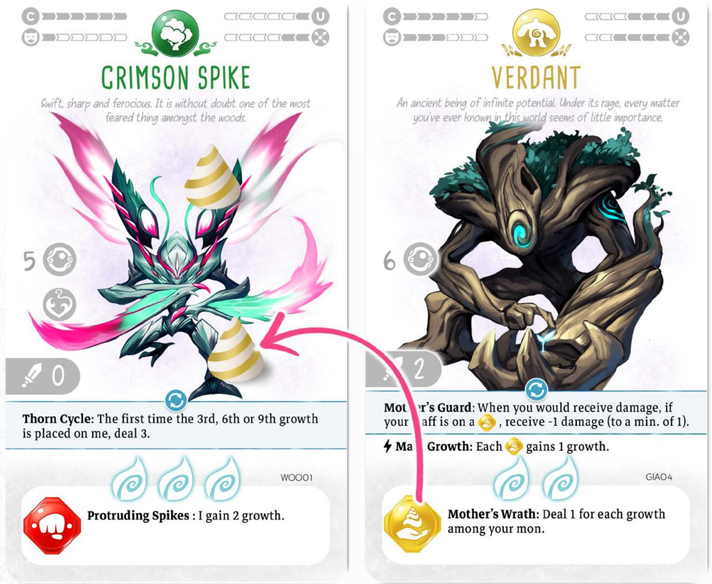
This means if you choose to use the ability when the mon discharges, it will cast spell **2 times** (see 'Discharge' on page 21). *Magic is all they care about. They'll go to any length to have enough energy to cast their spell, because to them, every time they get to unleash their arcane power is a glorious performance.*

Singer

Deal 1 for each on your board.

If you choose to go with singers, you should have a lot of them. This is one of the strongest strategies in the game. *I've no idea how they got the title 'singer' in the first place, maybe our ancient wizards are playing sarcasm or something? A few of them do croon with beautiful soothing voices, but the others will just pierce your ears with horrendous growls and howls. You'll understand when you're around them.*





Place 1 growth on an adjacent mon. If this is the first growth on that mon, also place 1 on it.

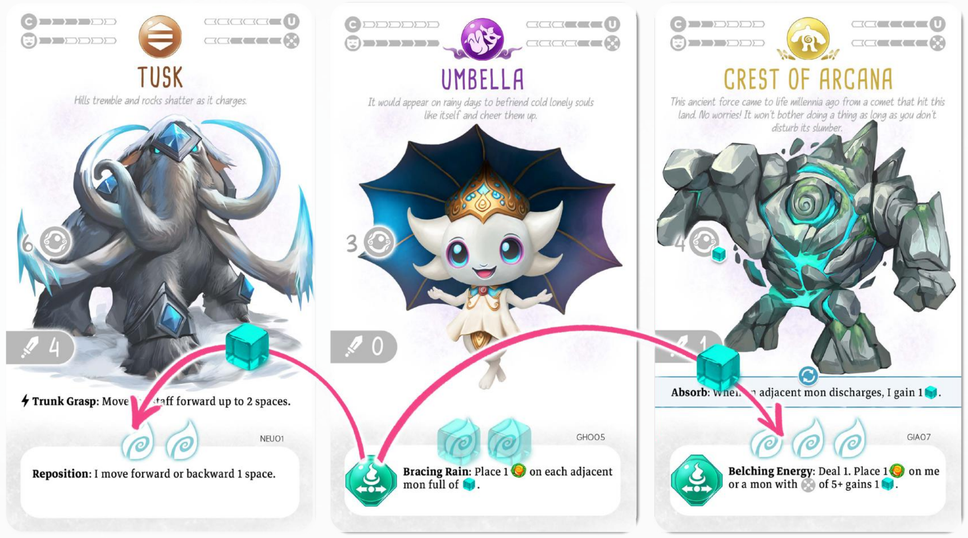
Caretaker

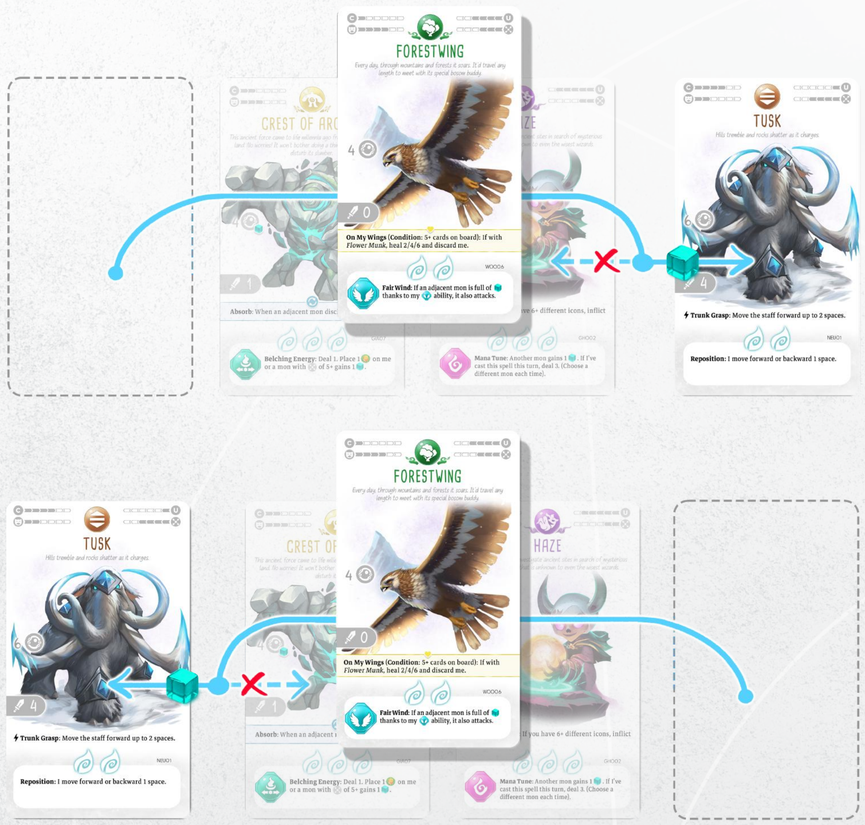
Caretakers help other mon grow stronger, especially carry ones or those that interact with growth, so they should be recruited early. The ability may also grant , so it can also help a bit with your economy. *These are capable of stepping up the power within other mon, and so have become wizards' choice in this competition. But where does that uncanny gift of theirs come from? And does it have any side effects? No one really knows.*

Diffuser

Two mon **adjacent** to this mon gain 1 mana.

Discharging is an integral part of the game, and diffusers are those that can help adjacent mon discharge faster. Many mon have spells that grant bonuses if they can make other mon next to them full of mana, so you should make use of this to gain more advanatages. *Wanna see one of these? Go visit an alchemist's lab. They are a great help when you need to tell ingredients apart, because even if there are poisonous substances, they'll be perfectly fine.*





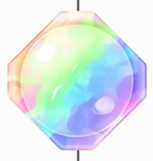
This mon **moves** forward or backward any number of spaces, then may **place 1 mana** on an adjacent mon that it does not move past during this movement.

Flying

Flying mon are extremely useful, especially from mid-game onward since they can help you bring the staff back to your carry mon. *Look up. There they are, soaring tirelessly above us. Don't be surprised if you see a wingless one takes off, or a winged one that doesn't fly at all. These fly because they love it, not because they can.*

ADDITIONAL RULE: When you move a card, everything on it must remain on it as it moves, including the staff (you move the staff, tokens and cubes along with the card). You can take advantage of this to control your board better.

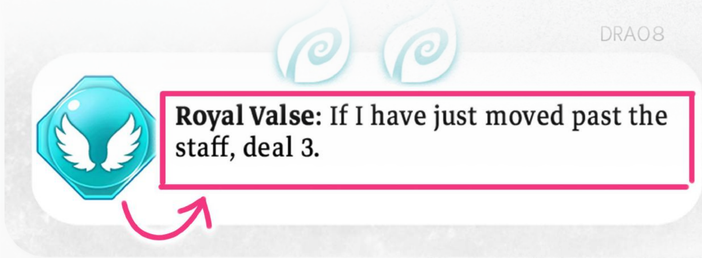
Note that a mon/landmark card may never move past a stage card. This means when moving backward (toward the left), a mon/landmark must **end its movement before the stage cards** (if any).



Some mon in the game has this icon. This is not treated as a class and does not count as an icon for any effect in the game. When seeing this icon, it normally means the mon will have some effects that interact with a specific class. *For example, Valorclaw's Brilliant ability allows it to be of any class of your choice. In this case, place the chosen class token on it as a reminder.*

Spell

Each mon has its own unique spell. A mon's spell is cast right **after** its class ability when it discharges, or sometimes triggered by another ability or effect. *Every spell, ability or effect comes with a distinct name. It sounds cool when you shout out those names in battle, doesn't it?*



A mon's spell and its class ability often support each other. Make sure you use this relation cleverly to make the most out of your mon's potential and compete more effectively.

Discharge

During the course of the game, several abilities and effects will cause a mon to gain mana. When the number of mana on a mon **equals or exceeds** the number of mana holders it has (aka that mon is full of mana), the mon discharges. When a mon discharges, immediately remove as many mana from the mon as the number of mana holders it has (do not remove the excess mana). Then:

1. Resolve the mon's **class ability**.
2. Resolve the mon's **spell**.

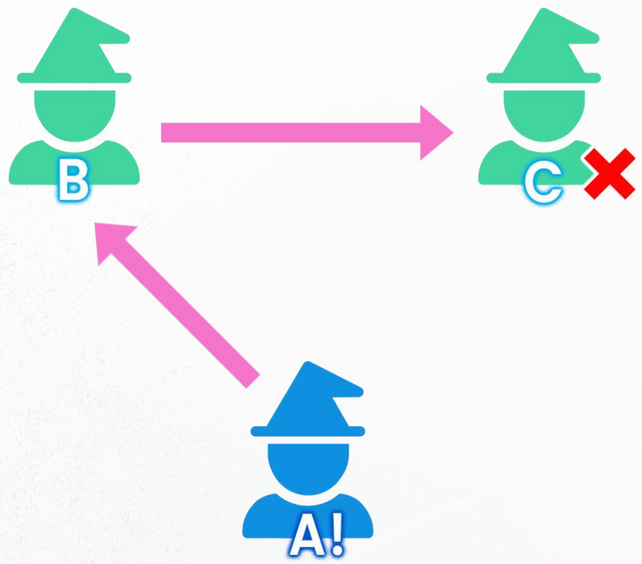
END OF THE GAME

To ensure fairness, the basic rules of the game introduce you to the equal turn ranking. The idea is to give each player the same number of turns to play before they would be ranked. If you need a more intense and thematic ranking, check out the 'Favors Variant' on page 26.

Ranking

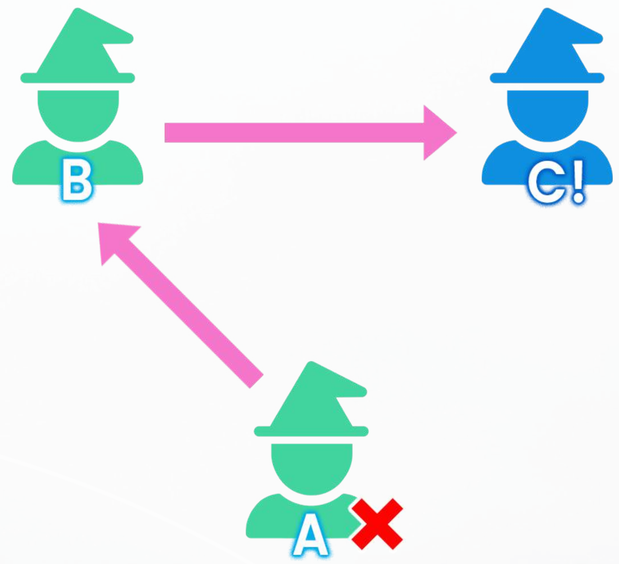
Ranking only happens at the end of a round **when all players have taken their turn and there is 1 or more player whose health has dropped to 0 or below**. All such players now compare their health and take the lowest ranks available. They will stop playing, and all other players keep playing as normal.
Please take a look at these two examples below: A is the first player of the game, B is the second, and C is the last player.

SCENARIO 1



- *It is now A's turn.*
- *A deals damage to B and C. C's health drops to 0.*
- *C will still play the game and has 1 more turn because ranking only happens at the end of a round.*
- *At ranking (the end of the round), A has -12 health, B has -10 health and C has -8 health. C is now ranked first and is the winner of the game.*

SCENARIO 2

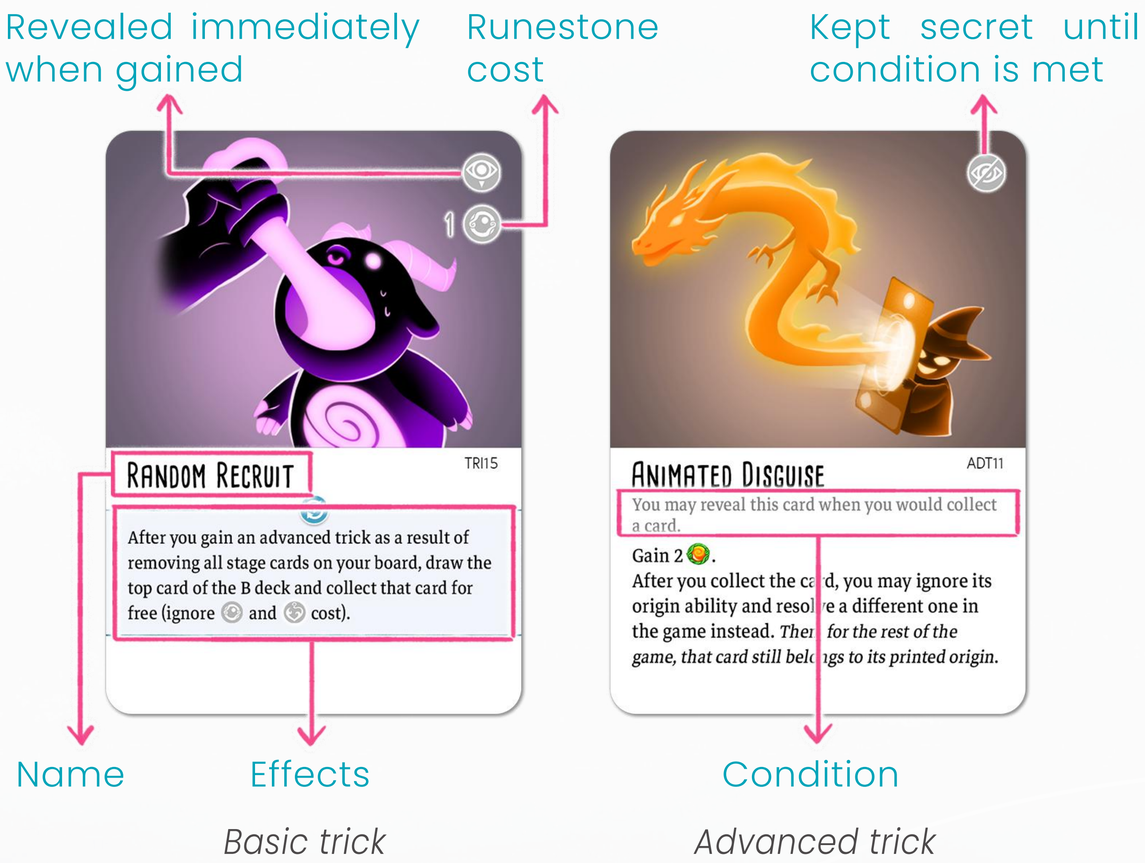


- *It is now C's turn.*
- *C deals damage to A and B. A's health drops to 0.*
- *At ranking (the end of the round), A has -2 health while B and C still have 1 and 3 health, respectively. A is now ranked 3rd in the game.*
- *B and C then proceed to play the next round to find out who the winner is.*

In the super rare case when there is no more card in the wild, the game ends immediately after the active player's turn. In this case, all the players who have not been ranked compare their remaining health and are then ranked accordingly. The player with the most remaining health is the winner of the tournament.

Tricks

Tricks are helpful tools that add variety to each of your play. Basic tricks often provide directions and help shape strategies, while advanced tricks offer tactical choices and create twists during the game.



NOTE: You only pay for a trick card after revealing it.

Reserve a Card

You get to reserve a card from the wild at the start of the game and through some card abilities. To reserve a card from the wild, take that card (without paying its costs) and place it face-down horizontally in front of you. During your action phase, when you would collect a card from the wild, you may collect one of your reserved cards instead (paying its costs normally). Collecting a reserved card is considered collecting a card from the wild too.

Resolution Timing

Whenever 2 or more mon are full of mana and would discharge as a result of an ability or effect, you must finish resolving that ability/effect first. Then, you may have those mon discharge in any order you want.

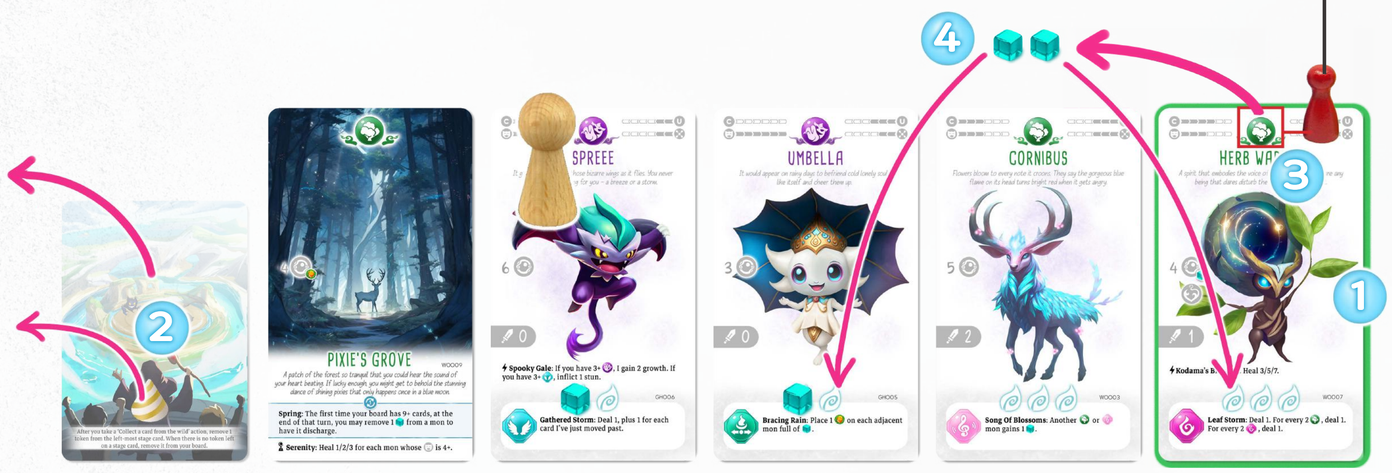
Any of your effects that says "The first time you have/your board has..." must be resolved before the effects from the newly collected card. *For example, the 'Spring' effect from the landmark 'Pixie's Grove' must be resolved immediately after you place the 9th card onto your board, before the effects of that 9th card.*

Growth

A growth grants +1 to the mon's strength. There's no limit to how many growth a mon can have.

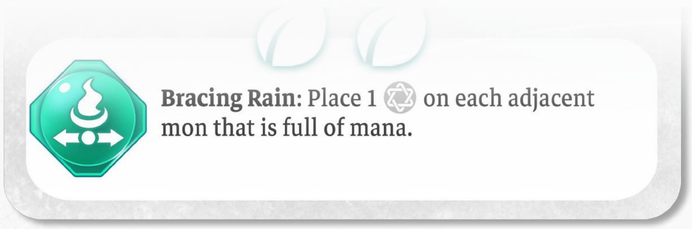
EXAMPLE OF A TURN

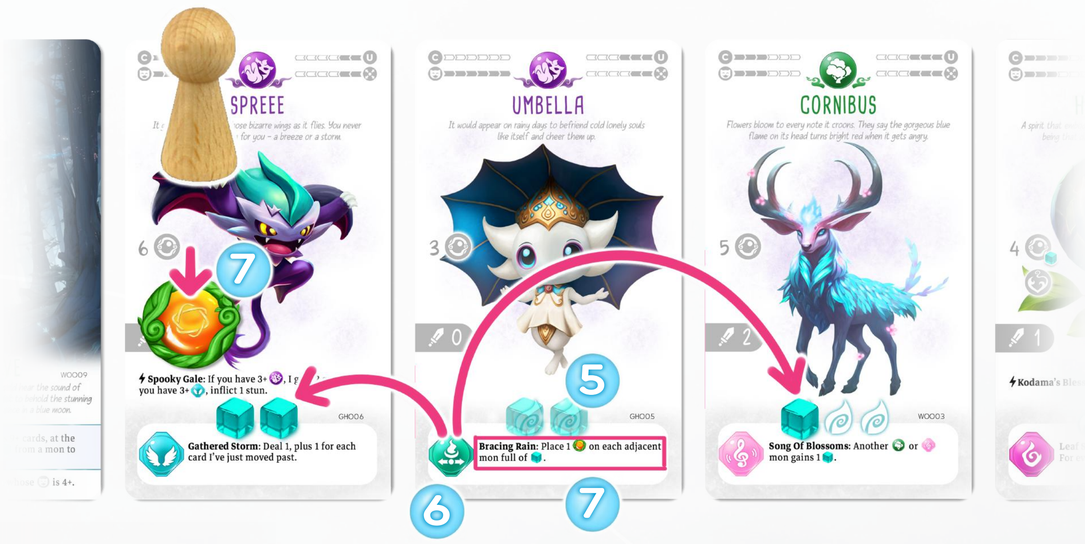
NOTE: This is the **resolve helper**, used to track which stage of resolution you are in. This helps avoid confusion, especially in the case of chain reactions. *For example, when you would resolve a mon's origin ability, put it next to the origin icon on that mon so you won't forget you are at this stage of resolution. Once you are done with the origin ability and the related chain reaction, move it next to the mon's ability to start resolving it.*



In his action phase, Rhino spends 4 as well as receives a stun token to collect Herb Warden from the wild and add it to his board 1. As a result of this, he removes the last token from the stage card on the left. Since there are no tokens left on this stage card, he removes it from his board 2. After that, Rhino resolves Herb Warden's Woodland origin ability 3, gaining 2 mana. He then gives those mana to Umbella and Herb Warden itself 4.

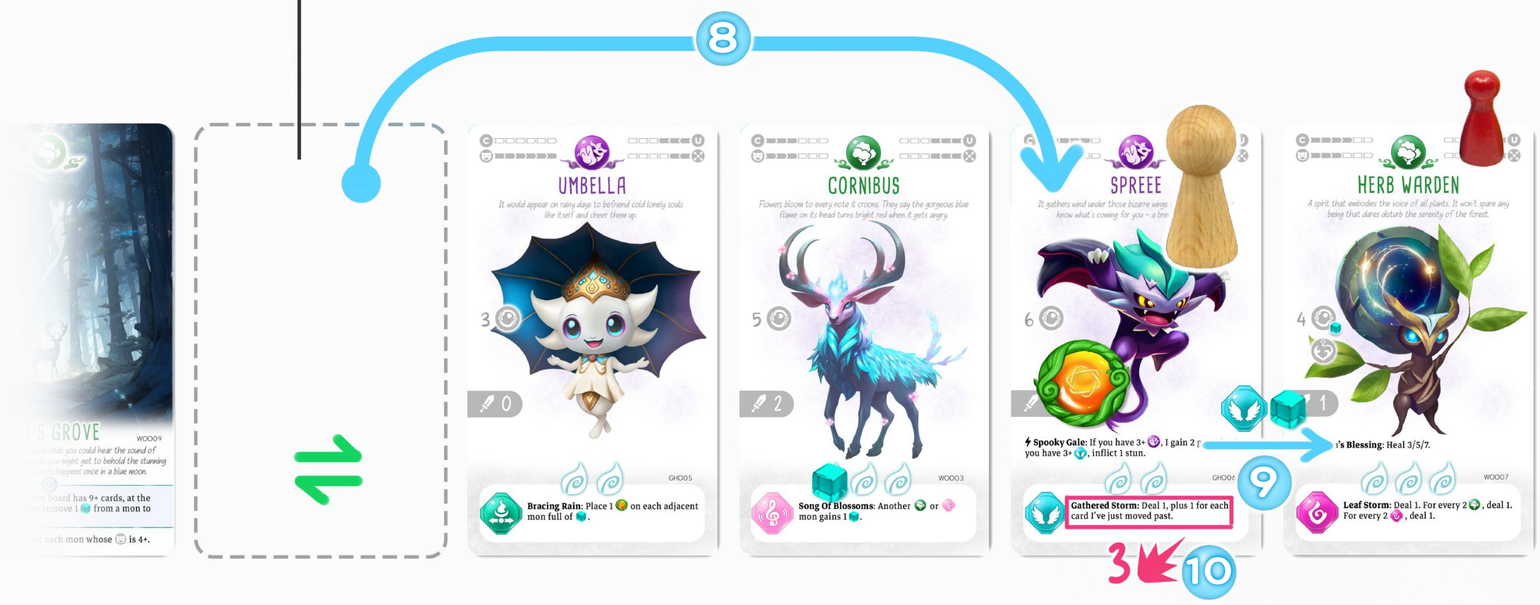
Umbella is now full of mana, so it discharges. First, Rhino removes 2 mana from Umbella 5. After that, he resolves its Diffuser class ability, giving the 2 mon adjacent to it (Spreee and Cornibus) 1 mana each 6. Spreee is now full of mana, but Umbella must finish discharging first. Rhino then resolves its spell, placing 1 on Spreee 7.



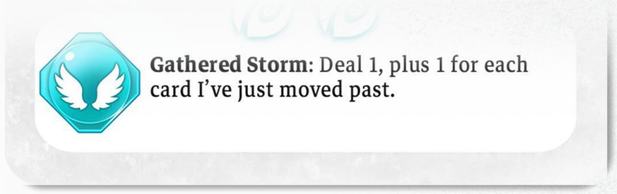


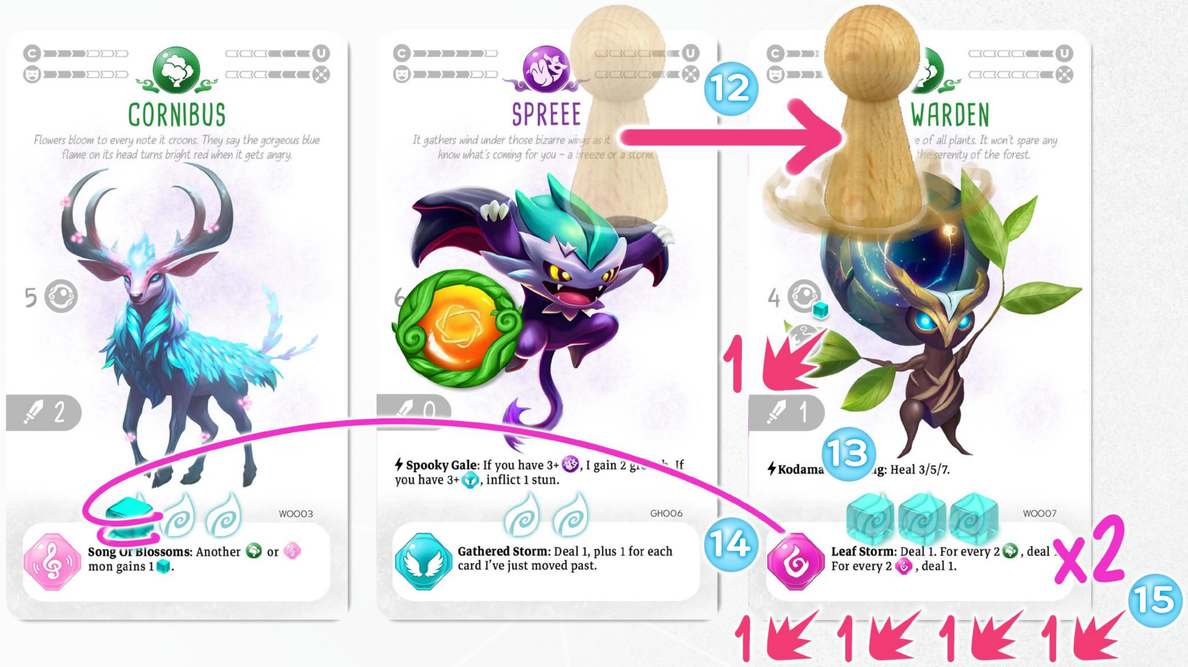
NOTE: After resolving abilities and effects, if there is a gap like this on your board, rearrange your cards to close the gap. The two cards on either side of the gap are now adjacent to each other.

REMINDER: When a card moves, everything on it must remain on it as it moves, including the staff (you move the staff, tokens and cubes along with the card).



As Spreee is full of mana now, Rhino goes on to resolve its discharging. Thanks to its Flying class ability, Spreee moves forward 2 spaces 8 and places 1 mana on Herb Warden 9. Then, it casts its spell, dealing 3 damage since it just moved past 2 cards 10.





As the chain reaction caused by Herb Warden's Woodland origin ability is over now, Rhino moves on to resolve its ⚡ ability. Thanks to this ability, Rhino heals 4 (since this is a 3-player game), and Herb Warden gains 1 mana 11. This is also the end of Rhino's action phase.

Next, in the active staff phase, the staff moves forward 1 space and lands on Herb Warden 12. It activates the mon, letting it attack (deal 1) and then gain 1 mana 13. Herb Warden is full of mana now, so it discharges. The Magic Addict class ability removes 1 mana from Cornibus 14, which allows Herb Warden to cast its spell twice after that, dealing a total of 4 damage 15. Finally, in the Trick Check phase, since there are no stage cards left on Rhino's board, he gets to choose one of the three advanced tricks (the other side of the removed stage cards) to keep and discard the other two.

NOTE: After removing a stage card from your board, you may secretly preview the advanced trick on its other side at any time.

Favors Variant

This variant provides a more thematic experience for all players where you can feel the tension of a competition more clearly. Favors are **improved actions** that you can choose to take in your action phase instead of the 2 basic actions in the game. There are some changes during setup and at game end when you play this variant.

SETUP

Each origin comes with a favor card. During setup, bring in play the favor cards of the origins you have chosen to play with and place them within reach of all players. *For example, if you play with , and , use only the favor cards of those 3 origins in the game.*

You can see the symbols together with starting health at the back of the healthboard. These symbols indicate how many favor pawns each player gets. *For example, in a 3-player game, the 1st player has 1 favor pawn to use, while the 2nd and 3rd player have 2 favor pawns each.*

USING A FAVOR

During your action phase, instead of taking one of the 2 basic actions ("Collect a card from the wild" or "Meditate"), you may choose to use a favor. If you do, place one of your favor pawns on a favor card available in play and carry out the action on that card. You cannot place a favor pawn on a card if there is already a pawn of yours on that card. If you do not have any favor pawn left, you cannot use a favor anymore.

END OF THE GAME

Unlike in the normal game, in the Favors variant you will be ranked immediately when your health drops to 0 or below. Thus, when all but one player have been ranked, that last player standing is the winner of the game.

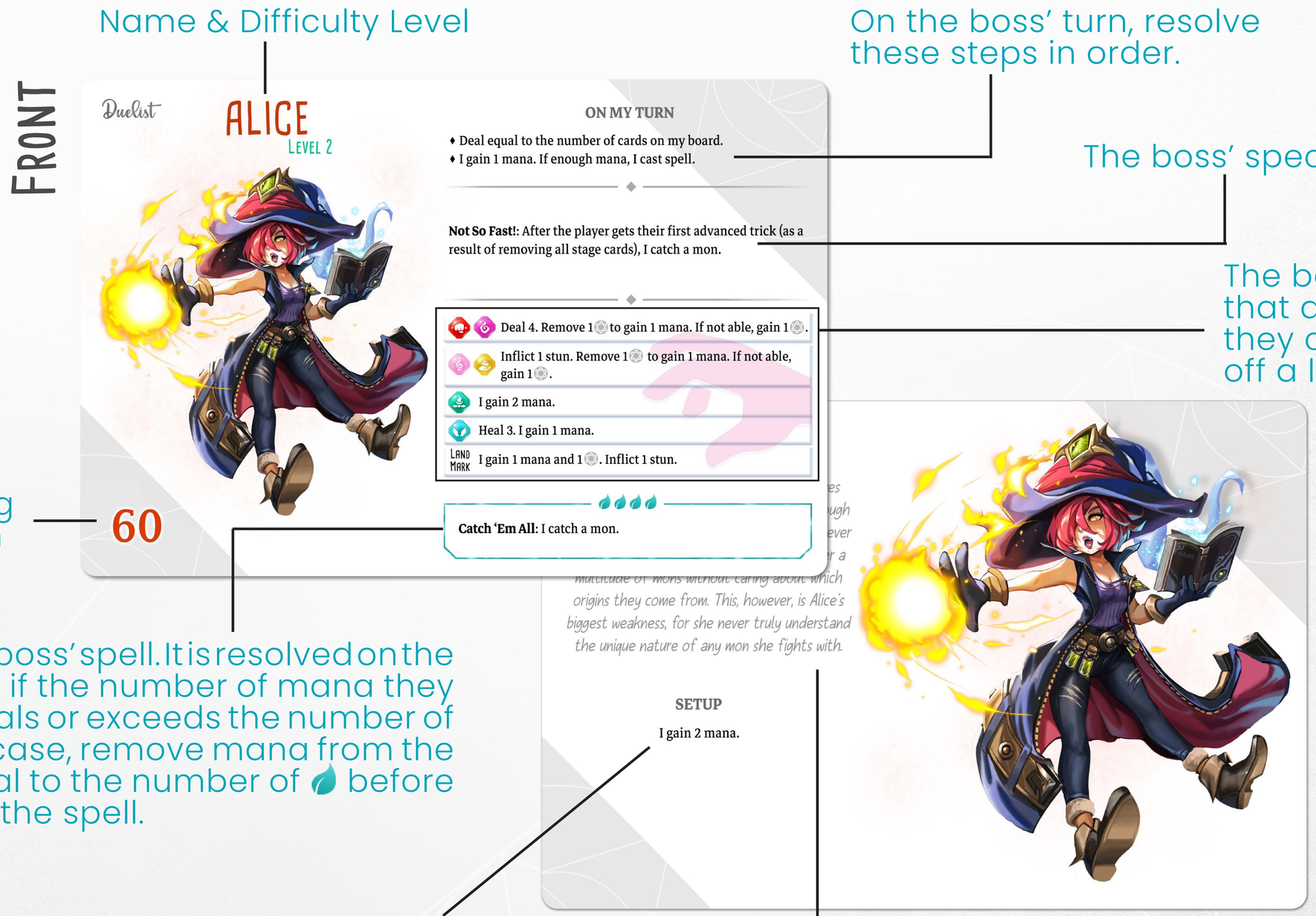
No Tricks Variant

You may apply this variant in your first plays to streamline the game. The game works the same, but at the start, players won't receive any basic trick cards. Take any 2 basic trick cards and flip them to their back to use as meditation cards.
After removing all stage cards, do not resolve trick check phase in normal turns. Instead, place 1 growth on any mon on your board. The first time you have 9 or more cards on your board, at the end of that turn, deal 5 (this does not happen in your subsequent turns).

SOLO PLAY

When playing solo, players follow the same rules as in the standard game, with the exception that you will have to compete with AI bosses from the world of Mon And Magic. Choose a solo boss to compete against, and set up the game as if it were a 2-player game. The core game comes with one solo boss: Alice.

Boss Card Anatomy



Name & Difficulty Level

On the boss' turn, resolve these steps in order.

The boss' special abilities

The boss' schemes that are resolved after they catch a mon/seal off a landmark.

Starting Health

This is the boss' spell. It is resolved on the boss' turn if the number of mana they have equals or exceeds the number of 🍃. In this case, remove mana from the boss equal to the number of 🍃 before resolving the spell.

The boss' additional setup

Flavor Text

The player always goes first in a solo game. Some cards in the game have alternative effects with the SOLO symbol; those effects is and can only be applied in a solo game.
When the boss catches a mon, roll 2 dice for the boss, and then follow this procedure:

Catching A Mon

Roll 2 Dice

- **IDENTICAL RESULTS** → Check if there is any landmark in the wild.
  - **NO** → **Reroll** the 2 dice
  - **YES** → **Seal Off A Landmark**
    Take a landmark from the wild and add it to the boss' board. After that, the boss resolves their landmark scheme.
- **DIFFERENT RESULTS** → Look at the die **on the left** and check if there is any mon in the wild belonging to the **class** shown on the die.
  - **YES** → **Catch A Mon**
    Take a mon from the wild and add it to the boss' board. After that, the boss resolves a scheme based on which class that mon belongs to (these schemes are unique to each boss).
  - **NO** → Look at the other die (the one on the right) and check if there is any mon in the wild belonging to the class shown on the die.
    - **YES** → **Catch A Mon**
    - **NO** → **Reroll** the 2 dice

The die on the left? Yes, it's literally it. You roll two dice, and look at the one on the left of the other. From your viewpoint of course.

When the boss catches a mon or seals off a landmark, if there are multiple legit cards in the wild, the boss takes the one that **shares origin with the most cards** on your board. If there is still a tie, the player decides.

First Solo game: Practice Boss

This mode is design to help you get used to the boss' procedure of catching a mon before you play the actual solo game. The **practice boss has 50 health**, and **the player does not have health**.

Additional Setup

Bring the **Practice Boss card** to play. Place a number of growth tokens on each row of it as shown in the picture on the right 1.

Practice Boss card setup

Practice Boss' Phase

The boss does not play in turns in this mode, which means you will play continuously. At the start of your turn before your stun check phase, check the number of stun tokens the boss has. If 3 or more (the boss is stunned), remove 3 of them for the boss, and proceed to your turn normally.
Otherwise (the boss is not stunned), **remove one token** from the Practice Boss card from left to right, top to bottom. If that token is the last one on a row, the boss immediately catches a mon (see 'Catching A Mon' on page 28).
If the boss is not stunned and there is **no more growth** on the Practice Boss card to be removed, the practice time has run out, and you immediately **lose the game**.

Winning The Game

The player wins if they reduce the boss' health to 0 before the practice time runs out (it's the boss' turn and there is no more token on the Practice Boss card to remove).

Special Rules

- All your 'heal' effects are now considered 'deal' (e.g. 'Heal 3' will decrease the boss' health by 3).
- For every 3 damage you have dealt to yourself (e.g. from rolling dragon dice), gain 1 stun token. Keep track of this however you like.

GLOSSARY

Ability: This refers to one of the following: origin ability, class ability, ⚡ ability, ongoing ability, or relationship ability.

Activate: A card is most often activated by the staff, and sometimes by other effects. When a mon is activated, it attacks and then gains 1 mana. When a landmark is activated, resolve its 📍 ability.

Adjacent: If two cards on your board share an edge, they are adjacent to each other. The fact that two cards are adjacent to each other does not necessarily mean the staff can move 1 space from one to the other (adjacency is not relevant to movement).

Cards on your board: These include mon cards and landmark cards, and do not include stage cards. *For example, if an ability or effect allows you to switch the position of 2 cards on your board, you may not switch a mon or landmark with a stage card.*

Condition: Some cards have the prompt (Condition: ABC) in its ability. This means the ability is only applied when ABC is met.

Growth tokens on stage cards: These are referred to as stage tokens, and are not growth.

Discard: When you are instructed to discard a card or any component, remove it from the game unless stated differently. If you would discard a mon/landmark card that is holding the staff, move the staff onto the card **on its left** (without activating that card).

Favor: An advantage you get at the start of the game if you are not the first player. Each origin offers a different favor, and you can find it at the bottom of an origin reference card.

Forget: When a mon forgets its spell, it no longer has that spell for the rest of the game.

Forward - Backward: Toward the right - Toward the left from the current position.

Hold the staff: If a card is holding the staff, the staff is currently on that card.

Icon: This term is only used to refer to an origin icon or a class icon on a mon/landmark card.

Move: When you are instructed to move a card or the staff, move that card/the staff in the direction specified, and a number of spaces specified (each card on your board counts as 1 space).

Move past a card: Move over a card on your board without landing on it. Note that a mon/landmark card may never move past a stage card, while the staff may.

Random: When you see an effect saying 'random mon', roll a die. Choose a mon on your board belonging to the class shown on the die.

Shelter - Leave shelter: If card A shelters a mon, tuck that mon under card A. When a mon leaves shelter, it moves to the right-most position on your board.

Strength - Printed Strength: When a mon attacks, decrease all opponents' health by the value of that mon's strength. Printed strength is the base strength value on the left side of a mon card. Strength = Printed strength + growth.

Suffer #: Decrease health by #.

Summon: Search the summon deck for the indicated card and collect it for free. Remember to resolve its origin and ⚡ ability.

Transform: When mon A is transformed into mon B, replace A with B. Transfer all tokens from A onto B. Resolve B's ⚡ ability if any, but **do not** resolve its origin ability unless stated otherwise.

CLARIFICATIONS

DRAGON

- **Qian Long**: Its *Wise* spell allows you to choose any player, including yourself.
- **Flow Of The Essential**: If you choose to resolve the second option of the *Gift From Beyond* ability and choose to lose 1 , you must lose a from the mon who you want to be the target of the ability.
- **Duke** and **Duchess**: You resolve their *Reunite* ability after resolving their ability.

They never use their *Royal Valse* spell if the staff is currently on them.

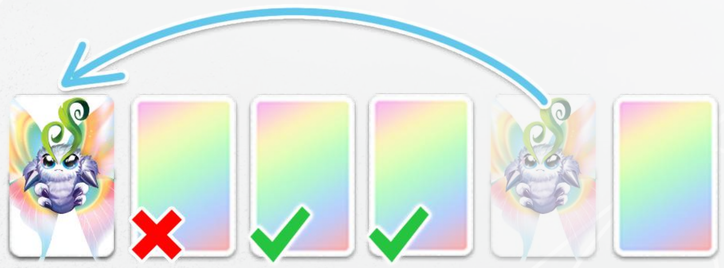
- **Dragon Egg**: After transforming into *Valorclaw*, do not resolve *Valorclaw*'s ability. See 'Transform' in the glossary on page 30.

GHOST

- **Haze**: See 'Icon' in the glossary on page 30.
- **Shrouded Gate**: The '*There's Something...*' ability is often triggered when the staff is moved over this card by the ability or when a mon moves and carries the staff over it. There's no limit to how many times this ability is triggered in a turn.

INSECT

- **Grimm**: There's no limit to the number of pollen token. If a card in the wild with pollen tokens on it is discarded or shuffled back to its deck (e.g. by *Qrius'* ⚡ *Mess Around* ability), all the pollen tokens on it are lost.
- **Stringer**: The first time it casts spell, you resolve the *Crescendo* spell. After that, whenever Stringer casts spell, you always resovle *Allegro* instead.
- **Spicie**: Its *Pepper Dust* ability means:



- **Bugby**: Its does not have effects like other cards, but remember to resolve its ability after it enters your board.

SIREN

- **Notris' Tail**: This card is summoned adjacent to *Notris* on its left, but it is treated as a standalone mon. This means for the rest of the game it does not always have to be adjacent to *Notris*.
- **Torrent**: When resolving *Torrent*'s ability, do not deal 1 damage from the *Extra Drops* ability since *Extra Drops* is not yet active at that point. This is because you must always resolve abilities and effects on a card from top to bottom when it enters your board.
- **Fount Of Empathy**: You can choose any mon to the right/left of this landmark to gain 1 mana/attack, not just the mon adjacent to it.

WOODLAND

- **Crimson Spike**: Its *Thorn Cycle* ability can be triggered 3 times in total during the game. If Crimson Spike has 3 growth, and 1 growth is removed, and then later a growth is placed back on it, this won't trigger *Thorn Cycle* again.
- **One Tail**: After transforming into *Nine Tails*, do not resolve *Nine Tails'* ability.
- **Flower & Wing**: This mon is treated as one card, but counts as 2 icons. However, remember that you do not resolve those after *Flower Munk* transforms into *Flower & Wing*. Also, *Flower & Wing* belongs to both and .

NEUTRAL

- **Qrius**: Yes, it can summon *Notris' Tail*!

ACHIEVEMENTS

Achievements are not a compulsory part of the game. They are made to add more fun and offer some small challenges to experienced players. Each origin has their own set of achievements awaiting you to tick off! You can write the name of the player who first completes an achievement next to it to honor them.

DRAGON

- ☐ Deal 9+ damage at a time by the ability.
- ☐ Suffer a total of 9+ damage from .
- ☐ *Flaming Pride*'s *Fire Trial* ability is resolved every turn after it is unlocked.
- ☐ *Tremor* discharges right after it is collected.
- ☐ *Flow Of The Essential* has 6+ growth.
- ☐ *Duke* and *Duchess* both use their *Royal Valse* spell in the same turn.

GHOST

- ☐ Have the staff land on and activate *Shrouded Gate* 2+ times and still end up winning the game.
- ☐ *Shrouded Gate* deals 6+ damage in a single turn.
- ☐ *Parallel*'s spell places 5+ growth on a mon with U higher than C.
- ☐ *Puppe*'s spell deals 7+ damage at a time.
- ☐ *Spreee*'s spell deals 10+ damage in a single turn.
- ☐ *Chubbongue*'s spell deals 18+ damage in a single turn .

INSECT

- ☐ Activate effects 10+ times in a single turn.
- ☐ *Rhinarr* has 10+ growth.
- ☐ *Farmer Of Miracle* fully uses its ϟ *Bumper Crop* ability and discharges right after entering your board.
- ☐ After *Spicie* casts its spell, 3+ mon discharge thanks to it.
- ☐ Collect *Lady Mild* and win the game in the same turn.
- ☐ Roll 6+ dice using *Chauchau*'s *High-Jump Kick* ability.

SIREN

- ☐ Take no stunned turns in a game with the origin.
- ☐ *Notris* attacks 3+ times in a single turn.
- ☐ *Ocean Grasp* deals 8+ damage at a time to an opponent with its ϟ *Psychic Crunch* ability.
- ☐ *Ocean Grasp* casts spell 6+ times.
- ☐ *Mesmer's* ϟ *Tidal Wave* ability heals 4/8/12.
- ☐ *Somus* uses both and 2+ times.

WOODLAND

- ☐ 4+ mon are full of mana at a time thanks to the ability.
- ☐ *Crimson Spike* uses its *Thorn Cycle* ability fully.
- ☐ Win a game in which you have *Nine Tails* with 3+ growth on it.
- ☐ *Lilia* casts spell 3+ times.
- ☐ *Herb Warden*'s spell deals 12+ damage in a single turn.
- ☐ *Flower & Wing* deals 9+ damage in a single turn.

PLAY TIPS

The game may vary in different ways depending on which origins are included and which mon are present during the course of play, so there are also variable strategies and creative moves to harness card combo as well as exploit the true potential of a card. As a result, we can only offer general tips to help make your game smoother:

- The main strategy in this game is to collect your first 4 or 5 cards with the highest possible synergy to be your core team. Once that is done, it is advised that you cycle the staff back to activate that core team again after you've got your advanced trick. For the 6th card onward, you should focus more on harnessing the instant powers of cards you collect (i.e. origin and ⚡ abilities) to support the core team.
- The more cards there are on your tableau, the more difficult it is to manage it. Use or mon with staff or space manipulation to maximize the power of your engine.
- Never leave yourself with 0 runestone and 0 future meditation income unless you are planning a big move.
- Try not to let the staff move onto stage cards too often.
- Pay attention to the number of stun token each player currently has.
- Get yourself at least 1 mon with high C and collect mon with high U to assist it.

FREQUENT MISTAKES

- You can only remove a stage token from a stage card by taking a "Collect a card from the wild" action. If a card is added to your board by any other ability or effect, it does not remove a stage token.
- Origin and ⚡ abilities are one-time effects that are only resolved once when a card enters your board. When the staff lands on a card and activates it, do not resolve the origin or ⚡ ability of that card again.
- Any effect that allows the staff to move does not activates the card it lands on, unless it tells you to.
- Discharging includes resolving a mon's class ability first and then resolving its spell right after that. If a mon's class ability causes another effect to be triggered (e.g. another mon is full of mana), remember that you must resolve that mon's spell first (to finish its discharging) before moving on to resolve any other effect.

CREDITS

- Credits to be added.