



人数  
2-5

時間  
10-30

年齢  
10+

イラストレーター  
カイエダヒロシ  
スカルバイツ  
https://www.skullbites.com

開発協力  
マーマン(ユーチューバー)  
YouTubeチャンネル  
https://youtube.com/@marmanAsobich

企画・販売・お問い合わせ先:  
**RareSightGames**  
https://www.raresightgames.com

制作:  
**STAGEHAND**  
https://stagehand.jp.net

## COOPERATION OR BETRAYAL? WHO WILL WIN?

Two separate worlds, two sides of the same coin. Bernadette, a witch who has been deprived of magic by the

Twelve Devils, is pitted against Jamil Hendock, a red dragon, guardian of the Curse Removal Book. A war involving many adventurers has now begun.



## ◆◆ CONTENTS ◆◆



Magic Support Cards: 36  
(12 Fire, 12 Water, 12 Wind)



Adventurer Cards: 16  
(Witch Camp, Dragon Camp)



Story-Teller Cards: 8



Story-Teller List Cards: 5



BlackCard: 1



Magic shield chip: 15  
(5 Fire, 5 Water, 5 Wind)



Instruction book  
(This one)

## ◆◆ Q&A ◆◆

**Q** If all the cards in the field are storyteller cards. How do you determine the loser?

**A** In this case, there is no loser.

The effect of the Narrator card is dealt with and the battle ends. Cards that did not deal any damage are placed in the discard pile.

**Q** If the BOSS of both camps appear at the same time at the beginning of a battle, what is the order for resolving their effects?

**A** The witch's effect (white background card) should be resolved first.

**Q** Can I defend two or more cards of different attributes with one magic shield chip by the effect of "Cha Cha Eel"?

**A** No, it cannot.  
A single chip can only protect one attribute.

## ◆◆ NARRATOR CARDS ◆◆



**Angel Chilamel**

[This card does not attack Adventurer cards] In this battle, the player who plays the highest number of Magic Support Cards is the loser.



**Neil Hod,  
the Blacksmith**

When everyone has at least one card in hand, each player chooses one card from their hand and passes it to the player to their right.



**Chappo Ian**

In this battle, all cards attack their own player's Adventurer card.



**King's Crystal  
Tribe Beans**

In this battle, all Magic Shield Chips on the field are not destroyed. (This does not apply to Magic Shield Chips that have already been destroyed.)



## RED DRAGON CAMP

### Jamil Hendok

[When it appears: choose one attribute. The other players destroy their chosen Magic Shield Chip] Cannot be attacked by Magic Support Cards 10, 11 or 12.



**Symbolist  
Merilda Naoma**

When you win a battle, heal this adventurer card by up to 1 damage.



**Shino-bishi  
Mamemoshi**

This Adventurer card cannot be attacked by [Wind] Magic Support Cards.



**Mad Warrior  
Rapante**

This Adventurer card cannot be attacked by [Fire] Magic Support Cards.



**Shadow Assassin  
Maa**

Select 1 Magic Support Card of [Even value] attacking this adventurer. It does not receive damage from this Magic Support Card.



**Magician  
Durralai**

This Adventurer card cannot be attacked by [Water] Magic Support Cards.

## WITCH CAMP

### Bernadette Octavia

[When appearing: 1 Magic Shield Chip of any player may be revived] Cannot be attacked by the Magic Support Cards 10, 11 or 12.



**Dragon Warrior  
Largo Daiman**

This adventurer card cannot be attacked by your own Magic Support Card.



**Dancer  
Chacha Eel**

When this Adventurer card is attacked, it can use any Magic Shield Chip regardless of the attribute.



**Weapon Master  
Andy**

Choose 1 Magic Support Card attacking this adventurer. It does not receive damage from this Magic Support Card.



**Wizard  
Mishibili**

This Adventurer card cannot be attacked by [Fire] Magic Support Cards.



**Cryptic killer  
Chryseitos**

Select 1 Magic Support Card of [Even value] attacking this adventurer. It does not receive damage from this Magic Support Card.



**Jana Tensen**

In this battle, all magic shield cards in hand and on the field become attributes of the field.



**Sasha and Skald**

Select up to 1 adventurer card in the field and heal up to 1 damage.



**Vagus and Urimir**

Select up to 1 Magic Shield Chip in the field and heal it.

## ◆◆ TERMS ◆◆

### Battle

A battle is fought according to the size of the numbers on the magic card and the effect of the storyteller's card; the winner and loser are decided in one battle.

### Game

A game consists of several battles.

### Field

The area where Adventurer Cards, Magic Support Cards, Storyteller Cards, Magic Shield Chips, Deck Cards, and Discarded Cards are placed. 1 field attribute is set per battle.

### Card Deck

\* Do not look at the contents.

The remaining Magic Support and Narrator Cards. They are dealt face down. These cards are used when you run out of cards in your hand, or when playing with two other players.

### Discarded Cards

\* Except for the effect of Storyteller cards effects, don't look at these.

This is where cards that did not deal damage in battle are placed.

\* Do not show your cards to others.

### Cards in your hand

These are the Magic Support Factor Cards and Narrator Cards used by the player.

## ◆◆ GAME PREPARATION ◆◆ (For 3 to 5 players)

### Magic cards and Storyteller cards



Deal 8 cards to each player.

The remaining cards are placed in a deck.

### Magic Shield Chips

Deal out one set (one of each) of magic shield chips with the attributes of Fire, Water, and Wind to each player.



### Adventurer Cards

- The adventurer cards are divided into the witch camp (white background) and the red dragon camp (blue background), and (number of players - 1) cards from each camp are randomly selected face down.
- The selected cards are put into a bundle, and two cards labeled "BOSS" are added and mixed well.
- Deal out two cards to each player.
- Players check the cards they have been dealt, making sure that no one else can see them.



BOSS & BOSS



BOSS & non-BOSS

\* If any player has been dealt two BOSS cards, deal everyone's cards again.

- The player selects 1 of them and faces them all at once. However, you can not choose a card written as BOSS.

- Players progress through the game using the face-up cards. The face-down card remains face-down until the remaining HP of the first card reaches 0.

- The effect written on the card chosen by the player will be applied during the game.

- Do not tell others what a face-down card is.

- The player with the earliest alphabet on the face-to-face Adventurer Card will be the starting player of the Battle.

- If there are multiple players who meet the conditions, the player on the Witch camp side (white background) will be the starting player.



\* 4 player example

## ◆◆ HOW TO PLAY ◆◆

- From the Starting player (and then in clockwise order), the player select a card from their hand and put it face up on the table. The field has at most one attribute.

- When the battle starts, the field has no attribute.

- If a card is revealed when there is no attribute on the field, it become that card's attribute. If a card with no field attribute is played, its field attribute is the one written on the card.

- If a player plays a card with an attribute different from that of the field, the following actions are taken by that player.

- 1. Destroy your Magic Shield Chip of similar attribute to the field. (Turn it face down).

- 2. If the chip has already been destroyed (face down), place the "Magic Support card" face down on the table. (That card will attack its owner, not the loser.)

- A Narrator card can be played from the player's hand regardless of its field attribute and the Magic Shield Chip. The attribute of the Narrator card is the same as that of the field. If a Narrator card is played when it has no field attribute, its field attribute is not set.

- When a Narrator card is played, or when a battle is won or lost (see below), the effects described on the card are handled. The player who played the Narrator card is the winner of the battle.

- If more than one Narrator card is played in a battle, the player who played the last Narrator card is the winner.

## ◆◆ WINNER AND LOSER ◆◆

- When everyone has played their turn, the winner and loser of the battle are determined one by one. All the cards with the same number as any of the cards on the field will disappear from the field. (They are placed in the discard pile.)

\* A player may be both the winner and the loser.

- The winner of the battle is determined in the following order of priority

- The player who played the last Narrator card.
- If no player plays a Narrator card, the player who plays the card with the highest number.

- The loser of the battle is the player who played the card with the lowest number.

\* The attribute of the field has nothing to do with the winner.

\* The conditions for winners and losers may change depending on the effects of the cards.

## ◆◆ ATTACK ON ADVENTURER CARDS ◆◆

- Magic and Storyteller cards attack the losers.

- Cards that are upside down attack their own adventurers.

- When attacked, the player chooses one of the following actions for each card.

- Defend against the attack with a magic shield chip.
- Damage the adventurer card without defending.

- The attacking card can be defended with a magic shield chip of the same attribute.

- Only face-up magic shield chips can be used for defense.

- You can defend against attacks from multiple cards of the same attribute at once.

- The magic shield chip used for defense is destroyed. (It is turned face down.)

- Defended cards are discarded.

## ◆◆ ADVENTURER DAMAGE ◆◆

- Each Magic Support Cards and Storyteller cards, not protected against, deals 1 damage to an Adventurer card.

- The damaged card is inserted under the Adventurer card.

\* When recovering damage due to the effect of a card, place any inserted card in the discard pile.



- If the total damage is more than the HP of the Adventurer card, the Adventurer is defeated. (The card is flipped upside down or discarded)

- The player whose two Adventurer cards are both defeated is out of the game. The cards are dealt as follows

- All cards in their hand are discarded.

- All cards that dealt damage to the Adventurer are discarded.

- The battle ends.

## ◆◆ NEXT BATTLE ◆◆

- The winner of a battle becomes the starting player for the next battle.

- If there is no player who satisfies the condition of the winner, start a new battle without changing the starting player.

- When a player runs out of cards in his or her hand, the deck and the discarded cards are collected and mixed well at the end of the battle, and the cards are dealt again so that everyone has the same number of cards (up to 8 cards) in his or her hand. Any cards left over are kept as the deck.

- The player whose Adventurer card was defeated during the previous battle turns their remaining Adventurer card face up. At this time, they may choose one of their Magic Shield Chips and revive it. (Turn face up).

## ◆◆ END OF GAME ◆◆

- The game ends when any of the following situations occurs:

### A Boss is defeated

Its camp is defeated (the opposite camp wins)



### All players in the field are in the same camp

All players in that camp win

- In the case of multiple games, the players are ranked according to their total score. The following scores are recorded on a piece of paper or other media.

**Winning camp: 1 point for all players in the camp**

**Winning boss: 1 point for the winning boss**

**Lethal: 1 point for the player who defeated the boss**

## ◆◆ GAME PREPARATION ◆◆

(For 2 players)

The rules are slightly different from those for 3 to 5 players.

### Adventurer Cards

Deal out Adventurer Cards marked "BOSS" at random to determine the camp.

The player receives all the cards with 3 HP from the Adventurer cards in his or her camp, and chooses one of them to be used in the current game.

Turn the chosen card face up to start the game.

## ◆◆ HOW TO PLAY ◆◆

When playing with two players, in addition to the normal rules of progression, at the end of the battle, both players place a card from their hand into the discard pile, and then draw a card from the deck.

