

Standard Rules



No. of Players: 1-5
Playtime: 15-30mins
Age: 8 and up

Game Overview

In this magical world, there are four major elements: fire, water, wind, and earth. You are graduates of a magic school, and the task given to you is to keep casting magic spells until your magical power is exhausted. The game ends when one person runs out of magic, and that player will be the sole loser of the game. Cast magic to create various combos, earn time with time magic, and survive as long as possible!

Game Contents

- 64 Spell cards
- 60 number cards (1-15 in red, blue, yellow and green)
- 4 Copy cards
- 16 Time Magic cards
- 13 Combo cards
- 6 Exhaust cards
- 1 NPC card
- 2 rulebooks

Game Setup

The following setup is for the [Standard Rules]. The difference between the [Standard Rules] and [Solo Rules] are described in the setup for the Solo game, so you will need to refer to both.

1. Place the Combo cards in rows on the table according to the chart below. The number of Single cards used will depend on the number of players: (4-5 players: 4 cards, 3 players: 2 cards, 2 players: 1 card. The icon for each player count is shown in the upper right corner of the Single cards.) Unused Single cards are returned to the box. Leave room on the right of the Combo cards for cards to be played.
2. Place all the Time Magic cards on the table. This is called the Time Magic deck.
3. Shuffle all the Spell cards face-down, and deal each player a number according to the number of players:
2-4 players: 15 cards
5 players: 12 cards

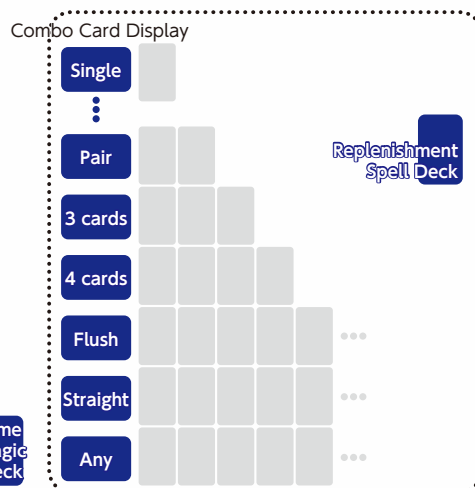
All players should keep their Spell cards secret from the other players.



Each player has 15 cards each (12 in a 5-player game)

4. From the remaining Spell cards, deal 4 cards face-down to form the Replenishment Spell Deck and place this deck in the same row as the 'Pair' Combo card. The remaining Spell cards will not be used in this game, so return them to the box.
5. In the Standard game, the Exhaust and NPC cards will not be used, so return them to the box.
6. The player who saw magic most recently (either real or performed) is the starting player.

▼Example for 2-4 players



Flow of the Game

Exhaust is a game that has a single loser (everyone else wins!). The game proceeds clockwise from the start player and continues until one player loses. On your turn, follow the steps in [Flow of a Turn].

Flow of a Turn

On your turn, carry out one of the following two actions

A) Play one or more Spell cards.

B) Play a Time Magic card.

If you carry out either of these actions, your turn is over, and it is now the turn of the player on the left. If you cannot carry out either of these actions, you lose immediately and the game ends.

Actions in Detail

A) Play one or more Spell cards.

Choose one Combo card on the table, and choose one or more Spell cards from your hand that match the rules of that Combo card. Place the Spell cards that you played to the right of the selected Combo card. If there are already Spell cards for that Combo card, place the new cards on top of the previous cards.

Each Combo card has an icon with a restriction rule that needs to be followed. Some Combo cards also grant rewards that are obtained upon using them. For more information on Combo card rules, see Combos in Detail.

Play cards from your hand to create Combos!



Place the Spell cards to the right of the Combo card.

Restriction rule icons

Number restriction: This icon tells you that you must play cards with numbers at least one higher than is currently played in this area. This applies to Singles, Pairs, 3 cards, and 4 cards.

: Number restriction

Card restriction: This icon tells you that you must play at least 1 more card than is currently played in this area. The first time you play a Combo here, the number of cards must be 3 or more. This applies to Straight, Flush, and Any.

: Card restriction: 3 ≤

Reward Types

Time Magic card: Obtain 1 Time Magic card from the deck. Keep the Time Magic card in front of you.

Spell Card: Draw a Spell card from the Replenishment card deck and add it to your hand.

*If there are no Time Magic or Spell cards remaining, you will not receive the reward.



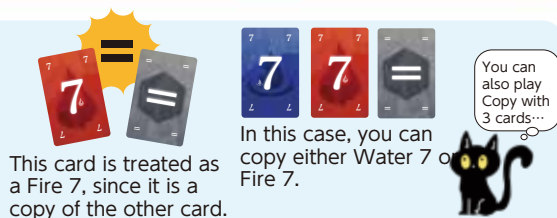
: Gain a Spell card.

: Gain a Time Magic card.

Reward icons are on the left bottom of the Combo cards.

Copy card

Copy cards must be used in conjunction with other number cards. The Copy card will assume the same colour and number as any one of the number cards you play it with.



B) Play a Time Magic card.

Return 1 Time Magic card to the deck.



Combos in Detail

Single

Number of cards to be played in this action: 1

Rule: Play a card of the same colour as the Combo card. The card played has to be at minimum 1 more than the previous card played.

Reward: None

For the Single category, the number and types of Combo cards used will change depending on the number of players.

Cards used (please refer to the number icon on the upper right of the card):

4-5 players: 1 each of Red, Blue, Yellow, Green (4 total)

3 players: 1 Red and Yellow, 1 Blue and Green (2 total)

1-2 players: 1 Red, Blue, Yellow and Green (1 total)



Pair

Number of cards to be played in this action: 2

Rule: Play any 2 cards of the same number. The cards played have to be at minimum 1 more than the previous cards played.

Reward: 1 Spell card

3 cards



3 cards

Number of cards to be played in this action: 3

Rule: Play any 3 cards of the same number. The cards played have to be at minimum 1 more than the previous cards played.

Reward: 1 Time Magic cards

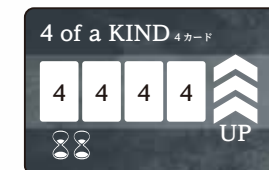


4 cards

Number of cards to be played in this action: 4

Rule: Play any 4 cards of the same number. The cards played have to be at minimum 1 more than the previous cards played.

Reward: 2 Time Magic cards



Straight

Number of cards to be played in this action: 3 or more

Rule: Play 3 or more cards that are in sequence. The cards played have to be at least 1 more than the previous sequence played.

Reward: 1 Time Magic card



Flush

Number of cards to be played in this action: 3 or more

Rule: Play 3 or more cards in the same colour. The cards played have to be at least 1 more than the previous flush played.

Reward: 1 Time Magic card

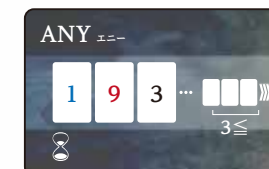


Any

Number of cards to be played in this action: 3 or more

Rule: Play 3 or more cards of any type. The cards played have to be at least 1 more than the previous set played. *You may play cards here even if you qualify for other Combo cards.

Reward: 1 Time Magic card



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Publisher: OKAZU brand (Find the latest information here: <http://okazubrand.seesaa.net/> or Facebook)
Game Design: Hisashi Hayashi (OKAZU)
Graphic design: ryo_nyamo Writing: HAL99
Playtesting: the usual members, Board game shop Rigoler
English Translation: Daryl Chow

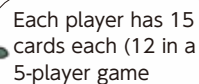
Variant Rule: Longer Game

Game Setup

5. Place the Exhaust cards in a deck on the table. This is called the Exhaust deck. The NPC cards are not used, so return them to the box.

C) Receive an Exhaust card.

If there is no player with 2 Exhaust cards, set up for the next game round.



Solo Rules

Game Setup

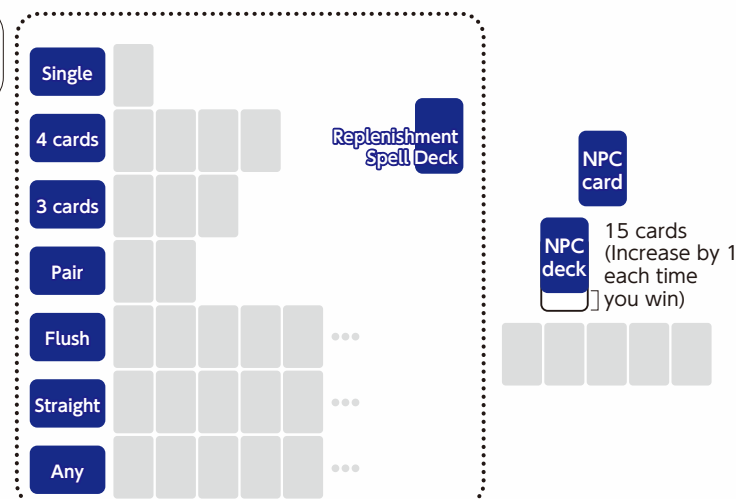
7. The human player will be the starting player.

4. From the remaining Spell cards, deal 4 cards face-down to form the Replenishment Spell Deck and place this deck in the same row as the 'Pair' Combo card.



It is easier if you arrange the Combo cards in NPC priority.

You have
15 cards in
your own hand.



Flow of the Game

In general, follow the Standard rules of the game. Players take their turn first, followed by the NPC. If the NPC cannot take an action, the player wins, and if the player cannot take an action, the player loses.

NPC の手番の処理

The NPC's turn is as follows.

1. Draw one Spell card at a time from the NPC deck such that the NPC hand size is five.
If the NPC deck is exhausted, no more cards will be drawn.
2. The NPC will give priority to **A) Play 1 or more Spell cards**, and will only play **B) Play a Time Magic card** if it cannot do **A)**.

A) Play 1 or more Spell cards

The NPC prioritizes the following sequence: Single> 4 cards> 3 cards> Pair> Straight> Flush> as much as possible. If there are multiple options for the same Combo, play the Spell cards with the lower number. If there are multiple suits with the same number, the player can choose. Place the cards from the NPC hand into the Combo area. If no Combos are possible, draw cards one by one from the NPC deck and check if any Combos are playable. If the deck is exhausted and no Combos are possible, carry out **B) Play a Time Magic card**.

NPC Rewards

If the NPC earns a Time Magic card, place it above the NPC card. If an NPC earns a Spell card, place it on top of the NPC pile without looking at it.

B) Play a Time Magic card

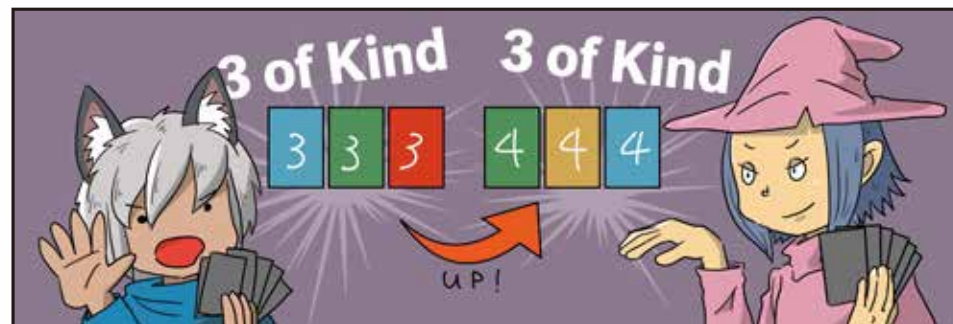
The NPC returns 1 Time Magic card to the Time Magic deck.

Bonus Comic

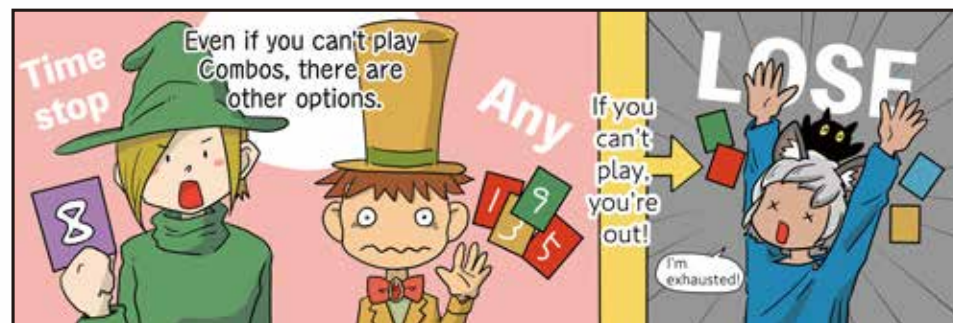
This is a quick comic version of the rules. Please read it before reading the rulebook or before explaining to those who are playing for the first time to easily grasp the flow of the game!



Players are students of a magic school, about to embark on the graduation exam. The task given by the examiner is to keep chanting magic until their magical power is exhausted. Only the student who runs out of magic and can no longer cast spells will fail! Survive as long as possible by employing different combos and Time magic to avoid failing the exam!



In your starting hand, you will be dealt Spell cards with the four elements of fire, earth, wind, and water from numbers 1-15. Cards with magical "Combos" are laid out on the table for you to cast. On your turn, make a combos with your Spell cards. However, since these combos will get harder and harder to cast, your hand will quickly decrease over time! Depending on the combos you cast, you can get rewards such as additional Spell cards and Time Magic cards, which will be crucial for survival.



If you play a Time Magic card, that buys you an extra turn. There is also a Combo card called "Any" that allows you to play cards easily, but since anyone can use it, the cost to use it will get higher quickly. Once you can't play any cards, you will be the one who is exhausted!