



TOME

THE RULE BOOK

INTRODUCTION

Scattered all about the world, ancient books lie hidden in plain sight. Contained within these mystic Tomes is said to be the arcane secrets of life, power, and the very forces of nature. It is said that whoever finds these Tomes, can control magic itself.

Classic trick taking action, with a magical twist! Tome is a fresh take on the age old genre. In the normal mode, 4 players are split into 2 teams where teammates sit across from one another. Teams compete for points each chapter (trick) by playing 1 spell (card) to see who can win victory for their team. 3-4 Players can also square off against one another in survival mode, to see who is tough enough to be the last mage standing.

Each spell can affect the chapter or the other spells shifting the game in your favor. Beware, the rules of magic are strict and the punishment severe when they are broken. Combine strategy, cunning, and a bit of luck to trick the competition!

COMPONENTS

24 BASIC SPELLS



*Black bordered spells.
6 spells x 4 Elements*

6 SPECIAL SPELLS



White bordered spells.



8 SCORE CARDS

4 LIFE TOKENS



1. Power: The numerical value of the spell.

2. Element: The suit of the spell.

Basic Elements

Fire 🔥 - Quick and intense

Earth 🏔️ - Sturdy and reliable

Wind 🌀 - Tricky and flexible

Water 💧 - Calm and replenishing

Special Element

Light ⚡ - Righteous power

3. Effect: *Basic Spells only*, the unique ability of a spell.

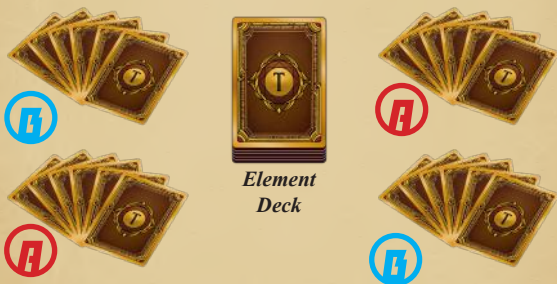
4. Property: *Special Spells only*, reminder text for Element ability. See page 8.

SETUP

STANDARD/TEAM MODE (4 PLAYERS)

Players divide up into 2 teams and compete, where points are won as a team. This is the normal way to play Tome, for additional ways to play, see Survival Mode (page 13).

1. Divide the players up into teams of 2, teammates must sit across from one another. Assign one member of each team to be the scorekeeper and give that player the Score Cards.
2. Select a dealer at random. Each player is dealt 6 spells, with the remaining 6 spells placed in the center of the table face down, forming the **Element Deck**.



HOW TO PLAY

Each round of play is broken down into 6 turns, referred to as chapters.

7. To begin a chapter the dealer takes the top spell from the **Element Deck** and reveals it face up to the rest of the group, that spell will be the **Title Spell** for the chapter.



TAKING A TURN

4. The player to the left of the dealer begins the first chapter by playing a spell face up from their hand, play then continues clockwise until all players have played a spell.



WINNING A CHAPTER

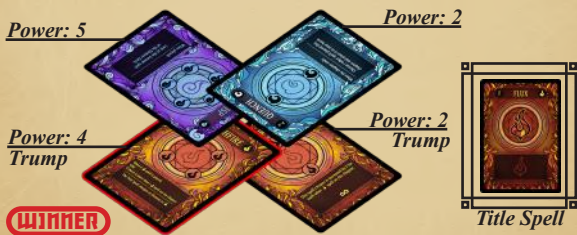
5. Once each player has played one spell, the **Strongest** (winning) spell can be determined.

Normally the spell with the highest **Power** is the **Strongest** spell and wins the chapter.



BUT... If a **Basic Spell** has the same **Element** as the **Title Spell**, it is **Stronger** than any spell of another **Element**, regardless of **Power**. These spells are referred to as **Trump**.

If there is more than one **Trump** spell, the **Trump** spell with the highest **Power** is the **Strongest**.



If there is a tie, the play order of the spells is then considered, whichever spell was played first is the **Stronger** one.

USING EFFECTS

Most spells have an effect that can help swing the chapter in favor of their team. In order to use this effect though players must adhere to the rules of the **Chain**.

The first player to play a **Basic Spell** each chapter gains the effect from their spell, and also begins a **Chain** in that **Element**.

During a **Chain**, if a player plays a **Basic Spell** with the same **Element** as the **Chain**: their spell gains its effect, and the **Chain** continues for the next player.



BUT... if they play a **Basic Spell** with a different **Element** than the **Chain**, the **Chain** is broken! The spell that broke the **Chain** is then **Silenced**.



A **Silenced** spell cannot activate its effect. Its **Power** and **Element** are unaffected, and it can still be affected by other spells. **Trump** spells are still **Trump**.

After the **Chain** has been broken, ALL remaining players are free to play any spell without repercussion. A new **Chain** does not begin until the next chapter.

A **Chain** is only started by the first **Basic Spell** played during a chapter, and the **Chain** can only be broken once per chapter. Only the player who breaks the **Chain** is punished for it!

The Title Spell does not have any effect on the Chain, or vise versa. The Title Spell does not start a Chain, and a Trump spell will still be Stronger than spells of another Element even if Silenced.



SPECIAL SPELLS

Special Spells can be identified by their white border. They have three unique attributes.

- **Special Spells** do not have an effect. Each **Special Element** has a **Property** shared by all spells of that **Element**.



A **Property** does not belong to any one spell, but the **Element** itself. A **Property** still works even if the spell is **Silenced**. Any spell with that **Element** will always have that **Property**, so long as it remains that **Element**.

If a **Special Spell** has its **Element** changed, it loses that

Element Property. If a **Basic Spell** would change to a **Special Element**, it gains the **Property** of that **Element**.

- **Special Spells** do not start or break the **Chain**.

If the first spell played is a **Special Spell**, there is no chain until a **Basic Spell** is played.



If a **Special Spell** is played during a **Chain**, the **Chain** does not break, it remains intact for the next player.



- **Special Spells** cannot be **Trump**.

If the **Title Spell** is a **Special Spell**, no **Element** is **Trump** for that chapter, so long as the **Title Spell** remains a **Special Element**.

LIGHT ✨

✨ is the special **Element** in Tome: The Light Edition.

✨ spells are **Stronger** than non **Trump** spells. When the **Title Spell** is ✨ there is no **Trump**, so ✨ spells will be **Stronger** than all other spells.

FLUX

Every **Element** has a **Flux** spell, denoted with a **Power** of **F**.

F is the highest **Power** a spell can have. A **Power** of **F** is immune from having its **Power** raised or lowered, but not from being changed to another **Power** specifically.



Even though Flux spells have no effects to **Silence**, they can still be used to start or break a **Chain**.

FINISHING THE CHAPTER

6. Once the winning spell is determined, the team with the winning player scores points:
 - The first 5 chapters are each worth 1 point.
 - The final chapter is worth 2 points.
7. The dealer takes the cards that were played that chapter and sets them aside in a discard pile, face down. Players may not look at those cards.
8. The dealer reveals a new title spell from the top of the **Element Deck** and places it face up on the old Title Spell beginning a new chapter.
9. The winner of the previous chapter is the new lead player and plays the first spell.

FINISHING THE ROUND

10. After the final chapter is played, shuffle all the spells back together including any left in a player's hand.
11. The player to the left of the current dealer becomes the new dealer. A new round is dealt and the player to the left of the dealer leads for the first chapter.

WINNING THE GAME

The game is over when:

- A team has 15 or more points.
- AND... The winning team is ahead by 2 or more points.

If one team reaches 15 while the other has 14, the game is not over! The other team still has a chance so long as they do not fall behind by 2 or more points. Fight with all your might and you just might pull off a stunning comeback!

TABLE TALK

Partners are not allowed to communicate about what spells they have or what spell the other should play during the game. True magic is ineffable, and speaking of it directly is the sign of an amateur spellcaster.

MORE WAYS TO PLAY

PLAYING WITH MULTIPLE VERSIONS

Tome: The Light Edition can be combined with other sets of Tome containing different Elements from the ones listed here. In order to combine spells from other versions, the Tome deck must be constructed first.

1. Take the Flux from each available **Basic Element** and shuffle them together. Place them face down and have each player take a turn flipping one face up.



Gather the remaining spells from each of the revealed **Elements**, and return the unused Flux spells to the box.

The number of **Basic Elements** used in the deck will depend on the number of players:

- 3 Players - 3 **Basic Elements**
- 4 Players - 4 **Basic Elements**

2. Take the Flux from each available **Special Element** and shuffle them together. Place them face down and chose a player to flip one face up.



Gather the remaining spells from the revealed **Element**, and return the unused Flux spells to the box.

A Tome deck will always have only 1 **Special Element**.

3. Once all **Elements** have been selected, shuffle all the spells together. Move onto **SETUP**.

SURVIVAL MODE (3 - 4 PLAYERS)

This is a special mode of Tome where each player is on their own. The goal is not to win a chapter by playing the **Strongest** spell, but to survive. All the normal rules for how you use spells are the same, but the method of scoring points is different.

Each player starts the round with 2 health. Each chapter the player who plays the **Weakest** spell will lose 1 health. If a player loses all of their health, they are out of the round and all remaining players score points.

SETUP

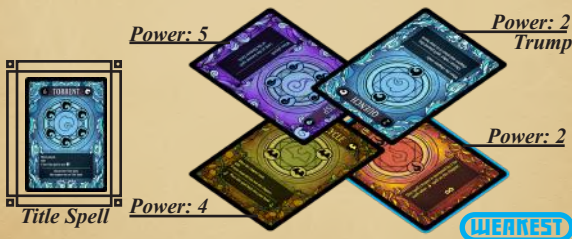
1. Each player takes 2 Score Cards and 1 Life Token.
2. If playing with 3 Players, set up the deck (page 12).
3. Select a dealer at random. Each player is dealt 6 spells, with the remaining 6 spells placed in the center of the table face down, forming the **Element Deck**.



PLAY

4. The player to the left of the dealer begins by playing a spell from their hand, and play continues clockwise until all players have played 1 spell on the chapter.
5. Once each player has played one spell, the **Weakest** spell can be determined.

The **Weakest** spell is the spell that is not **Stronger** than any other spell.



Once the **Weakest** spell is determined, that player loses 1 health. If a player loses both their health, they are knocked out for the round. They discard their hand face down and take no more turns until the next round is dealt.

- Whenever a player is knocked out, all remaining players score 1 point.
 - If only 1 player remains, the round is over and that player scores another 1 point.
 - If the final chapter is played, its winner gets 1 point.
5. The dealer takes the cards that were played that chapter and sets them aside in a pile face down. Then they reveal a new **Title Spell** from the top of the **Element Deck**, and a new chapter begins.
 6. The player with the **Strongest** spell from the previous chapter is now lead player and plays the first card.
 7. After all but 1 player is knocked out, or the final chapter is played, shuffle all the spells back together including any remaining in a players hand. The player to the left of the current dealer becomes the new dealer. All players regain their health.

WINNING THE GAME

At the end of the round: if the player with the highest score has 10 or more points, AND is not tied, they win! Otherwise a new round begins.

RESOLVING SPELLS

TIMING AND CONDITIONS

Most spells require certain circumstances for their magic to activate, even if a spell is not **Silenced**.

The **Timing** of a spell indicates when a spell will activate once it is on the chapter.



When the **Timing** of a spell is met, the effect will immediately activate.

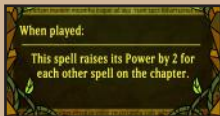
A spell will activate, if it is legal to do so, unless specified in the effect. *Ex:* “You may...”

After a spell effect has been activated, its magic is used up and will not linger. It will only affect spells on the chapter when it was activated, new spells played will not be affected.

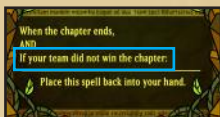
Silencing a spell that has already activated cannot undo the magic, it can only stop a spell from activating.

Some spells are great played last, while others are better played earlier. Using a spell effect at the right time can be the key to victory!

This spell only counts other spells on the chapter when it activates. If played first this spell would gain 0 Power; if played second it would gain 2, if played third it would gain 4, ect..



The **Condition(s)** of a spell describes if a spell can activate. When the **Timing** of a spell is met, all **Conditions** must also be met in order for a spell to activate.



A spell that has met its **Timing** but its **Conditions** are false cannot activate. Even if the **Conditions** of a spell become true later, if its **Timing** is no longer met, it has missed its **Timing** and cannot activate.

A spell can activate multiple times if its **Timing** and **Conditions** are met multiple times.

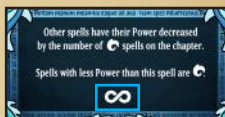
*This spell will check its **Condition** each time a ♠ spell is played, including itself. It will activate each time its **Condition** is met, even if it has already activated.*



If two spell effects would activate at the same time, resolve them in the order that the spells were played.

CONTINUOUS SPELLS

Some spells do not have a **Timing**. They are marked with an ∞ and are referred to as **Continuous Spells**. Their effect does not "activate", rather they persist throughout the whole chapter. Think of them as an additional rule just for that chapter.



A **Continuous Spell** that is **Silenced** will have no effect on the chapter, and any effects it did have will disappear.

FAQ

The Title Spell is not "on the chapter" for the purpose of spell effects. Spells do not count the Title Spell for their effects, and the Title Spell is not affected by effects unless specified.






Do I keep spells left in my hand when a round ends?

No, If you have extra spells because of an effect like Recycle, you must discard them after the final chapter.

Can a spell have less than 1 Power?

No, 1 is the lowest Power a spell can have. If a spell with 1 Power would lose Power, it remains at 1 instead.

Does Ignite begin a Chain if it becomes a  spell?

Yes, it was a  spell when played so a  chain begins, even if it changes Element after.

Can I pick Recycle with Quench, if that player's team lost?
Yes, if Quench was played first. Spells that would resolve at the same time go by the order in which they were played.

Can I use Breeze if someone has played Sturdy?
Yes. Sturdy only stops the Title Spell from being changed from an effect like Flashfire. It does not stop someone from replacing the Title Spell with a completely different spell.

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QUICK REFERENCE

SETUP

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|---|--|
| <p>1-A. [TEAMS] Split into teams of 2, partners sit across from each other.</p> <p>2-A. [TEAMS] Each team chooses a player to keep score, that player takes 2 score cards.</p> <p>3. Deal 6 spells to each player.</p> <p>4. Place remaining 6 spells face down, forming the Element Deck.</p> | <p>1-B. [SURVIVAL] If playing with 3 players, set up the deck. (Page 12)</p> <p>2-B. [SURVIVAL] Each player takes 1 Health Token and 2 Score cards. Players begin each round with 2 health</p> |
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PLAYING A ROUND

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| <p>4. Dealer reveals a Title Spell from the top of the Element Deck.</p> <p>5. For the first chapter each round, player to the left of the dealer leads.</p> <p>6. Going clockwise from the lead player, each player plays 1 spell.</p> <p>7-A. [TEAMS] The Strongest spell wins the chapter.</p> <p>8. Collect the used spells and place them off to the side face down.</p> <p>9. Dealer reveals next Title Spell, winner of the last chapter leads.</p> <p>10. After the final chapter: collect all spells and shuffle. Player to the left of the current dealer is the new dealer, and a new round begins.</p> | <p>7-B. [SURVIVAL] Player with Weakest spell loses 1 health.</p> |
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SCORING

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| <p>11-A. [TEAMS]</p> <ul style="list-style-type: none">• First 5 chapters are worth 1 point each.• Final chapter is worth 2 points. <p>12-A. [TEAMS] A team wins when: They reach 15 points, AND are ahead by at least 2 points.</p> | <p>11-B. [SURVIVAL] If a player's health drops to 0, they are out of the round.</p> <ul style="list-style-type: none">• Each remaining player gains 1 point.• If only 1 player remains, the round ends and they score another point.• If played, the final chapter is worth 1 point to winner. <p>12-B. [SURVIVAL] At end of round: If player with the highest score has 10+ points, and isn't tied, they win.</p> |
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