

# SPELLWEAVING IOI

A POLYKHOISM GAME

2 - 5 Apprentices, ages 10 and up, 30-to-60-minute play time

## OBJECT OF THE GAME

Weave more powerful spells than the rest of the Apprentice Spellweavers before time (the Draw deck) runs out.

## THE STORY

It's the end of your first year as an Apprentice Spellweaver, which means it's time to demonstrate your mastery of the basics of spellweaving. You and your fellow Apprentices are gathered in one of the great Training rooms and instructed to weave as many powerful, two-word spells as you can in a certain amount of time. Unfortunately, you all stayed up late last night "studying", and now all the spell words are jumbled in your mind. By quickly sorting through what you do remember, carefully listening to the other Apprentices, and using some of the characteristics of the seven Aspects, can you weave the most impressive spells and be named Apprentice of the Year?

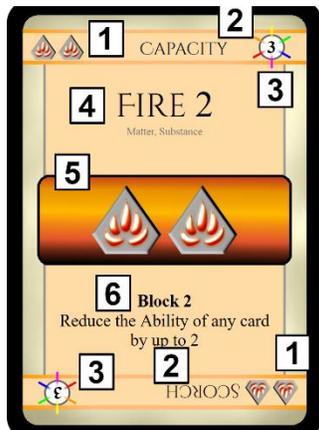
## CONTENTS

- 49 Spell cards (black back), divided into seven Aspects: Light, Water, Air, Earth, Fire, Metal, and Aether. Each Aspect has three cards with an Aspect value of 1 and two each with an Aspect value of 2 and 3.
- 5 Challenge cards (gray back), with three different Aspect symbols each

## SETUP

1. Select a Head Apprentice.
2. The Head Apprentice shuffles the five Challenge cards and deals one to each Apprentice. Apprentices keep their Challenge card face down. Any Challenge cards that are not dealt out are not used for this game.
3. The Head Apprentice shuffles the Spell cards and deals seven cards to each Apprentice to form their starting hands. The rest are set face down as the Draw deck.
4. Each Apprentice discards the two cards in their hands with the highest Aspect value (number of symbols). The Head Apprentice collects these cards, shuffles them, and deals them out, face up, to form four discard piles, making the piles as even as possible.
5. The Apprentice to the left of the Head Apprentice takes their turn first. Play of turns continues to the left. A round consists of all players taking one turn.

## CARD LAYOUT KEY



1. Aspect Value
2. Spell Words (Top = Target, Bottom = Action)
3. Card Point Value
4. Aspect Name
5. Ability Name and Value
6. Ability Text

## ON YOUR TURN

1. **Refresh:** Turn any Bound cards used previously back to normal (see Bound Spells)
2. **Focus:** Draw cards from the Draw deck until you have five cards in your hand, or until the Draw deck is empty.
3. **Listen In:** Take a card from the top of one of the discard piles.
4. Perform as many of the following actions as you wish in any order:
  - Weave:** Place in your tableau (cards in front of you) as many cards as you wish, according to the rules (see Weaving Cards). Cards may come from your hand or from another spell in your tableau.
  - Unravel:** Set aside one or more cards from your hand or your tableau to replace it in a complete spell or after using its Ability.
  - Cast a Binding:** Use your Bound spell abilities (see Bound Spells) once per round per Bound Ability.
5. **Release:** Discard all your Unraveled cards, if any, one at a time.
6. **Clear Your Mind:** Discard as many cards as you wish (including zero).
7. **Say That Again?** If there are fewer than four discard piles, flip the top cards from the Draw deck as necessary to make a total of four discard piles.

**Clear the Noise:** Once per game, you may shuffle all the discard piles into the Draw deck. This step may be taken as an action at any point during your turn, but not in the middle of performing any other action (such as drawing up to five cards in your hand). Turn your Challenge card face up to indicate that you have used this action for the game.

## WEAVING CARDS

Weave cards (place cards in your tableau, or cards in front of you) as a partial spell singly or as a complete spell in pairs. You may Weave as many partial or complete spells in your tableau as you wish, as long as they follow the rules outlined below. Spells must start with cards with an Aspect value of 1. Complete spells do not have to match Aspects.

To place cards in a spell with an Aspect value of 2 or 3, that spell must have a total matching Aspect value at least equal to the card to be placed. If adding a card to a complete spell, Unravel (set aside to discard) one of the existing cards and replace it with the new card. Adding to a partial spell to make it complete does not require discarding.

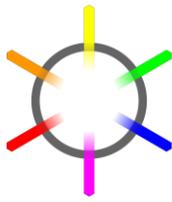
Example: Start a new spell by placing in your tableau a Metal card with Aspect value 1. You then add to this spell by placing next to it an Earth card with Aspect value 1 (total Aspect value 1 Metal and 1 Earth). Later, you discard the Earth and replace it with another Metal card with Aspect value 1 (total Aspect value 2 Metal). You may now replace one of the Metal cards with a Metal card with Aspect value 2 (total Aspect value 3 Metal).

Once a card has been placed in your tableau, it does not need to follow rules for placing cards to remain in play. It does, however, need to follow rules to be placed in a new spell.

## PLACING CARDS

Place cards in complete spells by placing the bottom spell with the Action (word or phrase at the bottom of the card) rotated to the top. Place the top card with the Target (word or phrase at the top of the card) below the Action of the bottom card, so that both can be read. The Action-Target combination is your complete Woven Spell.





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## BOUND SPELLS

If you Weave a spell in your tableau that consists of two cards of the same Aspect that each have an Aspect value of 3, that spell is considered Bound. A Bound spell cannot be affected by the Abilities of any other cards. Apprentices with Bound spells may use the Aspect's Ability once per round of play per Bound spell. Use any card as if it matches the Ability of the Bound spell, using the Ability value of the card. Turn the top card in the Bound spell to indicate that it has been used for this round. Turn the card back to normal at the start of your next turn.

Example: If you have Air Bound in your tableau, you could Trade (Air Ability) a Metal with an Ability value of 2 to another Apprentice for any other card in their tableau with an Aspect value of 1 or 2.

## ASPECTS AND ABILITIES

Each card has an Aspect value (number of icons at the top) and an Ability value (listed with Ability). When using a card's Ability, the Ability value may be considered as any value up to and including the Ability value of the card. For example, an Aether card with Morph 3 may be used as any Ability in play; its Ability value may be 1, 2, or 3. Unravel (set aside to discard) cards after using their Ability.



### LIGHT: CONCEAL

Reduce the Aspect value of any other card in any Apprentice's tableau, including your own, by the Ability value of this card.



### WATER: EMPOWER

Increase the Ability value of any other card in any Apprentice's tableau, including your own, by the Ability value of this card.



### AIR: TRADE

Exchange this card for any card in another Apprentice's tableau with an Aspect value up to the Ability value of this card. Cards using the Trade Ability are not Unraveled but are placed in the tableau of the Apprentice who receives it by Trade. If the Trade cannot be completed for any reason, the Trade card is then Unraveled. The card you gained by Trading goes into your hand and can then be played normally. Only one Trade may be active at a time.



### EARTH: RECALL

Search the number of discard piles equal to the Ability value of this card and select one card to place in your hand. After selecting the card, Unravel the Earth card used.



### FIRE: BLOCK

Reduce the Ability value of any other card in any Apprentice's tableau, including your own, by the Ability value of this card. A Blocked card is still Unraveled.



### METAL: STRENGTHEN

Increase the Aspect value of any other card in any Apprentice's tableau, including your own, by the Ability value of this card.



### AETHER: MORPH

Use this card as the Ability of any other card in any Apprentice's tableau, including your own, using the Ability value of this card.

## COMBINING ABILITIES

You may combine two or more Abilities in one turn. Unravel all the cards combined in this way.

Example: An Apprentice uses a Water card with an Ability value of 2 to Empower an Air card's Ability value from 2 to 4. She then attempts to Trade the Air for an Aether with an Aspect value of 3 in another Apprentice's tableau. In response, the second Apprentice uses two Fire cards, each with an Ability value of 1, to Block the Trade by reducing the Air's Ability value back down to 2. The first Apprentice can no longer Trade for the card they wanted, and therefore Unravels their Air and Water cards. The second Apprentice also Unravels their Fire cards.

Be creative in combining abilities!

## END OF THE GAME

The game end triggers when:

- The Draw deck remains empty for an entire round of turns, OR
- All fourteen three-Aspect cards are in any Apprentice's tableau

If the Draw deck is empty at the end of an Apprentice's turn, they have the option to Clear the Noise (shuffle the discard piles back into the deck and turn their Challenge card face up) if they have not previously done so. Play continues as normal, with each Apprentice that has not done so having the opportunity to Clear the Noise. The game ends and points are scored once every Apprentice has ended one turn without any cards in the Draw deck.

If all fourteen three-Aspect cards have been placed in any Apprentice's tableau, each Apprentice after the one that placed the last card gets one more turn before the game ends and points are scored. An Apprentice who chooses to Clear the Noise does not cancel this trigger.

## SCORING

Partial spells (only one card) score 0 points.

Complete spells (two cards) score points equal to the total number of points in the top right corner of both cards.

### CHALLENGE CARDS BONUS

- +2 if your spells include one of the Aspects on your Challenge card
- +5 if your spells include two different Aspects on your Challenge card
- +10 if your spells include all three Aspects on your Challenge card

Having more than one spell with the same Aspect does not earn you this bonus more than once.

Example: Your Challenge card has Air, Earth, and Aether. Your final spells include one that is Bound Earth (both Earth with an Aspect value of 3), one with two Air, and one with Aether and Stone. You score all 10 Challenge points.

Example: Your Challenge card has Water, Earth, and Metal. Your final spells include one with two Water, one with two Earth, and one with Water and Fire. You only score 5 Challenge points.

THE APPRENTICE WITH THE MOST POINTS IS NAMED APPRENTICE OF THE YEAR AND WINS THE GAME!