Hexes of Sygon

Move • Build • Cast



2-6 PLAYER **RULEBOOK**

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Welcome to Hexes of Sygon!
Your wizards gaze across the mystical planet of Sygon. Volatile volcanoes have scorched much of the world, except for a precious clearing of land. Here lie the various landscapes of Sygon: meadows, swamps, dunes, mountains, forests, and caves.

Hexes of Sygon is a dynamic and interactive resource management strategy board game structured around movable pieces known as Wizards and Witches. Players move these pieces to conjure buildings and cast spells in their quest to rule the magical world of Sygon.

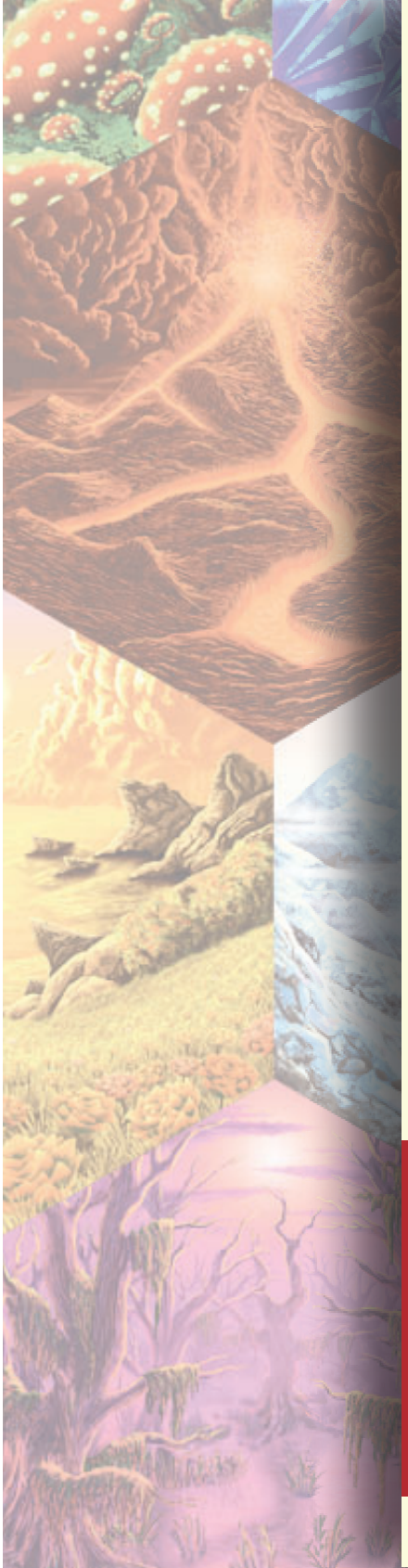
Winning the Game

To win, a player needs at least '27 minus X' **Sorcery Points (SP)** and the highest score among all players at the end of a round. 'X' equals the number of Ash hexes created by volcanic eruptions (page 17). Sorcery Points are gained through building Towns, Markets, and Workshops, encircling Towns with Walls, brewing Potions, and collecting Cauldrons.

Tiebreaker
If multiple players reach the minimum score to win and are tied for first place at the end of a round, then all players will play one final round. If a tie for first isn't broken in this final round, first place is awarded to the player with the most SP and remaining resources. All players collect resources in the final round. At the end of the game, each resource cube in your inventory counts as 4 remaining resources and each Gold counts as 1 remaining resource.

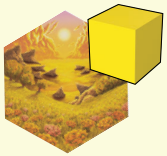
Optional Rules
After a game or two, consider adding the Alchemist Supply Kit for alternative resource management and scoring strategies. After three or four games, experienced players may add the Spell Books and associated Spell Cards and additional Action Spells (pages 15 & 19). Players may limit each turn to two minutes by running the one-minute timer twice.

Competitive Scoring
Once a player reaches 18 SP, disregard the D12. Among Volcanoes without a Smoke Cloud and not completely surrounded by Ash hexes or the board frame, erupt the Volcano(es) with the highest odds of being rolled (blue has the highest odds, then red/orange, then green). Potion trading is also forbidden.

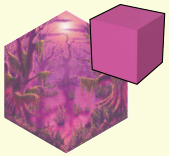


Resources

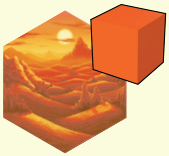
In Hexes of Sygon, players collect resource cubes and Gold to conjure buildings and cast spells. Resource cubes are acquired from one of the six unique Landscape hexes throughout the board. A player collects Gold equivalent to the Gold Value of the Landscape hexes in which they have built Towns. Players can increase their production of resource cubes and Gold by building more Towns or bolstering their Towns with Markets and Workshops. Refer to page 13 for the building rules and page 14 for the building costs and an example.



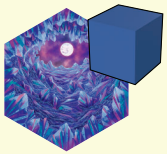
Flower Meadows
Flower



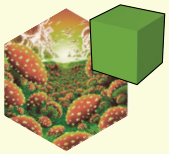
Elixir Swamps
Elixir



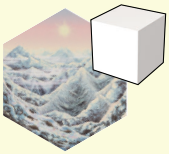
Spice Dunes
Spice



Crystal Caves
Crystal



Mushroom Forests
Mushroom



Snow Mountains
Snow

Gold



Gold Value Tokens



Reverse Side



Resource Limits

A player may hold up to 15 resource cubes and 30 Gold. Extra resources must be discarded immediately.

Hexes of Sygon is an open hand game. Players cannot hide resources and must display their resources, Potions, Cauldrons, and spell cards in front of them.

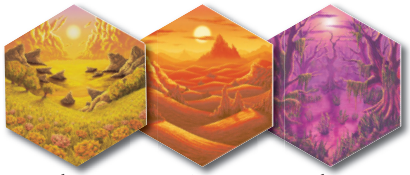
Trading resources is NOT allowed; trading Potions at a 1:1 exchange rate is allowed.

6 Board Frame Pieces

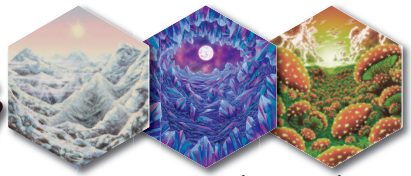


8 Spacers

40 Landscape Hexes

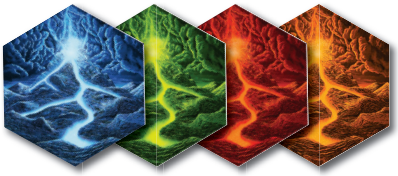


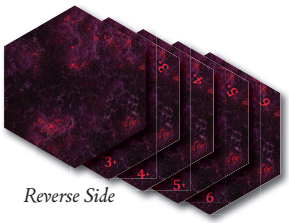
7× Flower Meadows
7× Spice Dunes
7× Elixir Swamps



6× Snowy Mountains
7× Crystal Caves
6× Mushroom Forests

4 Volcano Hexes





Reverse Side

Left to Right
19× Blank Hexes
5× 3+ Player Hexes
6× 4+ Player Hexes
7× 5+ Player Hexes
7× 6+ Player Hexes

198 Resource Cubes

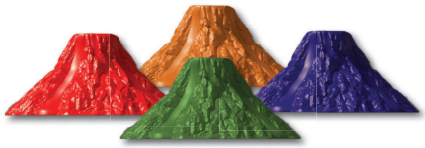
33× Each Color



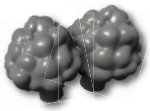
150 Gold Chips



4 Volcanoes



2 Smoke Clouds



53 Gold Value Tokens

20× Exterior Gold Value Tokens
24× Interior Gold Value Tokens



12× { 5× 1 Value, 7× 2 Value }
2× 0 Value
2× { 1× 0 Value, 1× 1 Value }
2× { 1× 1 Value, 1× 2 Value }
2× { 1× 1 Value, 1× 2 Value }



7× { 2× 1 Value, 5× 2 Value }
3× { 1× 1 Value, 2× 3 Value }
4× { 1× 1 Value, 1× 2 Value, 2× 3 Value }
5× { 2× 1 Value, 2× 2 Value, 1× 3 Value }
5× { 2× 1 Value, 2× 2 Value, 1× 3 Value }



Double Sided
9× Gold Value Tokens

Reverse Side



Numeral Side

39 Forage Tokens



Reverse Side

24 Score Pips

4× Each Color



18 Wizards and Witches

3× Each Color (9 Witches & 9 Wizards)



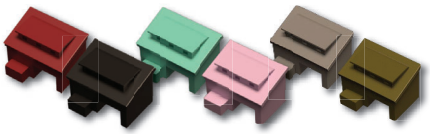
36 Towns

6× Each Color



30 Workshops

5× Each Color



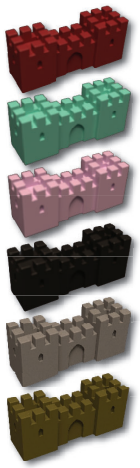
36 Markets

6× Each Color



138 Walls

23× Each Color



51 Spell Cards

18 × Instant Incantations



Reverse Side



Left to Right
3 × Blizzard
3 × Fissure
3 × Power Trip
3 × Charm
3 × Foresight
3 × Vanish

15 × Golden Powers



Left to Right
3 × Resurrection
3 × Resummon Wall
3 × Replicate
3 × Foreign Wall
3 × Ward

18 × Eternal Evocations



Left to Right
3 × Fungal Fortune
3 × Emberbound Enclosures
3 × Blossom Boon
3 × Omnipresent Essence
3 × Shardborne Bounty
3 × Snowforged Settlements

36 Potion Cards

12 × Each Color (6 × Each Variant)



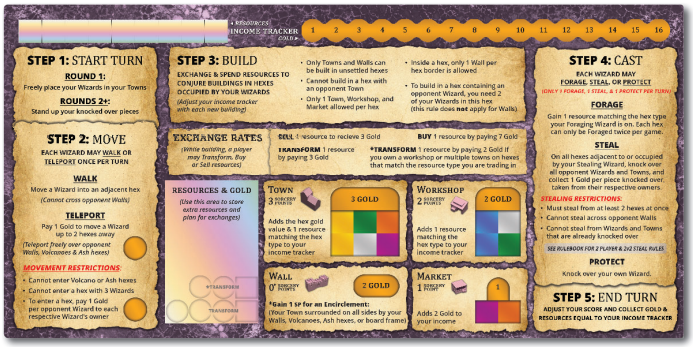
Reverse Sides

9 Cauldron Cards

3 × Each Color



6 Resource Trackers



6 Spell Books



1 Sand Timer

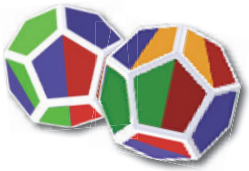


6 Double-Sided Quick Reference Cards



Left to Right
3-4 Player Setup & 2-Player Setup and Rules
Game Setup
Round Sequence
Volcano Rules & 2 vs 2 Team-Play Rules
5-6 Player Setup & 2 vs 2 vs 2 Team-Play Rules
Alchemist Supply Kit Rules

2 Volcano Dice

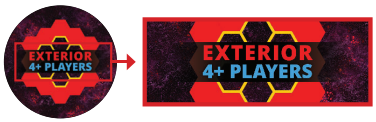


1 Assemble the Board

Using the board pieces, spacers, and hexes appropriate to your player count, construct the game board frame. Hexes for 3+ player games are marked with their player count on the Ash side. With the board frame completed, randomly place the hexes with the Ash side up. Alternatively, assemble one of the recommended First Time or Custom Board Setups and skip steps 2 and 3.

2 Flip Ash Hexes, Place Volcanoes, and Assign Gold Value Tokens

Flip the Ash hexes to reveal the game board. Set each Volcano on its corresponding Volcano hex. Only use Gold Value tokens labeled for your player count (*i.e., remove all '4+ PLAYERS' and higher Gold Value tokens for a three-player game*). Place an exterior Gold Value token on each Landscape hex that touches the board frame with the number value facing down. Place an interior Gold Value token on each remaining Landscape hex. Do not place Gold Value tokens on Volcano hexes. Note that some of the tokens will not be used.



This token is excluded with less than four players

Three-Player Setup

Board Pieces



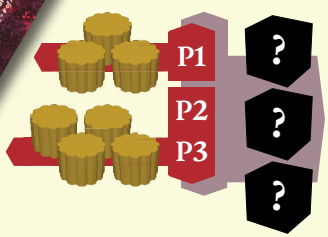


Recommended Three Player First Time Board

Player Order



Starting Resources



3 **Flip the Gold Value Tokens**
Flip the Gold Value tokens to reveal the Gold Value of each Landscape hex. Remove all "0" tokens.

4 **Place Towns and Walls in Snake Draft Order** (Skip for First Time Board Setups)
Randomly determine who goes first. Player 1 places a Town on an empty Landscape hex worth 2 or 3 Gold. If this hex is touching the board frame, also place one Wall; otherwise, place two. Towns and Walls are placed within a hex, **not** on the seam between hexes. Remaining players follow clockwise. Whoever places their first Town last will place a second Town. Remaining players follow counter-clockwise.



5 **Collect Starting Resources**
All players start with three resource cubes: one from each of their two Towns and one resource cube of their choice. Player 1 starts with three Gold; others start with four to five Gold (refer to the bottom right of your player count board setup page). Store these resources in your resource tracker inventory.

Four-Player Setup

Board Pieces





Recommended Four Player First Time Board

Player Order



Starting Resources

Five-Player Setup



Recommended Five Player First Time Board

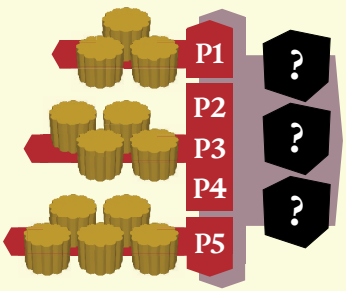
Board Pieces



Player Order



Starting Resources



Form 3 Teams of two players each. See below for team formations. Players on the same team take their turns simultaneously. Refer to page 20 for additional six-player rule considerations.

Six-Player Setup



Recommended Six Player First Time Board

Board Pieces

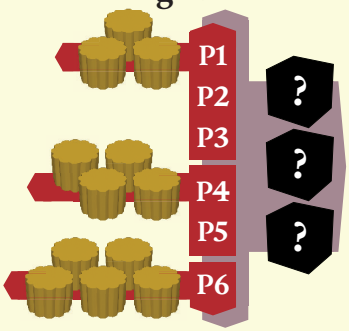


Player Order



Team A *Team B* *Team C*

Starting Resources



Two-Player Gameplay

Use zero spacers when assembling the board frame for a two-player game. Follow the usual game setup (pages 5-6) to begin the game. **When collecting starting resources, player 1 begins with three Gold and player 2 begins with five Gold.** See below for a recommended first time, two-player board setup.

Gameplay Changes

In a two-player game, some game mechanics are modified to accommodate the reduced player count.

Steal Action Spell

In two-player games, the Steal Action Spell is modified as follows:

1. You may not Steal from opponent Towns and Wizards occupying the same hex as your stealing Wizard.
2. Wizards can Steal from as few as one adjacent hex (as opposed to the normally required two hexes).

Scoring

Score two-player games in the same manner as three-, four-, and five-player games.

Board Pieces



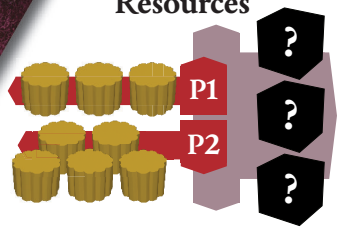
Note that the Smoke Clouds start inserted into the red and green Volcanoes in this setup

Recommended Two Player First Time Board



Player Order

Starting Resources



Resource Tracker

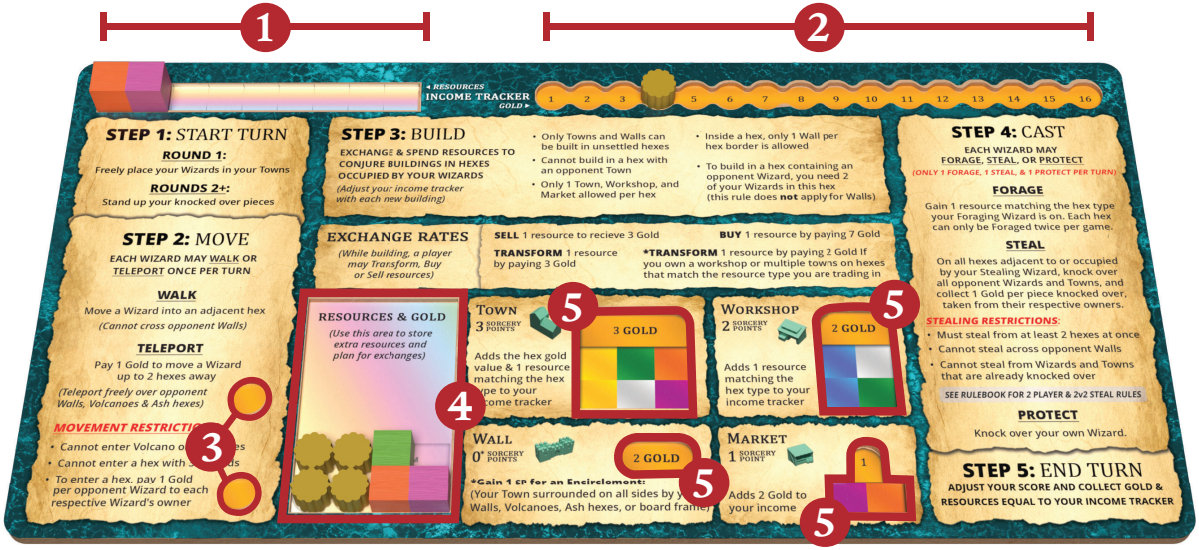
Each player has a resource tracker which contains abbreviated explanations of all steps in a turn. Players use the top of the resource tracker to denote the resources and Gold they collect at the end of their turn. Players can also use the resource tracker to organize their resources and plan their expenses.

1 Resource Income Tracker

Place resource cubes matching your two starting towns to track which resources you collect at the end of every turn. Add a resource cube matching the hex type of each Town and Workshop you build during the game.

2 Gold Income Tracker

Mark the combined hex Gold Value of your two starting towns by placing a Gold chip here. Increase this marker by the Gold Value of each Town you build and by two for each Market you build. Decrease this marker if volcanic eruptions affect your Gold income.



3 Movement Costs

Plan ahead for any movement related costs such as teleporting or entering hexes containing opponent Wizards by placing Gold here.

4 Resource and Gold Inventory

Store your starting resource cubes and Gold here. At the end of each of your turns, add resources and Gold from the bank equal to your income trackers. Use this area to plan resource transformations and other exchanges.

5 Building Costs

Use these building spaces to plan ahead for your purchases. Each of these spaces denotes exactly what you need to build a Town, Workshop, Market, or Wall.

Round Sequence

1. Player Turns

To begin the game, player 1 starts their first turn by placing all three of their Wizards or Witches (hereinafter referred to only as Wizards) in their Towns in any combination. Then, player 1 completes the following steps in order.

Step 1 Start Turn — Beginning on round 2, the player uprights all Towns and Wizards which were knocked over in the previous round. **Do not upright Towns or Wizards at any point during round 1!**

Step 2 Movement — Wizards may Walk into adjacent Landscape hexes or pay one Gold to Teleport over opponent Walls and up to two hexes away. *Refer to page 12 or your resource tracker for the full movement rules.*

Step 3 Building — The player may exchange and pay resources to construct buildings on their Wizard-occupied hexes. *Refer to pages 13-14 or your resource tracker for the complete building rules.*

Step 4 Casting — Each Wizard may cast one Action Spell. The same Action Spell may not be cast twice in a single turn. *Refer to pages 15-16 or your resource tracker for the complete Action Spell rules.*

Step 5 End Turn — When all other steps are complete, the player collects resource cubes and Gold from their buildings. Then, play passes clockwise to the next player. *Refer to page 14 for a collection example.*

During round 1, each subsequent player places their Wizards and completes their turn, following steps 1-5 above. Complete all player turns before proceeding to phases 2 and 3 of the round sequence, listed below.

2. Volcano Eruptions

When all players have completed their turns, roll the D12 Volcano die and apply the Aftermath effects (page 17).

3. Victory Conditions and Fortune Gold

Adjust players' scores following the Volcanic Aftermath and determine if any players have reached the victory condition (page 18). If not, each player receives Fortune Gold (page 18) from the bank equal to the number of Sorcery Points they trail behind the leading player(s).

Movement Phase

Each player has three Wizards. Each Wizard may either Walk or Teleport once per turn. Wizards are not required to move.



Witch and Wizard



Walking

Any Wizard can freely move one hex per turn, but a player's Wizard cannot Walk across an opponent's Wall.

In the example above, the red Wizard can:
- Walk left into the Crystal hex, but must pay one Gold to each black Wizard.
- Walk freely through its own red Wall into the bottom Crystal hex.

Teleporting

Any Wizard may move up to two hexes away by paying one Gold to the bank. A Wizard may Teleport past opponent Wall(s), Volcanoes and Ash hexes.

In the example above, the red Wizard can:
- Teleport over the blue Wall into the Elixir hex.
- Teleport over the blue and pink Walls and green Volcano into the Snow hex.
- Teleport diagonally into the Flower hex but must pay one Gold to the pink Wizard.

Movement Restrictions

1. Wizards cannot enter a hex that already contains three Wizards.
2. To Walk or Teleport into a hex containing an opponent Wizard(s), the player must pay one Gold to each Wizard's owner. *For example, in the image above, if the red Wizard teleports into the hex containing the pink Wizard, the red player must pay one Gold to the pink player.*
3. Wizards may not move into Volcano or Ash hexes.

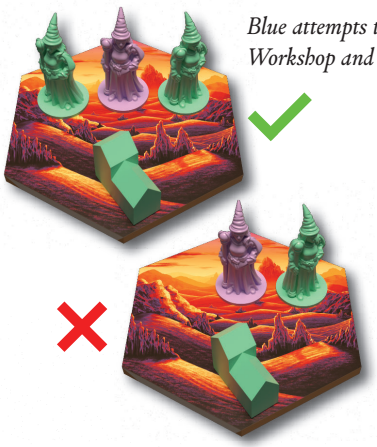
Building Phase

Players may exchange and pay their Gold and resource cubes to construct buildings.

Building Rules

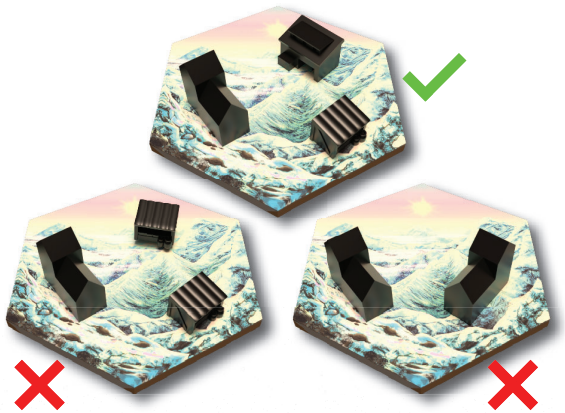
1. To build in a hex, at least one of your Wizards must occupy that hex.
2. Only Towns and Walls can be built in unsettled hexes. An unsettled hex is any Landscape hex which does not already contain a Town.
3. You cannot build in a hex containing an opponent Town.
4. You must have two Wizards in a hex that contains an opponent Wizard to build a Town, Workshop, or Market. This restriction does not apply when building Walls.
5. Only one Town, one Workshop, and one Market can exist in each hex.
6. Within a hex, only one Wall per border is allowed.

Rule 4, *Visualized*

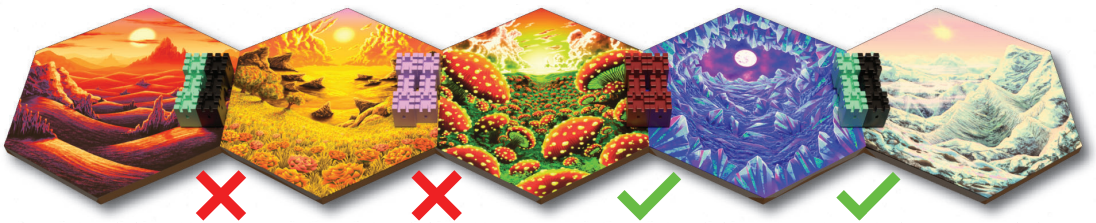


Blue attempts to build a Workshop and Market

Rule 5, *Visualized*

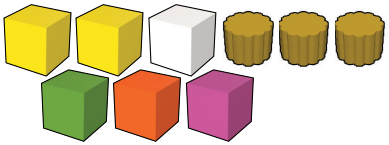


Rule 6, *Visualized*





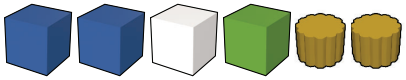
Town
2 Flower + 1 Snow + 1 Mushroom + 1 Spice + 1 Elixir + 3 Gold



A Town may be built in an unsettled Landscape hex. During the collection phase, a Town produces one resource cube of the resource type on which the Town is built and Gold equal to the Gold Value of the hex. *If a player builds two or more Towns on the same resource type, the cube to Transform this resource is reduced to two Gold (instead of three). A Town awards three Sorcery Points.



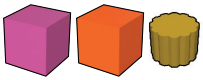
Workshop
2 Crystal + 1 Snow + 1 Mushroom + 2 Gold



A Workshop may only be built in a hex containing your Town. When built, a Workshop increases the resource cube production of the Town by one. *A Workshop also reduces the cost to Transform the resource type it is built on to two Gold (instead of three). A Workshop awards two Sorcery Points.



Market
1 Spice + 1 Elixir + 1 Gold



A Market may only be built in a hex containing your Town. When built, a Market increases the Gold production of the Town by two. A Market awards one Sorcery Point.



Wall
2 Gold



A Wall may be built along any border within a hex unless that hex contains an opponent's Town. A Wall blocks opponent Wizards from walking and stealing and protects hexes from volcanic Aftermath (page 17). A Wall contributes to Encirclements (page 18), which award one Sorcery Point.

Exchange Spells

***Transform**
1 Resource Cube + 3 Gold = 1 Resource Cube

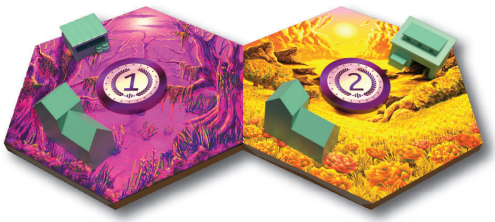


Sell
1 Resource Cube = 3 Gold



Buy
7 Gold = 1 Resource Cube





Collection Example
The blue player would collect from these two hexes: 2 Flower resource cubes (Town and Workshop), 1 Elixir resource cube (Town), and 5 Gold (Market +2, Towns +1 and +2).



Forage

A player can only Forage once per turn. A Wizard that Forages cannot Steal or Protect. The foraging Wizard collects one resource cube of the hex type it occupies. Add this resource cube to your resource tracker inventory.

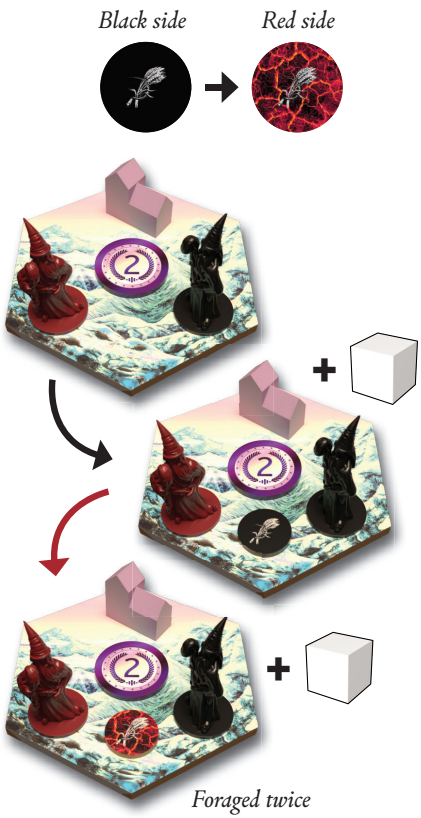
When a Wizard uses the Forage Action Spell, place a black Forage token on the foraged hex. If that hex is foraged a second time, flip the Forage token to the red side. Hexes with red Forage tokens can no longer be foraged.

Special Considerations

Wizards may Forage in their own Towns and opponent Towns. Wizards can Forage in hexes with opponent Wizards.

Towns and Workshops on hexes which have been foraged twice still produce resource cubes during the collection phase.

Foraged resource cubes cannot be used in the same turn they are foraged.



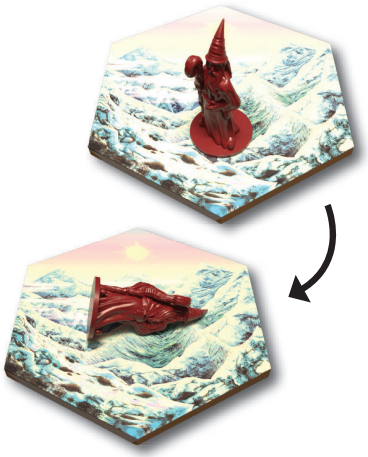
Protect

A player can only Protect once per turn. A Wizard that Protects cannot Steal or Forage. The protecting Wizard defends itself from opponents' Steal Action Spells.

When a Wizard casts Protect, knock over this Wizard. This Wizard can no longer be the target of a Steal Action Spell until it is uprighted at the beginning of this player's next turn.

Special Considerations

Wizards casting Protect are not protected from Volcano Aftermath effects (page 17).

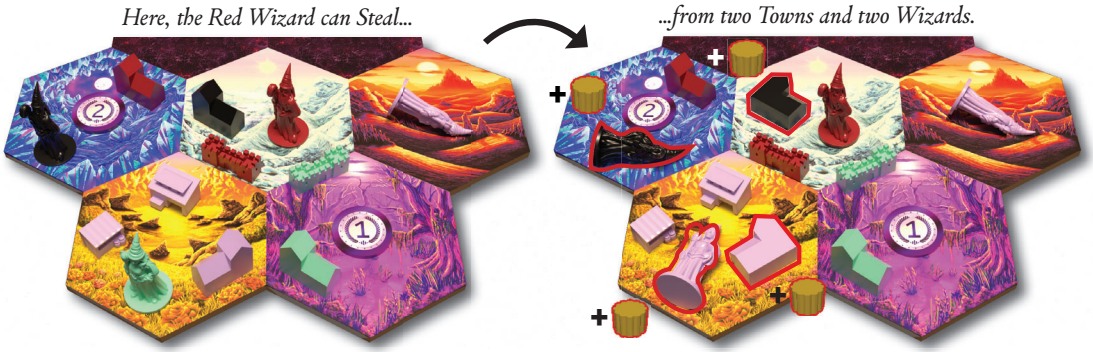


Steal

A player can only Steal once per turn. A Wizard that Steals cannot Forage or Protect. The stealing Wizard steals Gold from the hex it occupies and all adjacent hexes. Knock over and take one Gold from each opponent Town and opponent Wizard in these hexes. The Gold is taken from the respective owner(s) of these Towns and Wizards.

Steal Restrictions

1. A Wizard must steal from at least two different hexes at the same time.
2. A Wizard cannot steal through opponent Walls (but may steal through their own Walls).
3. Knocked over Towns and Wizards cannot be stolen from.
4. Gold cannot be used in the same turn it was stolen.



Two-Player and 2v2 Team Play Steal

In two-player and 2v2 team-play games, your Wizard takes one Gold from each opponent Town and Wizard in all adjacent hexes, but **not** the hex it occupies. Additionally, Wizards can steal from as few as one adjacent hex. *See page 9 for more details on two-player games and page 20 for team play.*

Optional Action Spells

Experienced players are invited to include these optional Action Spells in addition to Forage, Steal, and Protect to enhance gameplay. Like the three base Action Spells, Scorch and Terraform may only be cast once per turn and a Wizard that Scorches or Terraforms cannot cast another Action Spell this turn.

Scorch Action Spell

Wizards may not cast Scorch in hexes containing a Town or opponent Wizard. Your Wizard reduces the Gold Value of the hex it occupies by 1. If the hex has no Gold Value, flip the hex and remove all Walls, Forage tokens, and your Wizard from the board.

Terraform Action Spell

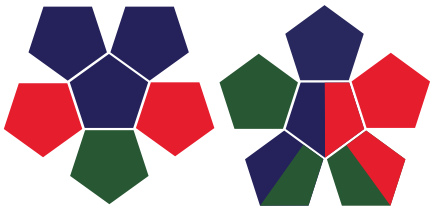
Your Wizard flips a Forage token. Terraform cannot remove or add a Forage token.

At the end of every round, volcanic eruptions obliterate the land of Sygon. When every player has completed their turn, roll the Volcano Die.

The Volcano Die
After rolling the Volcano Die, erupt each Volcano color rolled that does NOT currently contain a Smoke Cloud. Remove all Smoke Clouds, insert one into each erupting Volcano, then apply the volcanic Aftermath effects. In a 2-4 player game, use the three-colored Volcano Die; in 5+ player games, use the four-colored Volcano Die.

A Volcano cannot erupt two rounds in a row. If every Volcano color rolled contains a Smoke Cloud, no Volcanoes erupt this round.

Two- to Four-Player Volcano Die Outcomes



Five- to Six-Player Volcano Die Outcomes



Aftermath

Each erupting Volcano causes these Aftermath effects to all adjacent Landscape hexes in the following order:

1. Flip all Landscape hexes with **zero Gold Value and no Wall** bordering the erupting Volcano. All other game pieces are removed from this hex before flipping it over.
2. Reduce the Gold Value of all hexes **without a Wall bordering** the erupting Volcano(es) by one.
3. Remove all Walls bordering erupting Volcano(es).

If two Volcanoes erupt adjacent to the same Landscape hex, apply the Aftermath effects from both Volcanoes one at a time.



Before Aftermath

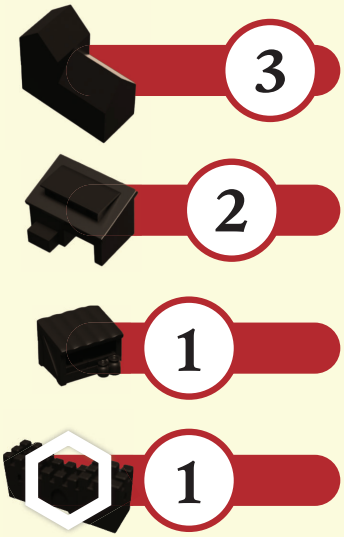
Exclamation marks indicate board changes if Red or Red/Blue is rolled.

After Aftermath

***Watch out!** If a hex flips with your Wizard on it, your Wizard dies and is removed from the game!*

Sorcery Points

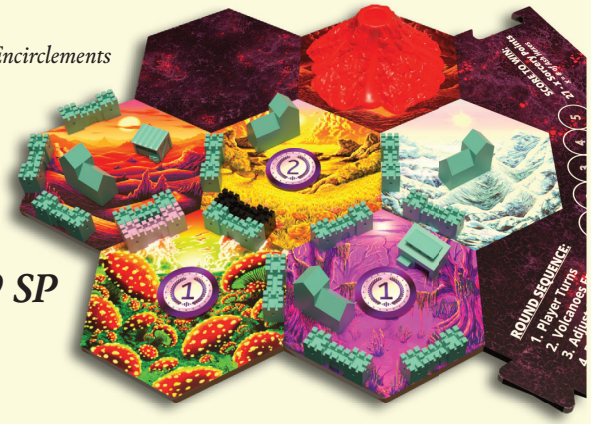
After rolling the Volcano Die and applying the resulting Aftermath effects to the board, each player counts their Sorcery Points to determine if they have met the minimum amount to win. Players can receive Sorcery Points by building Towns, Workshops, Markets, and Encirclements, Brewing Potions, and collecting Cauldrons. At the end of the round, summate the point values of all of your buildings, Encirclements, Potions, and Cauldrons; this is your score.



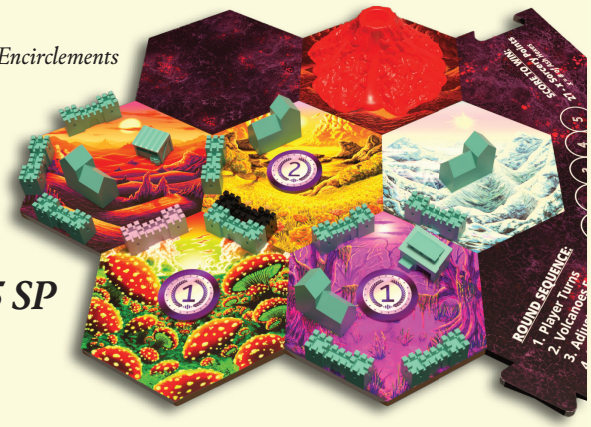
Encirclements

When a Town is surrounded on all six sides by your Walls, Ash hexes, Volcano hexes, or the board frame, it is encircled. **A player receives one Sorcery Point for each of their encircled Towns.** Walls contributing to an Encirclement may be on either side of a hex border. Thus, if a player has two Towns in adjacent hexes, they need only one Wall between them to encircle both Towns.

Valid Encirclements



Invalid Encirclements



Score to Win

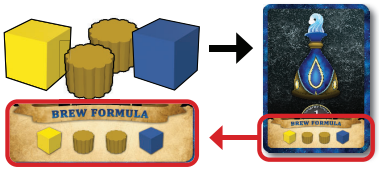
To win, a player needs at least '27 minus X' **Sorcery Points (SP)** and the highest score among all players at the end of a round. 'X' equals the number of Ash hexes created by volcanic eruptions.

Fortune Gold

After applying the Aftermath effects, summate the amount of SP you have from buildings and encirclements **only**. Do not include points from Potions or Cauldrons in this calculation. Then, take Gold from the bank equal to the number of points you trail behind the first place player.

Alchemist Supply Kit

After a game or two, players may include the Alchemist Supply Kit for alternative resource management and scoring strategies. Divide the Potion Cards by color into three stacks with the Brew formula cost side face-up. On your turn, you can spend a specific resource combination to Brew a Potion. Each Cauldron and unconsumed Potion grants 1 Sorcery Point (SP) when determining victory. **Never** count Potion and Cauldron SP when awarding Fortune Gold and track these SP separately from your buildings and encirclements. To Consume a Potion, gain the resources listed on the card, then shuffle it back into its respective stack. A player can initiate a 1:1 Potion card trade with another player on their turn.











Potion Restrictions

1. You must wait 1 turn after Brewing a Potion to Consume or trade it.
2. You may only Brew, Consume, and/or trade up to 2 Potion cards per turn. For example, a player can Brew 2 Potions, Consume 2 Potions, or Brew 1 and trade 1 Potion in the same turn.

A player that obtains 3 Potions required for a Cauldron gains the respective Cauldron card. A player can only lose a Cauldron if they do not have all the required Potions. Potions count towards multiple Cauldrons. For example, a player with two red, two yellow, and one blue Potion gains both an orange and green Cauldron. Moreover, a player with two red, two yellow, and two blue Potions gains an orange, green, and purple Cauldron. However, a player does not acquire a Cauldron if there are none remaining of that type. Supply two of each Cauldron type in 3-4 player games and three of each in 5-6 player games; in a two-player game, only supply one of each Cauldron type.

Spell Cards are an optional mechanic designed for advanced players who are seeking a highly interactive and strategic game. There are three types of Spell Cards: Instant Incantations, Eternal Evocations, and Golden Powers. Instant Incantations and Golden Powers produce effects which last only a single turn or round. Eternal Evocations grant game-long effects. Refer to the **Spell Book** for rules on purchasing and playing Spell Cards. In a 2-4 player game use two of each Spell Card; in a 5-6 player game, use three.



Team Play Alternative Gameplay

Use a standard four-player or six-player board setup for team play games. Pick teams and turn order randomly or assign them based on balanced player experience. Draft starting Towns and Walls using the order below:



	Turn Order		Starting Gold 2v2	Starting Gold 2v2v2
Team A	1	Player 1	3	3
		Player 2	3	3
Team B	2	Player 3	4	3
		Player 4	4	4
Team C	3	Player 5	-	4
		Player 6	-	5

Steal Action Spell

In 2v2v2 games, use the standard three- to five-player Steal rules (page 16). In 2v2 games, the Steal Action Spell is modified as follows:

1. Teammates may not Steal from each other, but may Steal through each other's Walls.
2. You may **not** Steal from opponent Towns and Wizards occupying the same hex as your stealing Wizard.
3. A Wizard can steal from as few as one adjacent hex (as opposed to the normally required two hexes).

Friendly Wizard Interactions

Your Teammate's Wizards and buildings are considered friendly. Wizards may move through friendly Walls and do not need to pay Gold to friendly Wizards to enter their hex. Hexes can still only contain up to three Wizards.

When considering building rule #4 (*You must have two Wizards in a hex that contains an opponent Wizard to build a Town, Workshop, or Market. This restriction does not apply when building Walls.*), your Wizard and a friendly Wizard **do** outnumber a single opponent Wizard for building purposes.

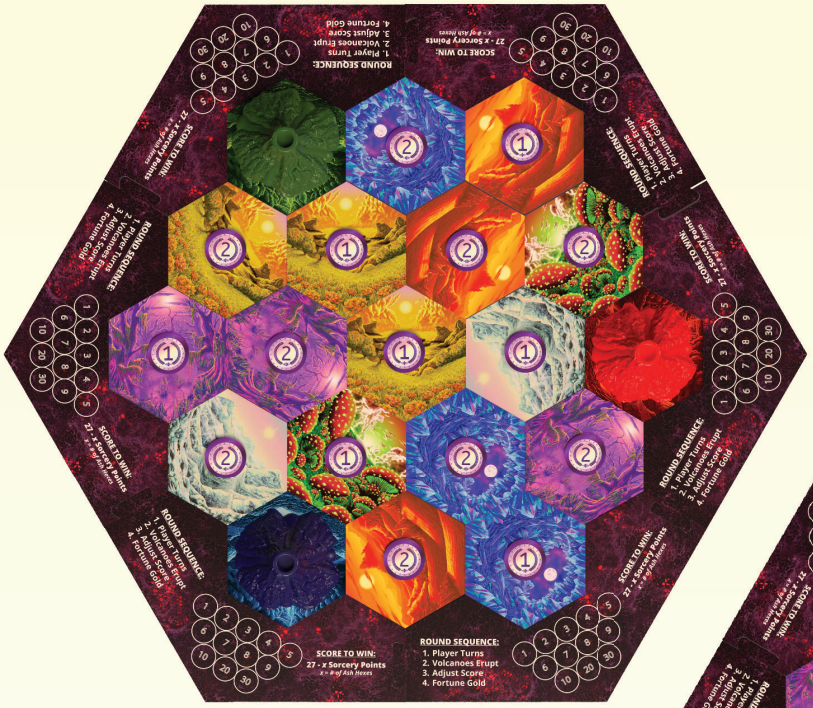
Special Consideration

The Blizzard Spell Card must be cast at the beginning of your team's turn in a team game. Apply its effects to your teammate.

Simultaneous Gameplay and Scoring

Teammates take their turns simultaneously *(i.e., players 1 and 2 will complete all phases of their turn before passing play to the other team).* Teammates may **not** share, pool, or trade resources or purchase buildings or spells for their teammates.

In team play, the game ends when any single player has reached the score to win (page 18) at the end of a round. Then, teammates combine their Sorcery Points to determine the winning team. It is possible that the player who reaches the victory threshold first does not win. In the event of a tie, use the tiebreaker procedure (page 1).



2 Two-Player Custom Board 1

Starting Volcanoes



Starting Gold



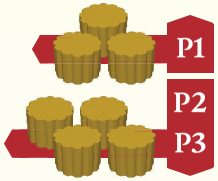


3 Three-Player Custom Board

Starting Volcanoes



Starting Gold





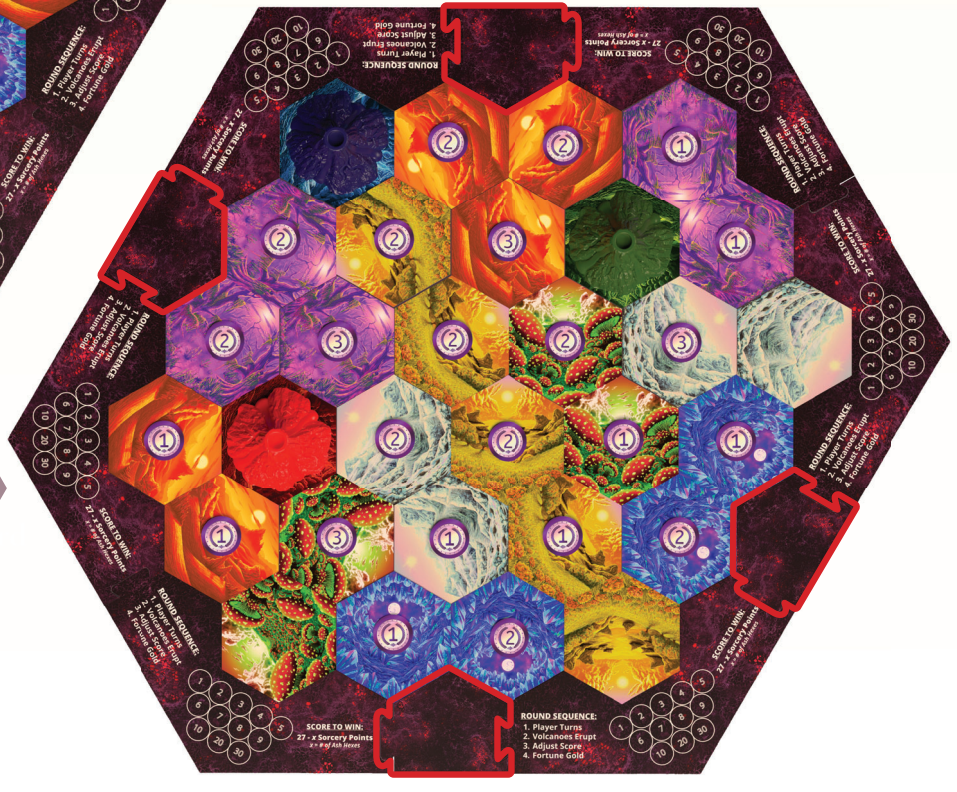
2 Two-Player Custom Board 2

Starting Volcanoes



Starting Gold



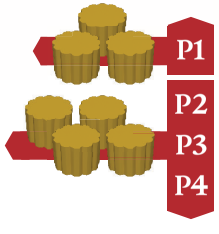


4 Four-Player Custom Board

Starting Volcanoes



Starting Gold



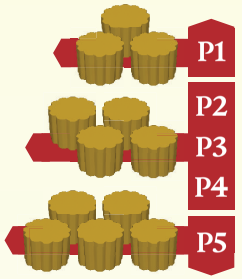


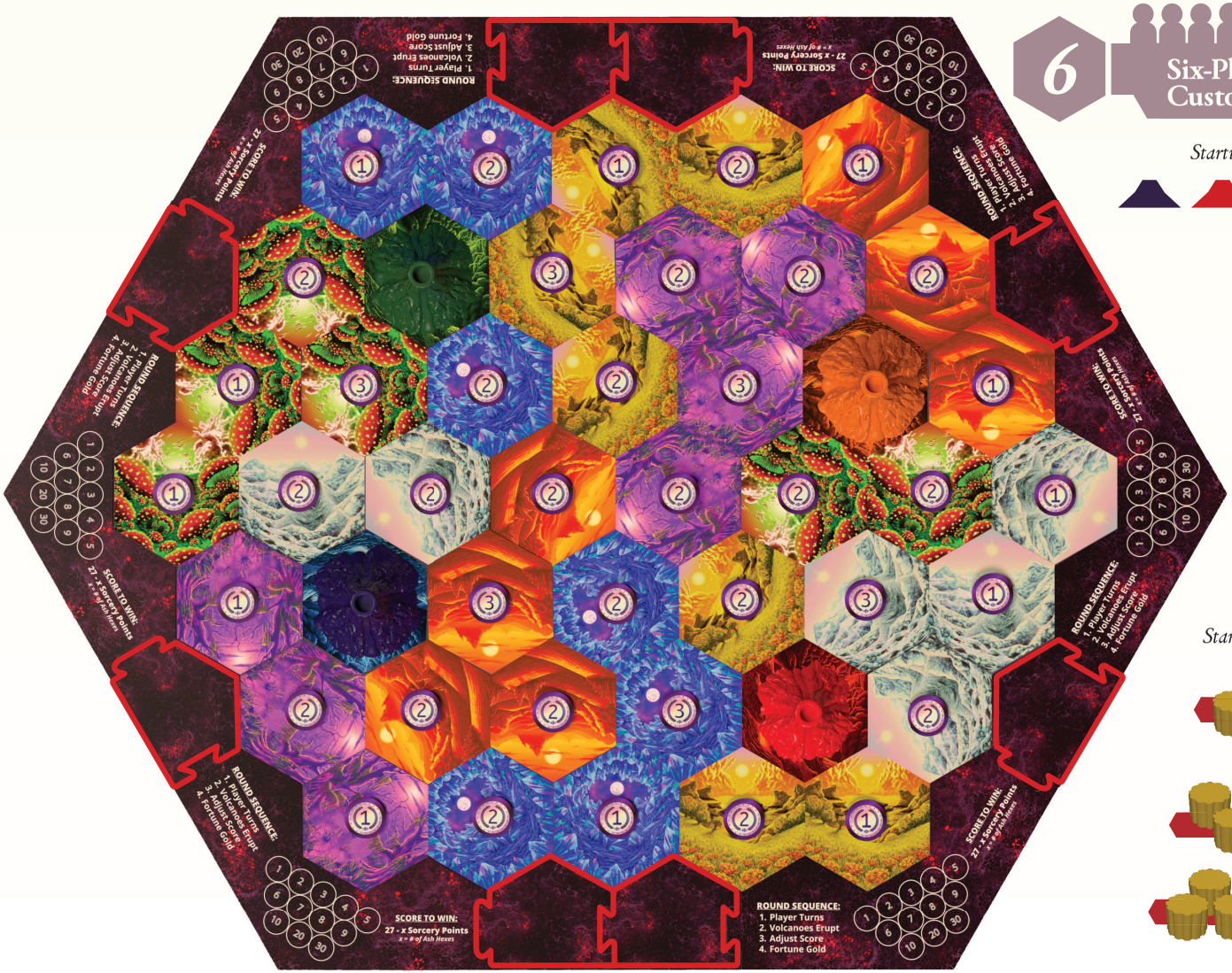
5 Five-Player Custom Board

Starting Volcanoes



Starting Gold



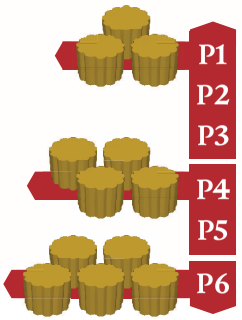


6 Six-Player Custom Board

Starting Volcanoes



Starting Gold



Resource Management

Do I collect resources from Towns, Workshops, and Markets in the same turn I built them? Yes, at the end of your turn during the collection phase.

Can I spend resources I foraged, stole, or collected in the same turn I acquired them? No, unless you are playing the optional Spell Card Power Trip.

Can I trade resource cubes or Gold with other players? No.

Wizard Placement and Movement

What if, in round 1, I can't place one or more of my Wizards in my Towns without exceeding the three-Wizard-per-hex limit? The remaining Wizard(s) must be placed in hex(es) without opponent Towns or Wizards.

In round 1, does it cost Gold to place my Wizard in my Town if there is an opponent Wizard present? No. It only costs Gold to Walk or Teleport your Wizard into a hex with an opponent Wizard, not place them.

Must I pay Gold to move a Wizard into a hex occupied by a knocked over Wizard? Yes. You must still pay one Gold per opponent Wizard present.

Can a Wizard Walk and Teleport on the same turn? No. Each Wizard may either Walk, Teleport, or stay put.

Can a Wizard Teleport over a Volcano or Ash hex? Yes, but a Wizard cannot Walk or Teleport into a Volcano or Ash hex.

Building and Exchanging

Can I build Walls in hexes where I do not own a Town? Yes, but you cannot build in hexes with an opponent Town.

Can I build a Town in a hex that has another player's Wall? Yes, but you may find it more difficult to Encircle this hex.

Do I remove the Gold Value token from the hex after collecting resources? No. Only volcanic eruptions and the Scorch Action Spell reduce/remove Gold Value tokens.

Can I Transform, Buy, and/or Sell and then build? Yes, you can exchange resources and build in any order during the building phase of your turn.

Does the 'Transform discount' stack if I have more than one Workshop and/or more than two Towns on the same hex type? No. The cheapest Transform costs one resource cube and two Gold.

Does my Wall between my Towns count towards both Towns' Encirclements? Yes.

Do Towns and Workshops produce resource cubes on hexes that have been foraged twice? Yes.

Do buildings and encirclements add Sorcery Points to your score each round? Your score is not cumulative. Recalculate it each round by totaling the current point values of your buildings, Encirclements, Potions, and Cauldrons.

Stealing

Can I target knocked over pieces on one of the two or more hexes required to Steal from? No. (Note: In two-player and team play, only one hex is required to Steal, but you cannot Steal from the hex your Stealing Wizard is in, and knocked over pieces are still not targetable.)

What happens if a player you are targeting with Steal has no Gold? If a player runs out of Gold to Steal from, any Gold a Stealing player would have taken is taken from the bank instead. The Town(s) and/or Wizard(s) that would have been stolen from are still knocked over.

What if there are no spots to Steal from this turn? Then you cannot Steal this turn.

Protecting

Does the Action Spell Protect work against volcanic eruptions in addition to Stealing? No. Protect only Protects this knocked over Wizard from being Stolen from.

Casting Spells

Can the same Wizard build, exchange resources, and cast Action Spells? Yes. However, each Wizard can only cast one Action Spell per turn, and a player cannot cast the same Action Spell more than once per turn. The number of building and exchange spells that a player can cast on their turn is only limited by their resources.

Can a player build, exchange resources, or cast Action Spells before moving a Wizard? No, unless you play the Power Trip Spell Card. You must move, then build, and then cast Action Spells in that order.

Volcanoes, Aftermath, and Ash Hexes

Do Volcano or Ash hexes flip if an adjacent Volcano erupts? No. Volcano and Ash hexes never flip.

Do I readjust my score after a volcanic eruption? Yes. (Note: Remember that Volcano and Ash hexes count towards Encirclements, see page 18)

Tiebreakers

Do I collect resources during the tiebreaker round? Yes. Collect resources from your buildings after your turn as usual.

Spell Cards

Do I collect resource cubes when casting Fissure? No. Fissure only allows you to flip Forage tokens and build a free Wall.

When I play Foresight, when do I reveal which Volcano Die number and associated color(s) I am choosing? At the end of the round, but you must declare that you are playing Foresight during your turn.

When my Wizard(s) reappear from a Vanish, can it be in hex(es) with other Wizards? Yes, as long as you abide by the three Wizard per hex limit. Do NOT pay Gold to any opponents when reappearing from a Vanish.

Does the Ward Spell Card increase the cost to purchase and automatically play an Eternal Evocation by one or two Gold? 2 Gold.

Quick Reference - Round Sequence

Player Setup
To begin the game, players place two Towns in a snake draft order. If the Town touches the board frame, also place one Wall; if the Town does not touch the board frame, place two Walls. Towns built during the game do not receive free Walls.

1. Player Turns
During the first round, players place their three Wizards in any combination of their Towns. Do not upright knocked over pieces in the first round of the game. In the second round, players begin their turn by uprighting all of their knocked over pieces. Then, proceed through the turn phases in order: start turn step (page 11), movement step (page 12), building step (pages 13-14), casting step (pages 15-16), and end turn step (pages 11 & 14).

2. Volcanoes
At the end of the round, roll the Volcano Die. Erupt each Volcano matching a rolled color that does not contain a Smoke Cloud. Remove all Smoke Clouds, insert one into each erupting volcano, then apply the Aftermath effects to adjacent hexes (page 17).

3. Victory
The score to win is 27 minus the number of Ash hexes on the board. All players play one additional round if two or more players are tied for first. If the tie for first is not broken in this additional round, determine the winner between the leading players by remaining resources: one point for each Gold and four points for each resource cube.

4. Fortune Gold
Players receive Gold from the bank at the end of each round equal to the number of Sorcery Points by which they trail the leading player(s) excluding Potions and Cauldrons.

Credits

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Special Thanks: William Cacheris, Bill Cacheris, Brandon Connor, Mayer Mitchell, Maria Bruce, Harrison Reisinger, Ryan Kelly, Cheryl Swartz, Dillon Gouge, Devin Clark, and Alyssa Hayes.

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