



Animagicians is a fast and fun card game of strategy, battles and bluffing where each player represents a Dark Seeker, magicians with the ability of cage the souls of the monsters into crystal shards, gathering more and more power in order to become the most powerful Dark Seeker ever seen. Travel to the Manor on the Forgotten Hill, where rumors says that a powerful Lich hides, cage its Soul, steal its Relics and face your friends in this fantastic game for 1-6 players!

The game has an unique way to play. The players start the game with 5 Magic Cards, and when the turn begins *Monsters* will appear in front of each player, but instead of facing the player that is in front of them, *Monsters* will chase the player they are pointing at!

Then, players will have to choose secretly which *Monster* or *Monsters* they want to defeat, setting *Spells* on the board face down, to prevent being chased when the *Spells* are cast. No one can see those *Spells* until the moment of revealing them, so if the *Monsters* have changed between turns, players will have to remember what they've prepared and if they need to prepare more *Spells* to defeat the *Monsters*.

During the game you can find *Relics*, powerful items that you can hold to gain more power. You can also use *Special Cards*, changing the state of the game by adding *Monsters*, removing *Monsters*, changing *Monsters* or drawing more *Spells*.

The game will end when a player defeats a Lich with one of its *Special Relics* (which have to be stolen from the Lich itself) or when a player gets 10 Souls (which are given by defeating *Monsters*), whatever happens first. If there is a tie when winning, the tied player which has its turn closest to the Starting Player Token wins.

In Animagicians we have three playing modes for all kind of players:

- The **all vs all mode**, where each player wants to get all Souls before each other, facing the monsters, tricking the other players and casting a lot of magic Spells.
- The **Solo Player Mode**, where a trio of brave magicians has entered the manor with 3 Soul Cages to engage the Soul of the Lich.
- The **Co-op Mode**, a challenging adventure for 2 players, where those players have to accomplish several missions inside the manor in order to engage the Soul of the Lich.

You will also find ten unique Character Cards with its own backstory which explains why are they travelling to the manor, each of them with its own special powers (*one locked and one unlocked*) which makes each game different.

Do you still dare to face the Lich? Welcome to *Animagicians: the Enchanted Manor!*

CHARACTER CARDS



- (1) - **Soulblast:** During the game, any player can use its *Soulblast* to attack other player, stealing 1 Soul from that player. When a player wants to use its *Soulblast*, that player must set up face down as many *Spells* from its hand as Symbols on its own *Soulblast* (and match the symbols with the ones in that *Soulblast*).
- (2) - **Main Skill:** Each player has its Main Skill since the beginning of the game, and can use it once a round during its own turn.
- (3) - **Secondary Skill:** As the game goes on and you collect Souls, the Secondary Skill will be unlocked. The number in the Soul determines how many souls do you have to have to unlock it (unlocking the Skill doesn't remove the souls needed to do so). Each player may use its Secondary Skill once a round during its own turn if it is unlocked.

SPELLS AND SPECIAL CARDS



- (1) - **Spell Cards:** In the *Spell Cards* will appear up to four symbols: *Water*, *Fire*, *Earth* and *Wind*. Each of these symbols are used to defeat the monsters and get their souls. You have to choose ONE symbol from each *Spell Card* when you are using it, no matter how many symbols the card has. You may set up any number of *Spell Cards* face down on the table during your turn.
- (2) - **Special Cards:** The *Special Cards* have a name (in Latin) and a code of symbols (which is interpreted with the *Glossary of Symbols*) and they are discarded after being used. You may play any number of *Special Cards* face up on the table during your turn (and after doing its effect, put it into the discard pile).



MONSTER CARDS



- (1) - **Direction Arrow:** Each *Monster* has a Direction Arrow, and that arrow points to a player, who is being chased by the *Monster*. If a *Monster* catches you, you will be expelled from the Manor.
- (2) - **Monster Level:** The amount of Souls the *Monster* gives when is defeated. If more than one player defeats the same *Monster*, divide the Souls between them equally. If they can't be splitted, no one gets any (If 1 player defeats a Level 2 *Monster*, gains 2 Souls. If 2 players defeat the same Level 2 *Monster*, each of them gain 1 Soul. If 3 players defeat the same Level 2 *Monster*, no one gain any).
- (3) - **Spells needed to defeat it:** When a player wants to defeat a *Monster*, that player must set up face down as many *Spells* from its hand as Elements on the *Monster* (and match the Elements with the ones in those *Spells*). If that player uses fewer *Spells* than the needed or the Elements doesn't match, those *Spells* are lost (and they go to the Discard Pile).

RELICS AND GLOSSARY OF SYMBOLS



- (1) + (3) - **Relics:** The *Relics* have name (1) and a code of symbols (3). When a *Relic* is revealed in front of you, you can keep it (and put it near your *Character Card*). If you have another relic, you have to discard one (you can't use it. You choose one and lose it) and put the discarded one in the Discard Pile. You may use the abilities of your *Relic* only during your turn.
- (2) - **Glossary of Symbols:** To understand the code of symbols of the whole game, you have to use the Glossary of Symbols. To read any card with code of symbols, start reading the symbols from the left to the right.

SPECIAL RELICS



(1) - **Monster that drops the Relic:** When a player defeats a *Monster* with a **Golden Direction Arrow**, that player gains a *Special Relic* of that *Monster*. When gaining a *Special Relic* you can choose any *Special Relic* that matches the picture of the *Monster* inside the circle (1) with the picture of *Monster* that drops the *Special Relic*. In this box of *Animagicians*, that *Monster* is the Lich.

(2) - **Abilities:** Each *Special Relic* has its own abilities. They provide a unique way to defeat its *Special Monster*, so try to get them, because they are really powerful (you can win the game by defeating the *Monster* that drops the *Special Relic* using the *Special Relic* against it!).

DECK OF MAGIC DECK OF MONSTERS

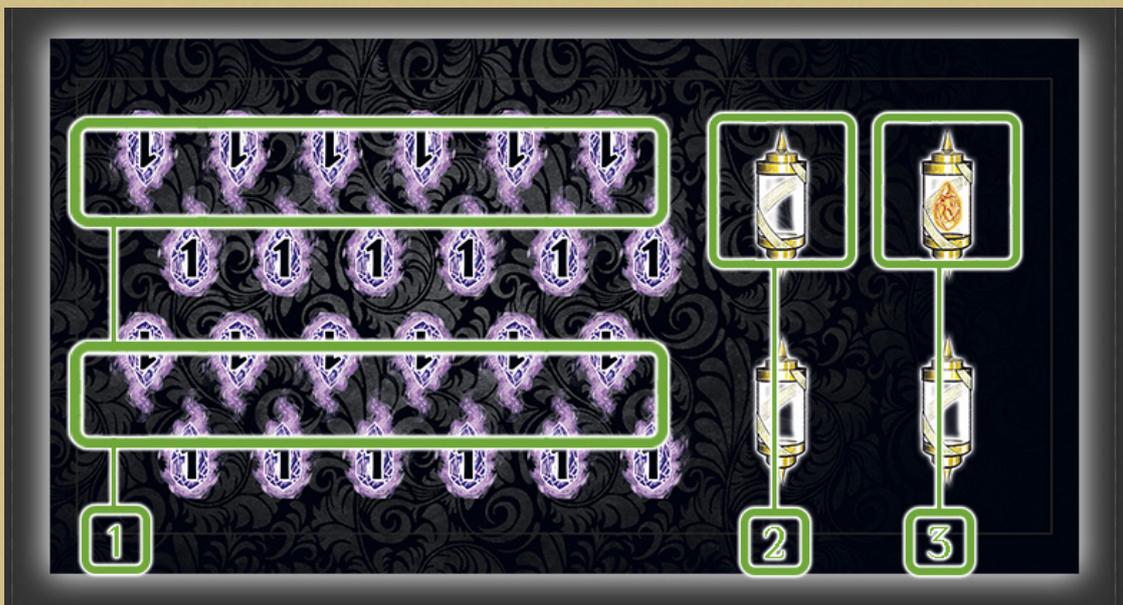


(1) - **Deck of Magic:** all the cards from the *Deck of Magic* have this back. You will find inside the *Deck of Magic* the *Spells* and the *Special Cards*.

(2) - **Deck of Monsters:** all the cards from the *Deck of Monsters* have this back. You will find inside the *Deck of Monsters* the *Monsters* and the *Relics*.



TOKENS



- (1) - **Soul Tokens:** In each Core Box of Animagicians: the Enchanted Manor you will find 24 Soul Tokens, one side with a Level 1 Soul and the other with a Level 3 Soul. They are used to count the Souls needed to win the game.
- (2) - **Cage of Souls:** In each Core Box of Animagicians: the Enchanted Manor you will find 3 Cage of Souls Tokens, one side with the Cage of Souls and the other with the Broken Cage of Souls. These tokens are used in the **Solo Player Mode** and the **Co-op Mode**.
- (3) - **Starting Player Token:** In each Core Box of Animagicians: the Enchanted Manor you will find a Starting Player Token with same both sides. A special Starting Player Token will be given as Kickstarter Exclusive to every backer of the campaign (a hi-detail Lich figurine hand sculpted :D)

MISSION CARDS



• The mission cards are only used when playing the **Solo Player Mode** and the **Co-op Mode**.

- (1) - **What the mission requires:** When a player has to accomplish a mission, has to do whatever this box of text says. Any character can accomplish the mission. When the mission is accomplished, discard it.
- (2) - **Bonus of the mission:** if a player accomplishes a mission using the character that is in the picture of the box at the bottom of the mission, the player may reclaim the bonus prize.



HOW TO PLAY - ALL VS ALL MODE

OBJECT OF THE GAME

- If a player gets 10 or more Souls, wins the game.
- If a player defeats the Lich using one of the corresponding Special Relics, wins the game.
 - If there is a winning tie, the player who is winning and its turn is closer in clockwise order to the Starting Player Token wins the game.

SETTING UP THE GAME (3 to 6 PLAYERS)

- 1 - Shuffle all the cards from the Deck of Magic and put them as a pile, face down.
- 2 - Shuffle all the cards from the Deck of Monsters and put them as a pile, face down.
- 3 - Put the 3 Special Relics on a side of the table, where everyone can see them.
- 4 - Put the 24 Soul Tokens on a side of the table, where everyone can grab them.
- 5 - The youngest player gets the Starting Player Token.
- 6 - Each player chooses a Character card in clockwise order starting from the player that has the Starting Player Token.
- 7 - Each player gets a Glossary of Symbols and put it near its Character Card.
- 8 - Each player draws 5 cards from the Deck of Magic in clockwise order starting from the player that has the Starting Player Token.

GOLDEN RULES

- Everything starts from the player that has the Starting Player Token (*revealing monsters, drawing cards, putting face up the Spells, etc*) and continues in clockwise order.
- If a Deck is empty of cards at any moment, shuffle its own Discard Pile into it and put that pile as the deck, face down.
 - If a Deck is empty of cards in the middle of drawing or revealing cards, each card that remains to be drawn or revealed is ignored.
- If you've setted up Spells and you can use them to defeat a Monster or to cast a Soulblast, you have to use them.
- Any rule on a card replaces the basic rules of the game. Follow first what is in the card, then what the rulebook says.

STARTING THE GAME

- Animagicians is played round by round. A Round consists in:
 - Beginning of the Round
 - Action Phase
 - Combat Phase
 - End of Round



BEGINNING OF THE ROUND

- A *Monster* is revealed in front of each player from the top of the Deck of Monsters in clockwise order starting from the player that has the Starting Player Token.
- Each *Monster* chases the player who is being pointed by its Direction Arrow from the player that has the *Monster* (Example: if the Direction Arrow of the *Monster* I have in front points right, chases the player on my right).
 - If a *Monster* chases a player that is hidden, that player is not caught.
 - If a *Monster* chases a player that is not inside the Manor, chases the next player in the pointing direction of its Direction Arrow.
- *Relics* may appear instead of a *Monster*. If a *Relic* appears, the player who has it in front keeps it and place it near its Character Card.
 - If that player already has a *Relic*, has to choose one of them and discard it (*none of the relics can be used. One must be discarded first*).
 - If a *Relic* appears in front of a hidden player, that *Relic* is discarded.
- After keeping or discarding the *Relic*, another *Monster* is revealed in front of the player that kept or discarded the *Relic*.
- Sometimes players find Empty Rooms. In that case, there is no *Monster*. Lucky you.

ACTION PHASE

- Players may perform any ammount of the following actions in clockwise order starting from the player that has the Starting Player Token (*hidden players must always choose 5- End the turn*).
- **1- Set up Spells to defeat any ammount of Monsters or use its Soublast to attack other player**
 - To do so, the player sets up face down in front of itself any ammount of Spells from its hand, not saying which *Monster* or player is attacking. Those cards can't be touched or viewed by anyone (*not even its owner!*).
- **2- Use Special Cards to alter the state of the game**
 - The Special Cards are used face up, and after its effect is done, they go to the Discard Pile.
- **3- Use the abilities of its Relic**
 - If the *Relic* is discarded while being used, goes to the Discard Pile.
- **4- Use the Skills of its Character**
 - The Main Skill is ready to be used anytime once a round during its own turn.
 - The Secondary Skill can only be used when the player has the ammount of Soul Tokens needed to unlock it (*as its Character Card says*) and once a round during its own turn.
 - Unlocking the Skill doesn't remove the souls needed to do so.
 - Some powers are used continuously. In that case, whenever skill has to be used, do so. (Example: Kou's Main Skill says "If you defeat a monster without help draw 1 card from the Deck of Magic." Whenever the condition is met, use the power).
- **5- End the turn**
 - By doing this, the player chooses to do nothing.
 - Hidden players must always choose to End the turn.

- Until all players decide to End the Turn consecutively, the player to the right is still asked if decides to perform any action or End the Turn.



HOW TO PLAY - ALL VS ALL MODE

COMBAT PHASE

- In clockwise order starting from the player that has the Starting Player Token, each non-hidden player reveals its face down Spells, says what amount of them is using to attack each Monster or player and puts them closer to the Monster or the player that is attacking. **When each player has decided:**

Defeating Monsters

- Each player that defeats a Monster without help gains as many Soul Tokens as the Monster Level.
- If more than one player defeats the same *Monster*, divide the Souls between them equally.
 - If they can't be splitted, no one gets any.
(If 1 player defeats a Level 2 Monster, gains 2 Souls. If 2 players defeat the same Level 2 Monster, each of them gain 1 Soul. If 3 players defeat the same Level 2 Monster, no one gain any)
 - If there are exceeding Soul Tokens when splitting, those Soul Tokens are lost.
(if 2 players defeat the same Level 3 Monster, each of them gain 1 Soul and the third Soul is lost).
- If a player defeats a Monster with a Golden Direction Arrow, besides the Souls the Monster gives, that player gains 1 Special Relic.
- If more than one player defeats the same *Monster* with a Golden Direction Arrow, the player who is involved and its turn is closer to the Starting Player Token gains 1 Special Relic, then the next one involved, and so on.

Casting a Soulblast

- If a player uses its Soulblast to attack another player, the first player steals a Soul from the second player (if the player who is the target of the Soulblast has Souls).
(If Player1 (who has 3 Souls) uses its Soulblast on Player2 (who has 6 Souls), Player1 steals 1 Soul from Player2, so Player 1 ends with 4 Souls and Player 2 ends with 5 Souls)
- If a player wins the game with a Soulblast, doesn't win until every player has used its face down Spells. Maybe another player uses its own Soulblast to steal one soul preventing the winning player from winning.

- If when all players have revealed its face down Spells and defeated Monsters there are Monsters left to defeat, those Monsters caught the players they are chasing.
 - Each player who is caught for 1 or more Monsters loses 1 Soul Token, discards its hand and flees the Manor.
 - If a player is Hidden and is caught by 1 or more Monsters, nothing happens.
- After that, each remaining Monster and each face down or face up Spells are discarded.



END OF ROUND

- The player who has the Starting Player Token gives it to the next player in clockwise order.
- Each player that remains in the Manor (hidden or not), draws 1 card from the Deck of Magic in clockwise order starting from the player that has the Starting Player Token.
 - Players who have fled the Manor doesn't draw cards this round, but they draw 3 cards from the Deck of Magic at the next End of Round.
- Players who have fled the Manor remains 1 round out of the Manor and they can't play.
 - During that round, those players can't use its powers, their powers doesn't activate, they can't play cards, set up spells, no Monster is revealed in front of them and each Monsters who chases them chases the next player in the pointing direction of their Direction Arrow.
- A new Round begins.

A NOTE FOR THE READER

Hello, my name is Alex, and I'm part of Arcadia Designs. This is our first game, and this rulebook is not the final rulebook. We've done this one in one evening just for the reviews :).

The final one will be much better.

If you have any doubts about the game, suggestions, spare time or anything else, we are 24/7 at the social media, so please, contact us :).

Thanks again!

Alejandro del Valle

Founder and designer on Arcadia Designs

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