

**WITCHES'
REVEL
in
ETERNAL
RHAPSODY.**

**GET STARTED
HERE!**

IN A PLACE FARTHER THAN THE COSMOS...

... tiny witches battle with the most devastating magic over the tiniest of excuses!

WITCHES' REVEL is an extensible & customizable card game of slinging powerful spells back and forth until the earth itself is in upheaval, and every bit in you gives out as you run out of stamina... and sitting down for tea and bragging rights afterwards!

This kit contains what you need for 2 players to start playing right now:

- 2 preconstructed decks;
- victory tokens;
- “+1”/“+5” tokens, to use as counters.

You can also use dice or your own tokens rather than the ones in the box.

To get started, just follow this manual, and you should be up and playing in no time!

SETTING UP:

To start, unpack your decks, and have each player pick one. Then, set up each player's side of the play area like this:

Place your cards that say “a witch”,
“a resource” and “Stamina” here.

Shuffle the rest
of the deck &
place it here.

Leave space here for playing your
spells (a horizontal spread
of 5-10 cards at most.)

WITCHES'
REVEL



Start with
zero Passion.

Leave space here for 1 extra card
(your Stance) & your discards.

Once you're done, each player **draws 2 cards**,
pick who goes first at random...
and keep reading to see how the game works!

WHAT TO EXPECT:

In the game, players will take turns drawing and playing cards. The most important kind of cards — the ones that will win you the game — are **spells**.

There's space on the field for 5 spells on each side. The objective is to play them so that as many of yours as possible remain *unopposed* or have higher **▲ Power** than whatever spell opposes them.

These spells are **winning**, and the player who has the most winning spells will win the game!



For example, this field only has these 2 spaces for spells remaining, 1 per player. (Also, it uses the victory tokens in this box to track winning spells!)

TAKING TURNS:

Each player will take a turns, with these steps:

- First, they **draw 1 card**.
- Then, they may, in any order, before passing:
 - Take 1 basic action per turn: **draw 1 extra card** or **play a card** from hand. See later for what cards you may find in your hand, and how to play them!
 - Use their cards' **Powers**. Each Power written on your cards on the field (like the one on your witch!) can be used once during each of your turns.

WINNING THE GAME:

There are two ways to win the game:

- Be the first to have **5 winning spells**. If anyone ever does, they win on the spot!
- Or, **have the most winning spells** when the Final Turn is over. You get a Final Turn when your opponent ends the turn **without stamina left**.

Now, **let's learn how to play spells!** After that, there's a list of some **advanced moves** that may drain your Stamina and end the game.

YOUR CARDS:

Your deck is stocked with two kinds of cards: **spells** and **stances**.

SPELLS

Playing powerful and intricate spells is how witches fight! There are two kinds:

- The darker cards that say “**A Strike Spell**” bring you closer to victory!
- The lighter cards that say “**A Shield Spell**” slow the opponent down, and help you set up your own future strikes.

STANCES:

Need power and are willing to pay the cost? Play a stance to shift the tide of battle!

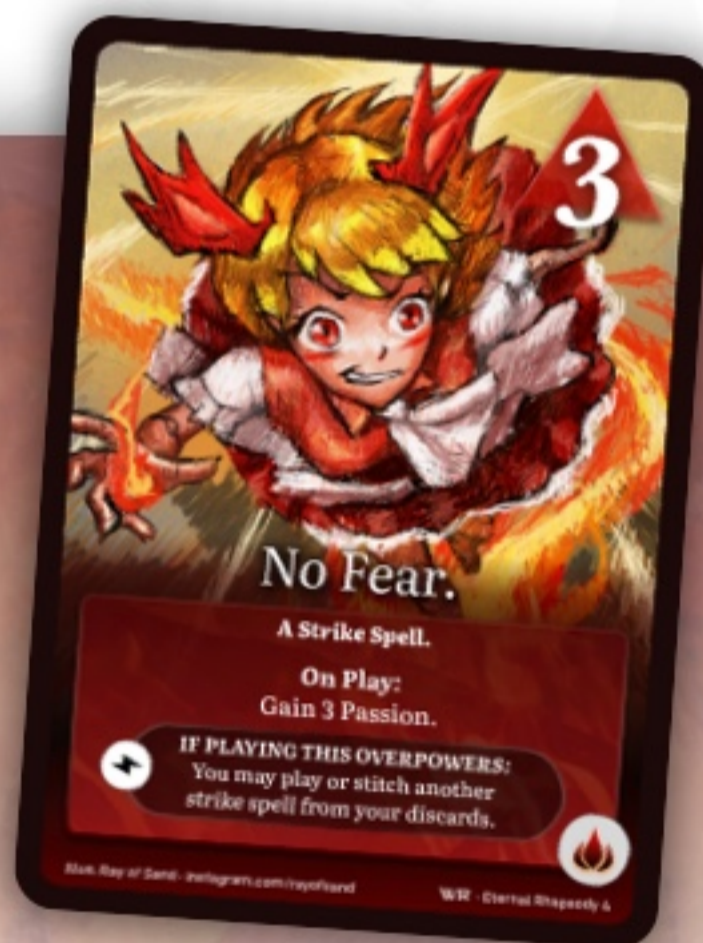
You can only have 1 stance at a time on the field, and it doesn't take space up like spells. These cards say “**A Stance**”, and have a purple, textured border.



PLAYING A SPELL: UNOPPOSED

When you play a spell, you can put it on the field in a spot where your opponent has no spells. It'll be **unopposed** (and winning!).

Most spells **don't cost anything** to play; just place the card on the field. A few will have a cost ("To **play:**" on the card), and playing when you already have 4 more will tax your **Stamina** (see later!).



You get to apply the effects of your card when it's on the field. Any "**On Play:**" effects will happen when you play it, and other text will apply at appropriate times.

PLAYING A SPELL: OPPOSING ANOTHER

You can always play a spell where your opponent has none, but you can also choose to play it **opposing** one of their spells. This makes a clash of two spells — only the strike spell with the **highest ▲ Power** will be **winning**.



OVERPOWER!

Each time you **play** a strike spell card, check whether it has any “**On Play:**” effects. You get them immediately!

Then, you check the total ▲ Power of its side. If it’s opposed, and has higher ▲ Power than what opposes it, it **overpowers**: the opposing spell is discarded, and some cards also have “**If playing this overpowers:**” effects that will apply.

PLAYING SHIELD SPELLS:

Shield spells behave a little differently:

- They **can't be winning**; rather, they **stop** any strike spell with lower ▲ Power than their ● Resistance.
- As you play a new spell, you can always **replace** a shield spell on the field to make space! (Discard it.)
- Some shield spells have **effects you can use from your hand!**



PLAYING STANCES:

Stance cards aren't spells, and so they won't take any spell space on the field. You play them **beside your witch and Stamina cards**, close to you.

You can only have 1 stance at a time. If you play a new one, it discards and replaces the previous one.

USING CARD EFFECTS:

Check the text of your cards for powerful effects — including the ones on your witch! Each effect will tell you when to apply it; for example, “**On Play:**” effects on a card apply when you play it.

Some cards have **Powers**. They may say “This Spell’s Power Is:” or, on a witch, “Their Power Is:”. You can use each card’s power once each during your turn, before or after your action.

Also, look out for effects with icons and borders, like these: they mark abilities that you need to keep in mind, often more than once.



YOUR STAMINA & ADVANCED MOVES:

Most moves you’ve seen so far are free, but some will tax your witch by discarding her **Stamina**.

Players begin with 4 Stamina on the field. If they are asked to lose Stamina, they discard that many from their side of the field.

If a player ends a turn with no Stamina on the field, the game will begin its Final Turn, so be careful not to lose too much too soon!



This stitched spell
has 8 ▲ Power!

Both cards have
the same icon.

Spells in this box
have these icons:



ADVANCED MOVE: PLAYING TO STITCH

One of the actions that saps energy is **stitching** — that is, playing a strike spell card **from hand** but placing it on one **already on your side** of the field. This turns both into a **single spell**!

The new stitched spell combines their ▲ Power. If it gets discarded or moved, it happens to both its cards. (You can't stitch on a stitched spell again.)

When you play a spell to stitch, you lose (discard) **1 Stamina**. Also, you can only do so with cards with the same **icon**. Since you're playing a strike spell, check for overpower with the new ▲ Power!

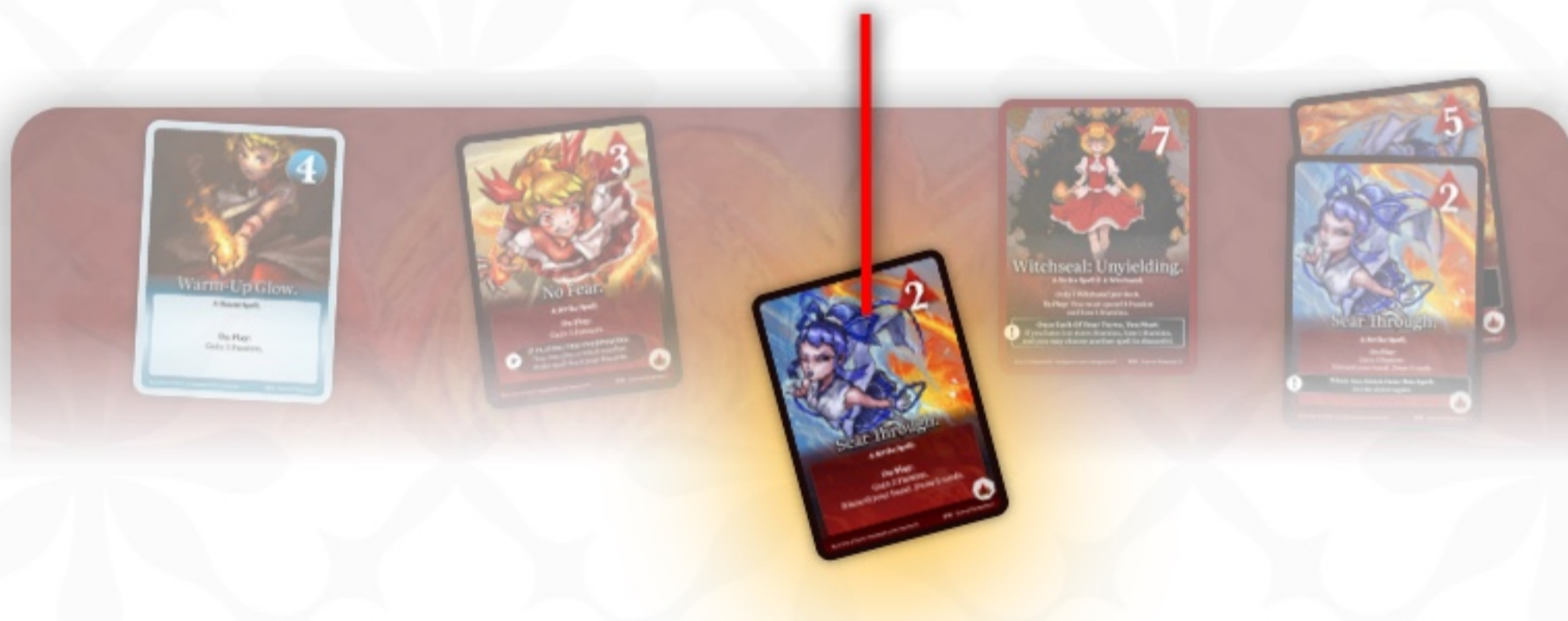
ADVANCED MOVE: MAX SPELLS

Your witch can keep only up to 5 spells going at one time. Even getting to that number saps them.

When play a new spell when the rest of your side is filled up, you lose (discard) 1 Stamina.

Do not apply this loss when stitching, even if you do it when there's no space left. (You'll still lose the 1 Stamina for stitching a spell, though.)

Playing this spell in this example costs 1 Stamina.



OVERDRAW:

When you are asked to draw a card, if there's no card to draw in your deck, you overdraw. Play continues, but you immediately lose (discard) **all remaining Stamina** you have.

DOMINATION:

Another way to have a player lose Stamina is via domination. A player dominates when they have **3+ winning spells** on their side.

If any of a dominating player's opponents end a turn without playing any spell, **they will lose 1 Stamina as well.** (This happens, for example, if they spend their move to draw an extra card, or pass without spending it.)

ENDING THE GAME: THE FINAL TURN

If a player ends their turn without any Stamina, the game will soon be **over**. First, though, their opponent gets a **Final Turn!**

A Final Turn works the same ways as a regular one, **except:** the opponent counts how many Stamina cards they have remaining as it starts, and **gets to take up to that many basic actions** that turn — not just 1.

They don't have to take all of these actions, and the Stamina left can still be spent that turn.

If a player ever has 5 winning spells on their side, the game is immediately over & they win.

Otherwise, check at the end of the Final Turn: **whoever has the most winning spells on the field at that point then wins the game!** (If players have the same number of winning spells, check who has the most ▲ Power on the field to break the tie. If you can't, the game ends in a full tie.)

If you're using the victory tokens in this box to mark winning spells, you should see who is ahead — and is dominating, or has won — at a glance.

A COUPLE MORE RULES YOU WILL ENCOUNTER DURING PLAY —

“+1”s:

Some effects will ask you to add +1s to a spell, or remove some. You mark them with counters — dice or tokens, like the “+1”/“+5” tokens in this box.

Each +1 will **add 1 to the ▲ Power or ● Resistance** of any spell it is marked onto.

When a spell leaves the field, anything marked on it is lost as well, including all +1s.

PASSION:

Each witch indicates which resource card you get to play with, which determines how their spells work. Both witches in this box use the Passion card!

It starts with no marks. When you gain or lose a resource like Passion, you'll mark how much you now have on that card with counters.

Some spells become more powerful if you have Passion to spend, and some may require it outright.

PLAYING & MAKING DECKS:

Each of the decks in the box will challenge you to play the game a different way.

For example, **Celosia** will want you to keep up the pressure, and accumulate as much Passion as you can for the biggest finishers! And her rival **Nymphaea** will want to spend all her Passion each turn for maximum effectiveness.

If you want to make your own deck, pick a witch and 25 cards, with no more than 2 copies of each spell and 1 copy of each stance, and you're done.

THAT'S IT!

This booklet includes all you need to play the game.

If you want to get news or have rules questions specific to a card, check out the website at:

<https://witches-revel.net/>

WITCHES' REVEL *///* ETERNAL RHAPSODY.

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