

**Welcome to**  
**WITCHES'**  
**REVEL**

**Get Started!**

## IN A PLACE FARTHER THAN THE COSMOS...

Two witches, girlfriend-nemeses, ascendant beyond space & time, will bend magic to their will and test their mettle to see...  
**who of them is the best!**

Even invulnerable & immortal, a witch's heart can still suffer — under the pressure of proving her strength to the one she loves, but also to herself.

Will your witch hold strong, or tap out...  
in the **revel**?

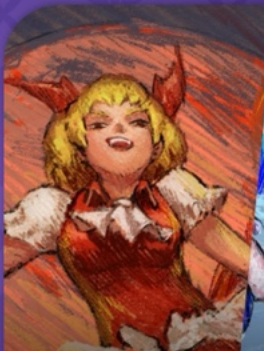
### To play, you will need:

- 2 decks of **WITCHES' REVEL** cards;
- Counters (for example, tokens or dice).

Find preconstructed decks & full card sets for print & play, deckbuilding rules, and ready-to-play kits at:

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

## CHOOSE YOUR WITCH:



Fiery & aggressive  
**Celosia** finds joy, wrath, power, and magic as easy as breathing!



Competitive  
**Nymphaea** finds quiet in her focus... and in her determination to outsmart & win!

## WELCOME!

In **WITCHES' REVEL**,  
you and your opponent play as powerful **witches**,  
filling the field with your **spells**!



The field of play is divided into **5 spell spaces**.  
Spells will test each other, one-to-one, in each space.  
The winner will be whoever has the strongest spell  
in the **most spaces** as the game ends...

...but, be careful! Keep an eye on your witch's  
**Stamina**, or your game may end before you win!

## 1. SET UP!

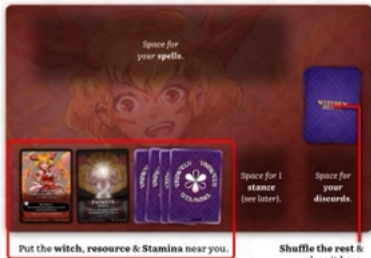


**Ready to play? Then:**  
Separate the two decks in  
this box, and give 1  
to each player.  
Take out the cards shown  
on the next page:



The **witch** leading the deck; her **Passion** resource;  
and **4 Stamina** markers, representing her ability to continue sparring!

These cards start the game already on the field!  
Set them up like this:



Put the witch, resource & Stamina near you.

Shuffle the rest &  
place it here.

Choose at random who goes first.

Each player draws 3 cards. They can improve their hand  
once, by stashing to the bottom of their deck any number  
of those cards, and drawing back up to 3.

**Then, start the first turn!**

## 2. THE TURN:

Each turn has two important moments in it. First:

1

**When Your Turn Begins:**  
You must draw 1 card.

Then, you can either:

2

**Play 1 card from your hand.**

Or:

**Skip that play.** If so, you may draw 1 extra card.

At any time before or after that play (or skip), you can use the Powers of your cards on the field.

They look like this:



**This Card's Power Is: ...**

Each different Power can be used **once per turn**.

Your witch has a Power that can grant you your resource! You start the game with none of it. Track how much you gained on the resource card with counters.

(Your cards will tell you when to gain or spend it.)

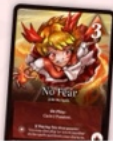
Once you make that play (or skip it), and finish using any Powers, pass your turn to the opponent. Your turn ends, and they'll play the next.

So, what kinds of cards can you draw & play?

**There are 3:**

### Strike Spells:

Strike spells are the biggest spells you can play — they threaten your opponent and put you closer to victory!



### Shield Spells:

Shield spells won't win you the game, but they delay your opponent and give you precious resources to strike back.



### Stances:

Stances change the game! They give you a burst of incredible power... at a great cost of Stamina.



Eventually, playing some of these cards will make you **lose (discard) Stamina**.

When a player finishes a turn without Stamina, the game **will move to its Final Turn**.

### 3. PLAYING STRIKE SPELLS:

The field has 5 spell spaces. Each can hold 1 spell for you and 1 for your opponent. To play a strike spell, put it in a spell space that's empty on your side.



Many cards have “On Play:” effects in their text. Apply them as soon as you play them, before moving on!

At any time a player has the highest **▲ Power** in a space, they're **winning** in it!  
(Place victory tokens to keep track:)



If no spell opposes yours, you're now winning that space!  
If you play **opposing** 1 of your opponent's spells, however, you'll need to check how its **▲ Power** value compares to the value on their spell:

**The ▲ Power value.**  
(Over a triangle, at the top right.)

4

To do so, make sure you apply any “On Play:” effects first.  
**Then:**

**If your spell has less ▲ Power than theirs:**  
**No change.** If your opponent was winning that space, they remain winning.

**If its ▲ Power ties theirs:**  
Now **no one** is winning in that space.  
Even if your spell isn't winning, you may be able to build upon it by **stitching** in a future turn — see later!

**If it has more ▲ Power than theirs:**  
**You overpower the opposing spell!**

1

**Discard the spell you overpowered.**  
You start winning the space immediately!

2

**Get any rewards!**  
Some spells have powerful effects that apply if they cause an overpower. (They're marked like this:)



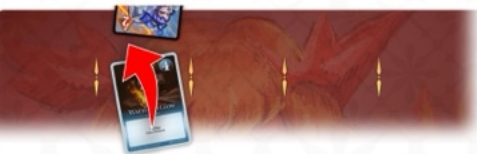
**If Playing This  
Overpowers...**

If an effect adds +1s (+1 counters) to a card, those each add 1 to its **▲ Power**. If they're added by an “On Play:” effect, they will count when you check above!

Only a **new card** that was **just played** can overpower.  
Just adding a +1, outside playing a card, never overpowers.

## 4. PLAYING SHIELD SPELLS:

Just like strike spells, play shield spells in a spell space that's empty on your side:



Unlike strike spells, shield spells **cannot win** you a space and **cannot overpower** other spells.

They can stop your opponent from winning in a space if their • Resistance value at least ties any ▲ Power they're facing.

This works like a strike spell's tie: take away the victory token. No one is winning in that space.

The • Resistance value.  
(Over the circle, at the top right.)

3

Shield spells also can do **two things** that strike spells cannot do:

Rather than play a new spell in an empty space, you can always **discard your shield spell to make space**.



(You can replace a shield spell this way with any new spell. It can be a strike spell, or another shield spell!)

Some shield spells have effects you can use **while they're in your hand**. They often help stop overpowers from happening. Check their text to see how they work!

(They look like this:)



**When Your Opponent Tries To Overpower...**

Otherwise, they work like strike spells do. They can:

- Have "On Play:" effects;
- Overpowered by strike spells of enough ▲ Power to surpass their • Resistance;
- Have +Is that add to their • Resistance — and so on.

## 5. PLAYING STANCES:

Stances aren't spells, and aren't played in spell spaces.

Instead, your side of the field only has **1 space for a stance**, close to you. Play a stance by putting it there.

(If there is already a stance there, discard it first.)



Stances have "**On Play:**" effects that give you a lot of power, but cause you to **lose Stamina**.

To 'lose Stamina', you will discard the appropriate number of Stamina markers on your side of the field.

(If a player ends a turn without Stamina, the game will move to its Final Turn and its conclusion — see later!)

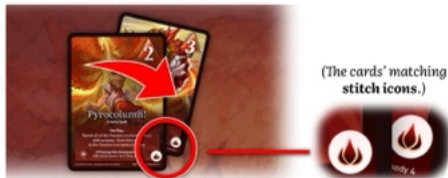
Stances also have **Powers** you can use during your turn.

You can use a Power from a stance the turn you play it!

## 6. STITCHING STRIKE SPELLS:

You can **stitch** strike spell cards, building up a spell you previously played into a more powerful one.

Doing so, however, also loses Stamina!



Stitch by playing a strike spell card onto 1 of yours that's already on the field, that has the **same stitch icon**.

They become a single stitched spell, fitting in the same single space, and combining their **total ▲ Power** and effects!

### When You Stitch:

- You lose 1 Stamina (if you have any left).
- It still counts as playing that card!  
Apply its "**On Play:**" effect, if any.
- You also just played a new card for that spell, so check again if that spell **overpowers** (with its new total ▲ Power)!

Careful: once a spell is stitched, it **can't be stitched again**.

## 7. WINNING THE GAME:

There are 2 ways to win the game. One is less common...

### Domination:

If a player ends a turn while they're winning in **all 5 spaces**, the game is immediately over and **they win!**

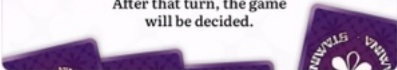


... and one is much more common:

### Exhaustion:

If a player otherwise ends their turn **without any Stamina left** on their side, they get no more turns. Their opponent gets to play **one more Final Turn**.

After that turn, the game will be decided.



You've seen that Stamina is lost when playing stances & when stitching.

Additionally, you will also lose **all remaining Stamina** the moment you have **no cards left** in your deck.

After a player passes without Stamina, their opponent begins the **Final Turn** of the game by counting how much **Stamina** they still have.



The Final Turn proceeds like a regular turn, but with a difference. This part of the turn:

**Play 1 card** from your hand.

Or:

**Skip that play.** If so, you may draw 1 extra card.

... can be done **multiple times**, up to the amount of Stamina counted as the turn began!

(For example: if you counted 3 Stamina, you may play cards thrice; or skip 2 plays to draw 2 cards, then play once; or any combination. Use Powers before or after each play or skip.)

Once the Final Turn is over, check who is **winning each spell space:**

(Use victory tokens to check at a glance.)



**The player with the most wins the game!**

(On a tie, whoever has the most **total ▲ Power** on their strike spells wins!)

**Bonus:**

## **MAKE YOUR OWN DECK!**

This box contains 2 preconstructed decks...  
**but you can make your own!**

Want Celosia to learn a trick or two from her girlfriend?  
Want Nymphaea to go all in on fiery Passion?

**Try it out!**

**To make your deck:**

### **1. Choose Your Witch:**

You will start the game with them, their resource, and 4 Stamina markers.



### **2. Make a 25-card deck!**

It can have up to **2 copies** of any spell and up to **1 copy** of any stance.

Some cards tell you otherwise — follow their instructions!

**Remember:** Spells with the same icon work best together, but there is **no limit** to what icons you may have in your deck!

**WITCHES' REVEL  
IN ETERNAL RHAPSODY.**

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<https://witches-revel.games/credits/>

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sbed

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