

Bellwether

The School of Wizards

Mark Hanny

3-5 players

45 to 60 minutes

Ages 12 to adult

The Story:

In ancient days a wizard of great power gave into the seductive call from the dark abyss. He forged a madstone with which he intended to rule the land. His name was Inoldin and with the iron force of dark creatures he intended to enslave all other people and wizards. For a time his forces desolated the land, destroyed buildings, fields, and tore down the government of the peaceful people of Hilginal. A secret cadre of inexperienced wizards surprised him with new found power garnered from ancient tombs, wizard's caves, and forgotten craftsmen. The madstone was cracked and the abyss sealed. The new wizards now had the task of rebuilding Hilginal and hunting down the remaining dark creatures that wander the land. The highest and most noble task would be that of rebuilding the wizard school known as Bellwether.

Components:



120 Midland Tokens (red, blue, yellow, and green tokens)



16 Dark Creature Cards



32 Spell Cards



2 Dice



1 Main Board



1 Building Board



30 Wizard Meeples

Set Up:

- Place 2 midland tokens of each color on the corresponding land spaces
- Shuffle the spell cards and put them face down.
- Shuffle the dark creature cards and put them face down.
- Each player takes 6 meeples of the same color. One meeple of each chosen color is put in the box top, from these meeples one is chosen at random to determine the first player--then the meeples are returned to the players.
- Midland tokens not placed on the board are known as the “supply.”



Game Play:

On each players' turn there are four choices. Each player must only do one.

1. Meditate: A player takes midland tokens from the land spaces.
 2. Study: A player may spend time learning new spells.
 3. Hunt: A player may hunt down dark creatures still wandering and plaguing the land.
 4. Build: A player may use his magical abilities to help citizens rebuild their civilization. These buildings and institutions are divided into 3 categories, namely; city production (brown), government (green), and cultural buildings and advancements (purple).
- Once a player has finished his turn, the play goes clockwise.

The Law of using Midland Tokens:



Midland tokens can be used to alter a player's actions. Whenever a player uses Midland tokens to enhance his turn, he uses one token for the first benefit, two more to expand that benefit, three more to further expand it, and so on. An example of this is: When a player draws a card, he may draw an additional card for one blue token. He may then draw another for two more tokens, and he may draw a third for three more tokens. This can continue as long as the player has tokens to spend.

End Game:

The game is over when ONE of 3 conditions occur:

1. The spell deck is empty.
2. The dark creature deck is empty.
3. A player has placed all of his meeples.

At this point, the current player finishes his turn. Then, in order, all other players get one more turn.



Victory Points:

The player with the most victory points is the winner. Victory points are compiled from the following things:

1. The black squares on the buildings and advancements show victory points. A player whose building token is on a square gets that many points.



Wizard Level	Cards	Points
Novice	1	1
Apprentice	2	3
Adept	3	6
Conjurer	4	10
Sorcerer	5	15
Master Wizard	6	21

2. The number of symbols of each order of spell gives you victory points. There are 3 spell orders. They are Dragon, Pegasus, and Unicorn. The number of spells you have in your magic tome with those symbols yields victory points according the list on the left. For example: If a player has 4 Dragon symbols on the cards he has learned he gets 10 points. If he then has 3 Unicorn symbols, he has an additional 6 points for a total of 16 points. The maximum number of points from a single order is 21.

3. The number shown in the circle on the dark creatures the player has defeated are victory points.

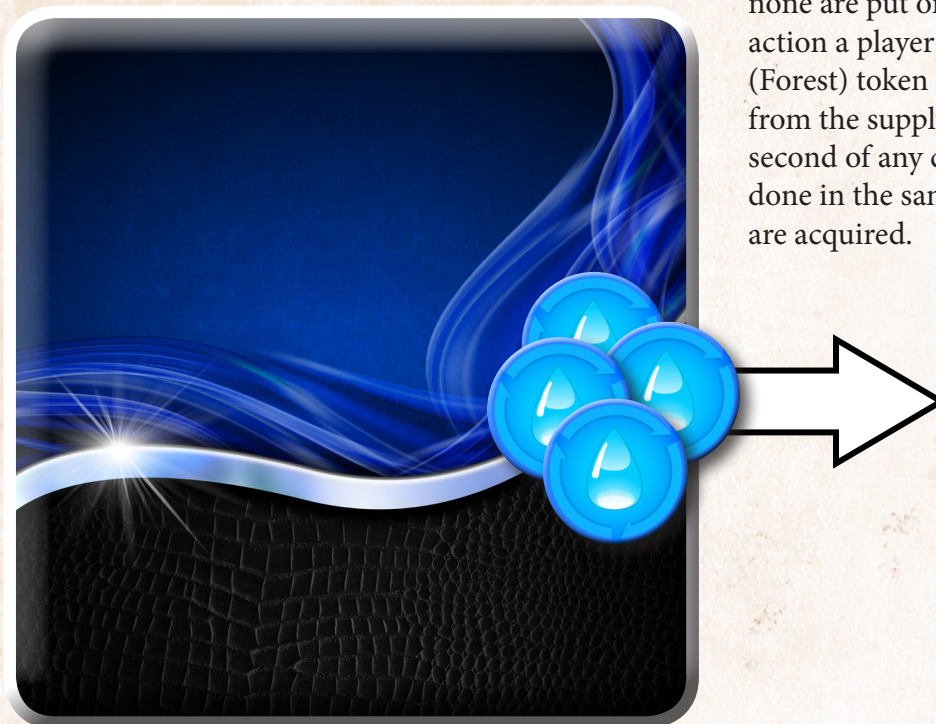
4. Players get special victory points for certain cards. For example: the Eye of the Serpent card gives the holder 10 victory points if he has at least one spell card of each order at the end of the game.



Action Option 1: Meditate

You spend time communicating with nature to rebuild civilization and enhance your actions. Here the player whose turn it is takes all midland tokens of one color from the main board. Then he puts one midland token of each color from the supply onto the matching board space. Spaces can hold an unlimited number of tokens. If there are no tokens of a color in supply,

none are put on the board. During this action a player may also trade a green (Forest) token for one token of any color from the supply, two green tokens for the second of any color and so on. This can be done in the same turn where green tokens are acquired.



Action Option 2: Study

You are digging through archives for magic words, actions, or artifacts that will help rebuild this society.

1. You must turn over one card from the spell deck face up. This is seen by all players. You may turn over additional cards face up. In order to do this a player must spend one blue chip for the first additional card, two more for the second, and so on. Face up cards you keep are your own personal collection of magic spells and artifacts.
2. You may spend one yellow token for one spell after the first one you would like to keep face up, two more yellow chips for the second and so on. After you spend yellow tokens in this way, you return all spells not paid for by yellow tokens back to the top of the spell deck in any order. You may choose from all spells drawn the one(s) that will remain yours, face up.
3. All face up cards left are examined to see if they trigger an effect. If there is a dark creature card showing, a dark creature comes into play face up. Roll two dice to determine what space he will land on. That space is no longer available for building. If two ones are rolled the creature is removed from the game. If he lands on a space with a building cube already present, the creature and points are gained by the player with a cube on the higher number of the space. Any creature placed on a building space can later be removed by hunting. There can be more than one creature on a single space. This may happen more than once in a study phase. If there are midland tokens on bottom left of the card, this means one midland token from supply of each color is placed on the matching land spaces on the board. The player learning the spell also gets one midland token of any color from supply.
4. Cards face up are now spells learned and they are active. They can now be spent to hunt dark creatures, for building, or kept and used for their special ability shown at the bottom of the card. Card abilities are explained at the end of the rules.



Action Option 3: Hunt

You are looking for dark creatures that have gotten away and are still roaming the land. If you do not hunt them down, they will prevent you from re-building your civilization.

1. You must turn over one card from the dark creature deck face up. This is seen by all players. You may turn over an additional card face up for one blue chip you spend and return to supply, a third card for two more tokens and so on. (There may be dark creatures on the board. If so, you have the option of hunting them as well.)
2. You may spend one yellow token for one dark creature after the first one drawn you would like to leave face-up, two more tokens for another and so on. After spending yellow tokens this way, you return all creatures drawn and not paid for by yellow tokens back to the top of the dark creature deck in any order. You may choose from all creatures drawn the one(s) that will remain face up.



3. You determine what spell card(s) you will use to defeat the face up creature(s). The number on the card shows how much damage that spell will do to dark creatures.

It (alone or with added damage) must meet or exceed the number shown at the top of the dark creature card. You can use multiple cards for a single attack. You may spend 1 red token and return it to supply to use one additional spell card you add to your attack, two more for the next card and so on. Red tokens can also be used to do one additional point of damage for each token spent instead of using them to add other spell cards to the attack. One token for one additional damage, two more for another point of damage, and so on. Red tokens cannot be used alone for an attack without a spell card. Cards used for the attack kept by the player. If a player spends one token to add a card to the attack and then wants to spend another to increase damage, the second effect will cost two red tokens. (Effects in a single turn of a single color cost the additional tokens to perform).

4. Spread the total of the damage you inflict over any or all of the face up creatures including any on the board. Take those cards and keep them for victory points.

5. Creatures are susceptible from attacks from one order of magic. That order is shown on the bottom of the dark creature card. The number on the card is doubled for that order. Tokens added to that type of attack are not doubled. If more than one card is being used in an attack, the player may assign what creatures are being attacked by each card. When using this effect, damage points from a single card (including tokens added) can only be applied to a single creature.

6. If there is more than one creature left face up and not assigned to a board space, take that creature or creatures and place them on the building areas of the boards. Roll two dice. The numbers shown on the dice will determine the space the creature will land on. If two ones are rolled, the creature is removed from the game. Players cannot build on that space until all creatures from that space are defeated. If there is already a meeple on that space, the creature card and points are gained by the player who has built on the higher number. More than one creature can be on a single space. All face up creatures are eligible for hunting even if they are not on the top of the stack of cards on a single building space.

Action Option 4: Build

You use your magical abilities to help re-create a civilization and society once destroyed by dark creatures.

1. You pay the cost of the building or advancement you choose to build. Costs and prerequisites are shown at the bottom of each building. Some of those costs include:
Midland tokens: When spent to build they are returned to supply.

Spell cards: When spent to build they are removed from the game. The number of cards needed is shown on the building space.

Prerequisite Buildings and Advancements: A player must have already built a building or advancement of a certain color to build the building. The number of those types of



buildings needed is shown on the space.

2. Only two players can build a single building. The first to build it puts his meeple on the black square with the higher number. The second puts his meeple on the other.

The same player may take both spaces.

3. Players cannot build on a space where there is a dark creature.

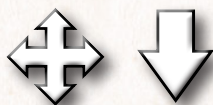
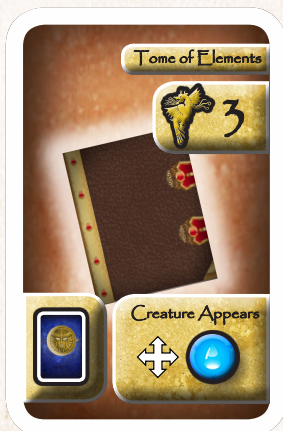
4. A player may build an additional building for one green midland token spent, build another for two more spent and so on. All other building costs must be paid.



Spells:

All spells are optional. All tokens gained in a turn can be used the same turn they are gained, according to the previously stated rules of using and spending tokens.

Example: This card is triggered by a creature appearing on the board. This effect happens only if the creature appears from a spell card, and not from hunting. If a creature appears on the board, the player holding the Tome of Elements will gain a blue token, then he may use the blue token gained during the current turn of hunting. If a player gains a token on another player's turn, he may not use that token until his own turn.



Each card tells a player what action triggers the effect. Bonus victory points only occur at the end of the game.

The multiple arrows indicate the effect will take place when any player chooses that action. The single arrow indicates that the effect takes place only when the player holding the spell chooses the action.

The symbol on the bottom right shows what is gained by the trigger. (the -1 brown building means the players needs one less previously built brown building to build the desired structure this turn.)



This symbol means one card used to hunt is doubled in damage.



In order to get the bonus victory points from this card, there must be less than 2 dark creatures on the board at the game end.



This bonus is gained by having 10 midland tokens of any color at the end of the game.



This bonus is a +2 to any card in hunting.



This bonus gives you the extra points if you have at least one midland token of each color at the game end.



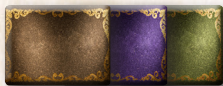
This bonus is gained by having built 4 or more buildings of any kind.



This bonus is gained by having 6 or more spell cards at the game end.



This bonus is gained by having successfully killed 4 or more dark creatures by the end of the game.



This bonus is gained by having built one building of each type by the end of the game.

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Citizenship
 12 10

 1

Livestock
 4 2

Market
 9 7

Church
 16 14

 2

Grain
 10 8

Brick
 4 2

Homes
 10 8

Tower
 17 15

 2

Wood
 7 5

Fruit
 4 2

Roads
 11 9

Armory
 18 16

 2

Ore
 6 4

Artificing
 8 6

Town Hall
 14 12

Bellwether
 21 19

 2




 Meditation: Trade for Any
 Build: Build Extra




 Hunt: Extra Spell
 Hunt: Extra Damage




 Study: Draw Extra
 Hunt: Draw Extra




 Study: Keep Extra
 Hunt: Hunt Extra



 Justice System

25 22



 2  1









 Senate

21 18



 1  1









 Elections

14 12











 Constitution

12 10

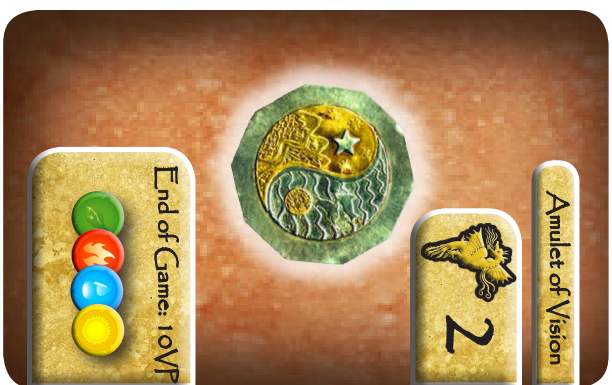
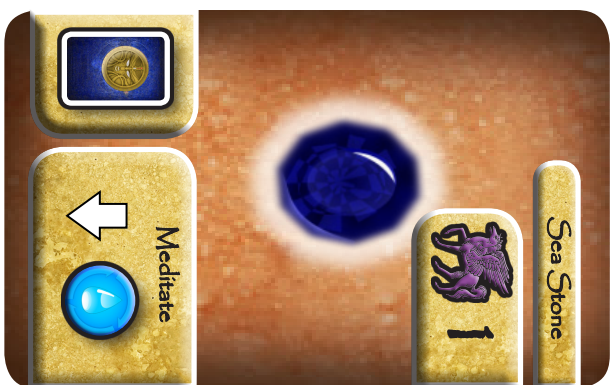
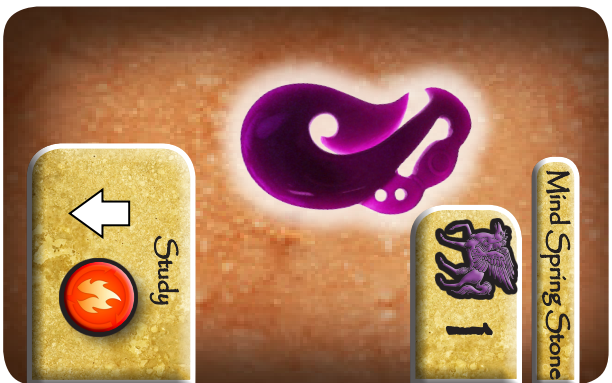












Cloak of Levitation





1


Study




↑




Raven Wand






3

Hunt



↑



Phoenix Wand





2


Study




↑




Flora Wand






2


Hunt




↑



Knotted Wand





2


Meditate




↑




Jade Talisman





3

Study



↑



Amulet of the Earth





3


End of Game: 10 VP




4




Forgotten Tome





2

End of Game: 10 VP



6

