

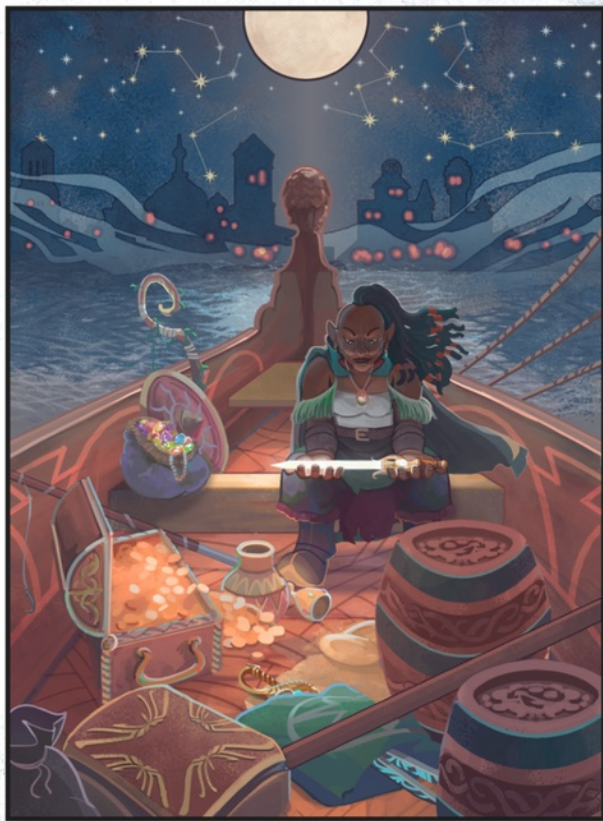


THE TREASURE OF MAG MELL

Basic Game Rules

GAME BY DAVE DOBSON
ART BY KARA DAHLHEIMER
AND MOY SHIN HUNG





THE TREASURE OF MAG MELL

A strategy card game
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Plankton Games LLC

CHOOSE YOUR TREASURES
RECRUIT YOUR MAGES
OUTTHINK YOUR RIVALS



2 - 4
players

13+
yrs

30 - 60
minutes

STORY

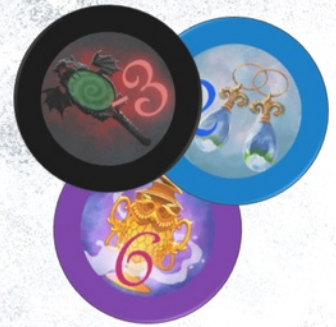
Abcán, the dwarf mystic, has returned from the Island of Mag Mell aboard her boat of bronze. She has stolen eleven artifacts from that faerie realm and delivered them to the Council of Mages. The wizards of the Council have chosen to divide the artifacts among their five guilds and six schools of magic. Some of the artifacts have great power, while some bear insidious curses.

You wish to lead the Council of Mages. Over the course of the game, you and your competitors will assign each artifact to a guild or school and then recruit allies to lock down control of the treasures. In

STORY CONTINUED

the end, the leadership of the Council goes to the mage who controls the most (and the best) artifacts.

Will that be you?



COMPONENTS

The game includes the following components:

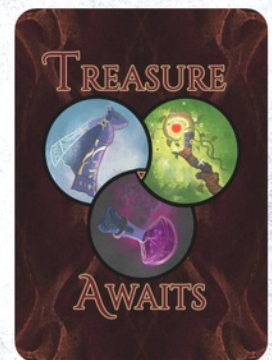
11 Treasure Tokens

Apply treasure stickers to each side of these by color the first time you play. The 8-point skull goes on orange. Values are -3, -1, 1, 2, 2, 3, 3, 5, 5, 6, 8.



11 Treasure Awaits Cards

Each of these shows one of the Guilds or one of the Schools of the Council of Magic. See the next page for details.



78 Mage Cards

Each of these shows a mage or magical being of the Council. Players collect these to control the Guilds and Schools and collect the Treasures at the end of the game. There are two sets of each combination of Guild and School (2 x 5 x 6 = 60 cards) plus 18 special cards.



COMPONENTS CONTINUED

Card Value Counting Device (CVCD)

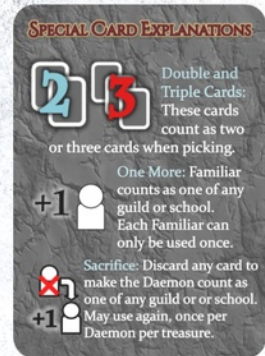
A mysterious cube numbered 1-6



Explanation Card

Keep this handy for reference.

2 Rulebooks (basic and advanced)



OBJECT OF THE GAME

Your goal is to collect the highest total value of treasures. During the game, each treasure will be assigned to one of the Guilds or Schools of the Council of magic. Whichever player has the most members (cards) of that Guild or School as allies at the end of the game gets the treasure assigned to it. Some treasures are more valuable than others, and some are cursed and have negative values.

Guilds (types of mages)



Witches, Arcane Warriors, Sorcerers, Summoners, Blood Mages



Schools (sources of power, like suits)



Gairm

Conjuration



Deoch

Alchemy



Bréag

Illusion



Tuama

Necromancy



Rún

Divination



Athrach

Transmutation



CHOOSE YOUR LEVEL OF PLAY

The game includes a number of special mage cards that change how the game works. You may wish to play a simpler version first to learn how the game works. If so, try the basic game. If you're an experienced gamer, you can go straight to the full game.

Level of Play	Cards to Use	Concepts Included
Basic	Remove: Mercenaries Familiars Queen of Shadow Daemons Shapeshifter Druid	Treasure Tokens Card Selection Final Scoring Spirit Healer and Faerie
Full	Use all cards See the Advanced Rules book to learn how the advanced special cards work	Double and Triple Cost Cards The CVCD Increasing Number of Picks Bonus Scoring Druid Familiars Daemon sacrifice Shapeshifter

SETUP

1. Shuffle the Treasure Awaits cards and place them in a pile at one side of the play area.

SETUP CONTINUED

2. Place the Treasure Tokens next to the Treasure Awaits deck. It can be helpful to arrange them in a row sorted by value (plus it allows those of us obsessed with orderliness to feed our passion and feel in control of something).

3. Shuffle the Mage cards and lay out a set of them face up between the players. These cards are collectively called the Pool. The size of the Pool depends on the number of players as shown at right. Lay the Pool out in a grid formation. An example of a three-player game setup is shown on the following page.

Players	2	3	4
Cards in Pool	12	16	20

Now you are ready to play!

PLAY

The game is broken down into eleven rounds, followed by claiming the treasures and scoring. The player judged most magical starts the first round, and play in that round then rotates clockwise around the table. In the second round (and in each subsequent round) the starting player status shifts clockwise around the table.

Example Game Setup at Start of 5th Round

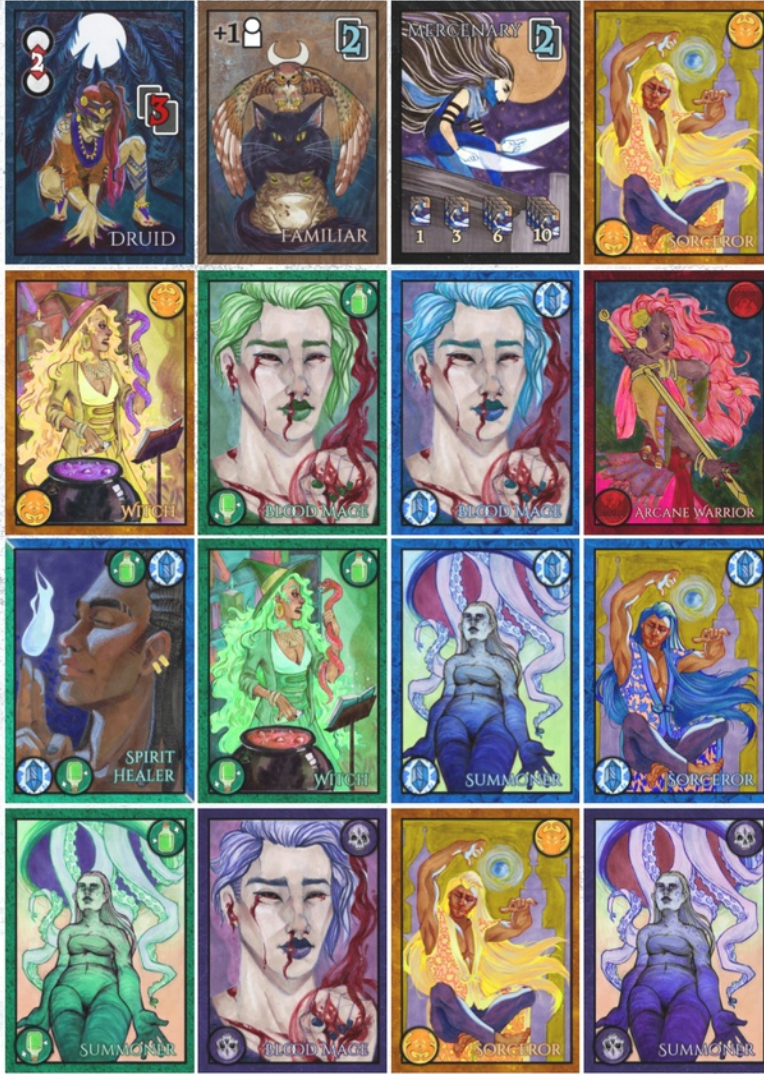
Treasure Tokens waiting to be assigned



Treasure Awaits Cards with treasure tokens assigned



Mage Card Draw Pile



Player 2 Ally Pile



Player 1 Ally Pile



Player 3 Ally Pile

Pool

PLAY CONTINUED

Each of the eleven rounds of play is broken down into three phases, which are summarized below and then explained more fully on the following pages.

I. Treasure Phase – the starting player draws a Treasure Awaits card, which will show a Guild or School. The player plays it face up on the table and assigns it a Treasure Token.

II. Mage Phase – the starting player picks one or two* Mage Cards from the Pool. Other players then pick an equal number of mages. Picking continues until all players have picked the same number of Mage Cards, or until no legal picks are possible. Cards picked are kept face up in front of each player until the end of the round.

III. End Phase – all players add their selected Mages to their Ally piles face down. Refresh the Pool to its original size by adding cards from the draw pile.

After eleven rounds, players claim treasures based on the Allies they've collected. Whoever has the highest total treasure value wins. See **Claiming Treasures** for more information.

4P

**In four-player games, the starting player may only choose one Mage Card from the pool at first.*

TREASURE PHASE

To begin the round, the starting player draws the top Treasure Awaits card from the face down Treasure Awaits card pile and places it on the table face up.

The Treasure Awaits cards each show one of the Schools or one of the Guilds. The starting player for this round gets to decide the treasure to award to the School or Guild that was drawn. To do this, pick one of the unassigned Treasure Tokens (with values ranging from -3 to 8 points) and place it on the card you drew. This sets the treasure for that Guild or School for the rest of the game (unless the Druid changes it at the end – see the **Advanced Rules**).

As the game progresses, each Guild and School will be assigned a score value in this way, until the eleventh Treasure Token is placed on the eleventh Treasure Awaits card in the eleventh round. Following that round, the players use the Mages they've recruited to seize the treasures.

Layout Tip: *At the end of the game, the Treasure Awaits cards are scored in the same order as they were drawn. Therefore, it is good to place the Treasure Awaits cards in a row as they are drawn, so you end up with all eleven of them in proper order.*

MAGE PHASE

After the starting player decides which treasure to award to the Guild or School on the Treasure Awaits card, they pick Mage Cards from the Pool in the center of the play area. They may choose to take one or two cards from the Pool, except in a four-player game, where only one pick is allowed.

Mages are Egotists - No Mage will ally with you if you choose one of their peers first. They're stuffy that way. If a player picks two cards, the cards may not match in any way (same School or same Guild). For example, if the first choice is a purple Tuama Sorcerer, the second pick may not be either Tuama (purple) or a Sorcerer.

The starting player lays their chosen cards face up on the table so everybody can see.

The Matching Rules, Simplified:

Two cards match if they have the same Guild or the same School, or if they are identical special cards.

If you collect more than one card in a round, none of the cards you pick may match each other.

Your picks may match other players' picks.

Your picks may match cards you took in previous rounds. Mages have short attention spans.

MAGE PHASE CONTINUED

Once the starting player has chosen one or two Mage Cards, the other players then each take the same number of Mage Cards from the Pool, going around the table clockwise. These Mages may be from the same Guild or School as the Mages other players pick, but they cannot match. No player can pick any set of cards that contains matching cards during any given round. The matching rule does not apply to your Mage allies chosen in prior rounds.

Most Mage Cards have one School and one Guild and are picked in the normal way as described above. Some Mage cards (Faerie and Spirit Healer) have two Guilds. Some Mage Cards in the full version of the game are special and are handled differently. See the sections on **Special Cards** and **Double and Triple Cards** in the Advanced Rules for detailed explanations.

END PHASE

When all players have made their picks and all players have a chance to see them all laid out, players take their cards and add them to their Ally piles, which are kept face down in front of each player. These cards are now hidden from other players until the treasures are awarded at the end. Players may look at their own Ally piles at any time.

END PHASE CONTINUED

Before the next round, refresh the Pool by adding cards from the Mage Card deck up to the starting number (12 for two players, 16 for three, 20 for four). If there are not enough cards to refill the Pool completely (which happens rarely), that's OK. Just continue play with the cards that remain.

The round is now complete. The starting player role passes to the next player moving clockwise around the table. Continue until eleven rounds are complete and all Treasure Tokens have been assigned, and then move on to **Claiming Treasures**.

CLAIMING TREASURES

After eleven rounds of play, all Guilds and Schools will have Treasure Tokens assigned. At this point, players use their Allies (their pile of Mage Cards) to claim Treasure Tokens. This follows some easy guidelines:

Do Them in the Same Order - Resolve each Treasure Awaits card one at a time in the same order they were drawn during the earlier part of the game.

Lay 'Em Out – Players must reveal all of their Mage Cards matching the Guild or School indicated on the Treasure Awaits card, even if they do not have enough to win the treasure.

CLAIMING TREASURES CONTINUED

Most Mages Wins, Ties Go To Nobody – The player with the most Mage allies belonging to the Guild or School wins the Treasure Token. If two players are tied for a particular Treasure Token, that token is not awarded – nobody collects it.

Keep Your Cards – The Mage Cards are returned to players' piles and can be re-used to claim later treasures. For example, a Deoch Witch card counts toward both Deoch and Witches for treasures.

Negatives - Two of the Treasure Tokens are cursed and are worth negative points. Players include these negative tokens as penalties when calculating final scores. For example, if Jenna gets two treasure tokens marked 5 and -3, her score is 2.

VICTORY! - Treasure Tokens are worth the point values indicated on them. After all eleven Score Tokens have been awarded, count up your points from all tokens. The player who has collected treasures worth the most total points wins!

Tiebreakers: *If two or more players are tied, the player with the most treasure tokens (regardless of value) wins. If players are still tied, the player with the most Mage Cards at the end of scoring wins.*

SPECIAL CARDS – BASIC GAME

There are two special cards included in the basic game.

Faerie and Spirit Healer – These special Mage cards each follow two Schools. Faeries have Gairm (yellow) and Bréag (pink), or conjuration and illusion. Spirit Healers have Deoch (green) and Rún (blue), or alchemy and divination. Each of these mages counts toward both of their Schools during scoring. However, because these mages aren't in one of the five Guilds that are scored, they do not count toward any Guild. When picking these mages, remember that they match two Schools, so you cannot pick any other Gairm or Bréag cards on the same round you pick a Faerie, and you cannot pick any other Deoch or Rún cards on the same round you pick a Spirit Healer.



You have now read enough to play the Basic version of the game. The rules in the Advanced Rules book apply to the full version of the game with all the special cards.

ACKNOWLEDGMENTS

My deep thanks go to my family and friends who have playtested this game extensively with me, helping me develop it from an idea into a real thing, and helping me get it balanced and more fun. My wife, Christina, loves this game, so this has been a fun one for us to share.

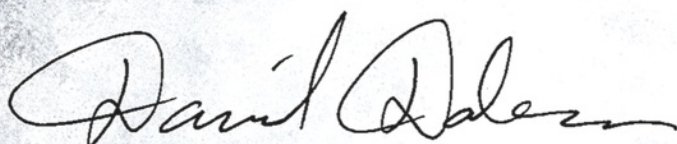
I also want to thank my terrific illustrators, Kara Dalheimer (card images) and Moy Shin Hung (box cover and treasure tokens). They both provided me great art, and Kara also helped craft the theme and the spirit of the game. Both of them were tremendously creative. Any bad graphic design I have added on to their beautiful images is my fault.

I used a legend from my ancestral Gaelic tradition for the basis of the story. Abcán had a bronze boat and sailed it between the human and magical realms. Tales of Abcán reflect a mischievous streak, so I adapted that to the theft of treasures from the magical island of Mag Mell. In my mind, Abcán wanted the fun of watching the mages bicker.

I wanted the characters in the game to reflect a diversity of race, body type, and gender presentation, and Kara and Moy both accommodated that with ease. I'm proud of the broad representation in the game's art, something that's not present in all parts of the boardgame world.

Feel free to contact me at dave@planktongames.com or on the **Plankton Games** Facebook page with any comments, questions, or suggestions for new cards.

I hope you enjoy the game!



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THE TREASURE OF
MAG MELL
BY DAVE DOBSON





THE TREASURE OF MAG MELL

Advanced Rules

GAME BY DAVE DOBSON
ART BY KARA DAHLHEIMER
AND MOY SHIN HUNG





The rules in this booklet explain the more complex special Mage cards used in the full version of the game. You should read the **Basic Game Rules** booklet before this one.

DOUBLE AND TRIPLE CARDS

The Basic Idea

Some special cards have extra value when picked.

Double cards count as two cards picked, and triple cards count as three cards picked.

If you pick these double or triple cards, other players get to pick more cards to match the total value of cards you picked.

Picking continues in turn around the table until all players' total value of cards picked is equal, or until no legal picks remain.

Some players may get to pick cards at two or more points during the round if special cards are picked after they pick.

Some of the special cards are powerful and count as two or three cards when picking, as noted by symbols on the cards and as described below. When you



choose one of them, other players will get to pick

DOUBLE AND TRIPLE CARDS CONT.

more cards to balance them out. This can get a little confusing. Here's how it works.

Many of the special cards are double cards: **Mercenaries**, **Familiars**, and the **Queen of Shadow**.

Some special cards are triple cards: **Daemons**, the **Shapeshifter**, and the **Druid**.

Remember that when you are the starting player you begin the picking by choosing one or two cards (or one card only in a four-player game). With your choice (which may include a double or triple card), you'll set the starting number of cards picked. It's convenient to record that number using the **Card Value Counting Device (CVCD)**, the six-sided die provided with the game. For example, if you pick a Blood Mage (regular card) and then a Familiar (double card), you set the number of picks at three, so you'd set the die to 3 to help remember this.

Other players can either match the starting number of picks, or they can raise the number by picking double or triple cards. If they raise it, you'll get to pick more cards to match (or raise) their total number of picks when it comes around to you again.

The system is kind of like betting in poker. When it's your turn to pick, you must either match or raise the number of Mage cards picked. You can only raise the number by picking a double or triple

DOUBLE AND TRIPLE CARDS CONT.

card that pushes the number of picks above the pick number that came to you from the last player.

The following rules apply when you're picking:

Take Turns Picking - The starting player picks first. The chance to pick then rotates around the table clockwise until all players have an equal total number of cards. It can go around more than once.

Only One Double or Triple Card to Start - The picking rules make it so the first player can't pick more than one double or triple card in their first pick. If they pick a double or triple card first, they hit the two-card limit and must stop. If they pick a regular card first, the second pick may be a double or triple. Later picks in the same round could include more than one double or triple card if there are enough picks (3 or more) available to the player.

Pick One at a Time - You must choose one card at a time when picking. This keeps the count clear.

Stop at the Limit - Once you have equaled or exceeded the current limit for the number of picks, you cannot pick any more cards unless the chance to pick returns to you.

No Matches Ever - No matter how many picks you are allowed to make, you must obey the rule against matching for your whole set of chosen cards. This is true even if you pick them at different

DOUBLE AND TRIPLE CARDS CONT.

times during the round. None of your picks for a round may match, ever.

Locked Out – As the round progresses, you may find yourself unable to pick your full number of cards, either because the Pool runs out of cards, or because the cards that are left in the Pool match cards you've already taken this round. In this case, you're out of luck – you don't get to pick the full amount. You never add cards to replenish the Pool until the round (and all picking) is completed.

Unwanted Picks – You might get into a situation where you do not want to take more cards, either because you would have to take a card that counts toward a cursed treasure, or because your pick would raise the pick number for other players and let them take more cards. You cannot skip picking cards. If there is a card you could legally take in the Pool, you must take it. However, because you choose cards one at a time, you can sometimes pick cards that match unwanted cards to avoid having to choose unwanted cards (see **Locked Out** above).

Strategy Note:

Because players must pick cards whenever there are legal picks, it is sometimes possible to force opponents to take cards that will count towards a cursed treasure.

DOUBLE AND TRIPLE CARDS CONT.

Stop When Even – Picking ends as soon as all players have the same total value of cards or are **locked out** of picking. This may be after one chance to pick for each player, if nobody raises the number of picks, or it may require several sets of picks each.

ADVANCED SPECIAL CARDS

Most of the Mage Cards in the game are normal mages with a School and a Guild, and they work as described in the **Basic Game Rules** booklet. The basic special cards (**Faerie** and **Spirit Healer**) are described there also. Some more advanced special Mage Cards have unique capabilities or powers, and these are handled differently from the regular cards. Details on these special cards follow.

Mercenaries (double card)

Mercenaries are not part of any School or Guild, so they don't contribute toward claiming any of the treasures. However, they are worth bonus points depending on how many of them you recruit as shown on the card. Add these extra points to your total at the end of the game. **Familiars** and **Daemons** (see below) cannot be used to make additional Mercenaries.



SPECIAL CARDS CONTINUED

Queen of Shadow (double card)

Like Mercenaries, the Queen of Shadow also grants bonus scoring. For every pair of red Athrarch and purple Tuama Mage cards you have, the Queen of Shadow grants you one bonus point. For example, if you have the Queen plus three Athrarch mages and five Tuama mages, you get three bonus points for the three pairs. The extra Tuama cards in this case don't count. You have to have one of each School to make a pair. **Familiars** and **Daemons** (see below) cannot be used to create additional pairs for the Queen of Shadow – she only accepts true Athrarch and Tuama mages. Add these bonus points to your score at the end of the game.



Familiars (double card)

Familiars are powerful allies. When claiming treasures, a Familiar is like a wild card – it can be counted toward any School or toward any Guild. Familiars can be played to win a Treasure, or they can be used to force a tie and prevent a Treasure from being



SPECIAL CARDS CONTINUED

collected. Familiars can only be used once, though. They must be discarded after they are used and cannot be used again.

Familiars (and Daemons, explained later) can be played by their owners as needed, but it's sometimes good to wait to see what other players are going to do before playing yours. See the note on **Playing Familiars and Daemons** below.

Druid (triple card)

The Druid is played at the end of the eleven regular rounds before any of the treasures are claimed. A wise and respected leader, she allows you to switch two Treasure Tokens placed on Treasure Awaits cards as long as they do not differ by more than two points. For example, you could switch the -3 token with the -1 token, or the -1 with a 1, or a 3 with a 5, but you could not switch an 8 with a 5. You do not need to use the Druid if you do not wish to. The Druid remains as your ally after she is used and may be sacrificed to a Daemon.



Shapeshifter (triple card)

The Shapeshifter is a devious mage, using her magic to deceive others into forsaking their loyalties.

SPECIAL CARDS CONTINUED

She is also fickle, often switching sides herself. The Shapeshifter allows you to steal other players' Mage card picks. Once you have the Shapeshifter as an ally, you may play her whenever other players are choosing Mage Cards to steal a card they pick. At this point, you must give the other player the Shapeshifter card plus two additional cards, either from your current picks for this round or from your Ally pile, and you may then steal the card that player was going to collect. When you use the Shapeshifter, lay her and the two cards you give with her face up in front of the play-



Shapeshifter Example: Suppose Beth has the Shapeshifter and Stuart is picking. Stuart chooses a Mercenary, and Beth already has two Mercenaries. So, Beth uses the Shapeshifter. She steals the Mercenary card Stuart just picked, and she has to give Stuart the Shapeshifter card plus two more Mage cards from her cards. Because the Athrachs have already been assigned the cursed -3 Treasure Token, she gives Stuart an Athrachs Blood Mage and an Athrachs Sorcerer to increase his chances of getting the Athrachs treasure token and losing three points.

SPECIAL CARDS CONTINUED

er whose pick you are stealing. Take the stolen Mage card and place it face up in front of you. All of these cards are added to players' Ally piles as usual at the end of the round. The theft counts differently in terms of picks for the two players involved - see **Shapeshifter Card Values** below.

Shapeshifter notes:

- The Shapeshifter may not be used in the same round it is first collected from the Pool.
- If you receive the Shapeshifter after an opponent steals your pick, you may play her to steal picks in future rounds, but you cannot immediately play her again on the round you received her.
- Therefore, the Shapeshifter may not be used more than once in any given round.
- The Shapeshifter must be used immediately when the card to be stolen is picked. She may not be used to steal any picks made prior to the current pick. Of course, good manners dictate that players allow some time for the owner of the Shapeshifter to decide whether to play her rather than rushing ahead with their picks to avoid theft.
- Cards exchanged because of the Shapeshifter do not count towards the matching restriction for the current round. For example, you could use

SPECIAL CARDS CONTINUED

the Shapeshifter to steal an Arcane Warrior from another player's pick and then go on to pick a second Arcane Warrior when you pick. Likewise, if you give a Witch as one of the two cards that go with the Shapeshifter, the other player can still go on to pick a Witch as part of their remaining picks.

Shapeshifter Card Values:

The basic idea: Cards traded because of the Shapeshifter do not count towards pick totals. The player whose pick is stolen uses only one card pick.

For the player whose pick is stolen - Regardless of the value of the card stolen or the value of the Shapeshifter and the two cards that come with her, the entire event only counts as one card pick. In the example in the box above, if Stuart were entitled to two picks, chose the Mercenary, and had it stolen by Beth as described, he would still get another pick after this, because the Shapeshifter event counts as one pick, leaving him one remaining.

For the player who played the Shapeshifter - The stolen card does not count towards the picks for the player who used the Shapeshifter, even though it is displayed face up with the player's other picks. In the example in the box above, Beth would still be allowed her full picks for the round even though she acquires the Mercenary through using the Shapeshifter.

SPECIAL CARDS CONTINUED

Daemons (triple cards)

Daemons are very powerful magical beings that can help you – for a price. Like **Familiars**, Daemons can assist in claiming any treasure and can serve as any School or Guild. Unlike Familiars, Daemons can be re-used, helping to claim multiple treasures, which makes them more powerful and more versatile than Familiars. However, every time you want a Daemon to help you with a treasure, you need to sacrifice a Mage Card to use it.



Take one of your Mage Cards from your Ally pile and discard it. It is lost and cannot be used again. Daemons can only be used once each per treasure. You cannot make more than one sacrifice to add more to your total unless you have more than one Daemon to accept the sacrifice. Any Mage card (including special cards) may serve as a sacrifice.

Strategic Sacrifices - Daemons require sacrifices, but the sacrifices can be made strategically. After a few treasures have been awarded, there will be Schools and Guilds that are no longer needed, so you can sacrifice them without penalty. Also, if you have Mage Cards that will later count toward a

SPECIAL CARDS CONTINUED

cursed treasure, you may sacrifice them to reduce your chances of claiming that cursed treasure. This only helps if you sacrifice them before the cursed treasure comes up for scoring, of course. You may play Daemons and sacrifice cards even if you do not eventually win the battle. You may even sacrifice a Mage card that counts towards the current treasure. This has no net effect, because the Mage Card sacrificed is replaced by the Daemon's power, but it might help you with future treasures.

Playing Familiars and Demons: When you wish to use one of these cards, you must first wait until all players have laid out their regular Mage Card allies for each battle. Once all the regular cards are revealed, any player may add a Familiar or Demon sacrifice (or multiple Familiars or Demons) to their Allies. Other players may then respond with Familiars or Demons of their own, and the original player can also add more Familiars and Demons. This proceeds until all players agree they are finished adding Familiars and Demons to claim the current treasure.

IMPORTANT: Once you play a Familiar, it is used up and gone forever, even if you eventually lose the treasure. Discard it after the treasure is claimed. Likewise, once you play a Demon, you must discard the sacrificed card immediately, even if you eventually lose the treasure.

VICTORY

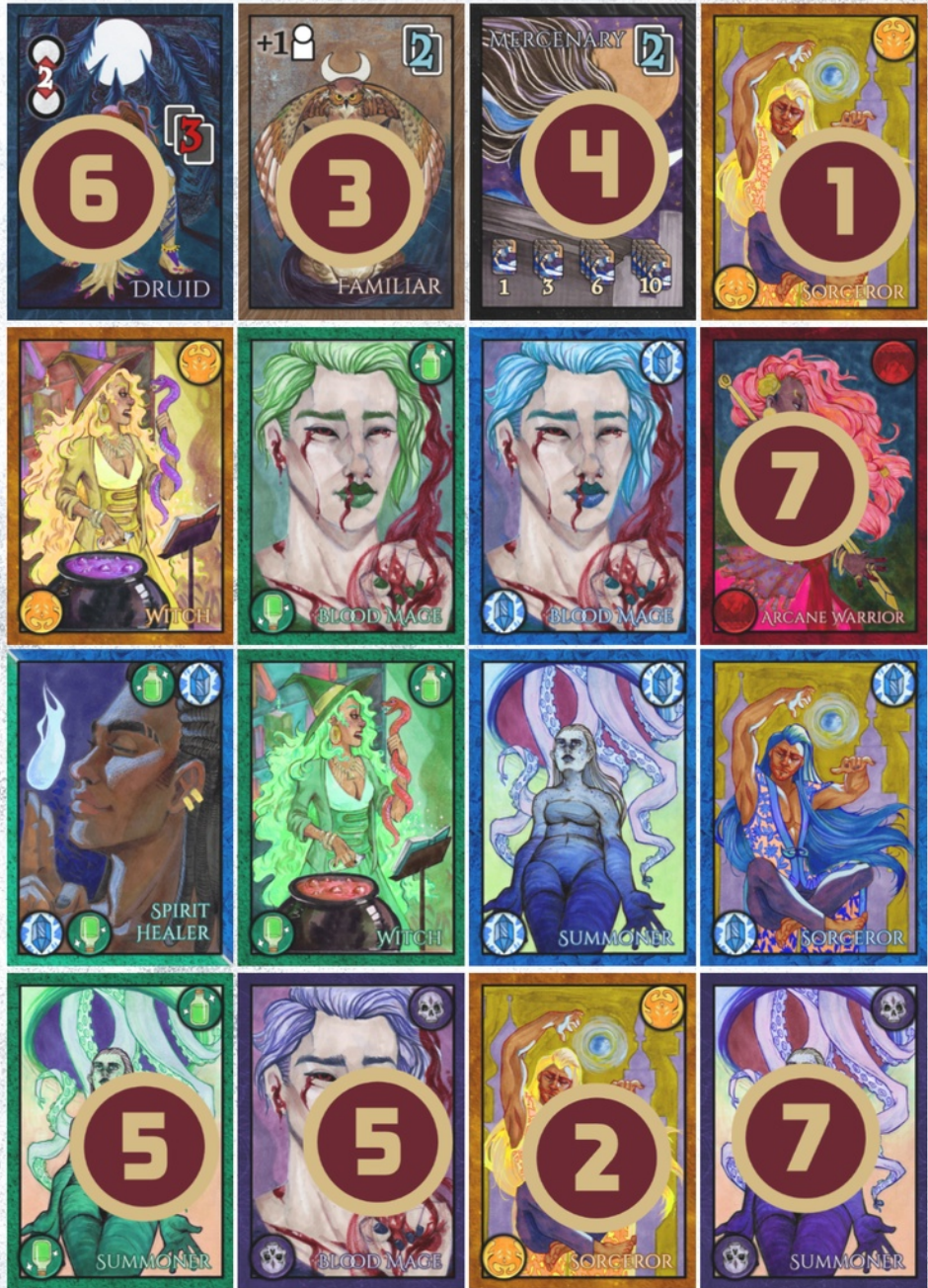
Once all of the treasures are awarded, players add up all the Treasure Tokens they have collected and then add bonus points due them from Mercenaries and the Queen of Shadows. The winner is the player with the highest total score. If there is a tie, the player who collected the most Treasure Tokens (including negative ones) wins. If that's also tied, the player with the most Mage cards wins.

EXAMPLE OF PLAY

In the basic version of the game, the picking is very straightforward. The first player picks one or two cards, and the other players each pick the same number of cards, and then the round is over after everyone has picked. However, in the full version, the picking can get more complicated when double and triple cards are available and the number of picks can be raised as the picking proceeds.

The following sample round illustrates how picking with advanced Mage cards can work. In this example, there are three players who end up with a total of eight chances to pick (numbered 1 through 8). Picking ends after the 8th chance to pick because at that point, all players either have picked an equal value of cards (including double cards as two picks and triple cards as three picks), or they have no legal picks left to make.

UNUSED TREASURES



↑ POOL ↓

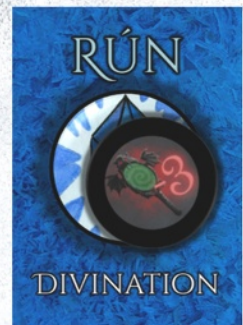


TREASURE AWAITS CARDS

Three players are playing, Anna, Brit, and Chu. Anna is the starting player for this round.

T

Treasure Phase: Anna draws the top Treasure Awaits card. It is Rún (blue). She has none of those cards in her Ally pile, so she chooses the cursed minus three treasure to assign to Rún.



1

Mage Phase:

Anna is the starting player, so she picks first. She chooses the yellow Gairm Sorcerer, because Sorcerers have been granted the eight point treasure on an earlier turn. This sets the number of picks to one. She marks that with the CVCD die.

1

2

Brit is the next player clockwise. They choose the other Gairm Sorcerer card.

3

Chu does not want the other Sorcerer card, because it is a blue Rún Sorcerer, and Anna assigned Rún the cursed treasure. He chooses the Familiar card, worth two picks. He changes the CVCD die to 2. Anna and Brit now get one more pick each.

2

4

Anna has another Mercenary in her Ally pile already, so she chooses the Mercenary card to earn more bonus points. That raises the total pick value to three.

3

5 Brit has one card, but the total pick value is up to three now. They would have taken the Rún Sorcerer, but they can't, because they already picked a Sorcerer. They take the purple Tuama Blood Mage and the green Deoch Summoner. Now they have three cards, which is the limit.

6 Chu has his Familiar, worth two, and can pick another card. He takes the Druid, a triple card. Now his picks have a total value of five. He marks that on the CVCD die. **5**

7 Anna had a total pick value of three, so she can pick two more cards. She takes the red Athrac Arcane Warrior and the purple Tuama Summoner. Her total is now five, the limit.

8 Brit has three regular cards, so they should get to pick two more to reach five. However, they have already picked a yellow Gairm Sorcerer, a green Deoch Summoner, and a purple Tuama Blood Mage. The seven remaining Pool cards all match one of those Schools or Guilds. There are no legal picks, and the other players are at the limit, so the round ends.

E **End Phase:** All players add their picked cards to their Ally piles. The Pool is refilled with new cards. Brit is the new starting player and will draw the next Treasure Awaits Card.

TIPS AND ADVICE

There is no single strategy that will work in every game, because your options for card picks depend on which cards are drawn for the Pool, and the scoring will not be fully established until the end.

Remembering as much as you can about what other players have picked is a very useful skill.

The Mercenaries become extremely valuable in high numbers. Even one of them is worth a point, so it's often worth picking them to block somebody else from getting more. You are not guaranteed to see all four of them in your game, though, so don't count on them all being available.

The Shapeshifter is a very powerful card which can win or lose the game. She can deal a powerful blow to an opponent's strategy, and she can let you shed bad cards, but remember she can be turned back against you later on.

Daemons allow for a lot of strategy options in the final scoring as treasures are claimed. You can use a Daemon to win treasures or force draws, and you can also use them to shed bad cards.

Sometimes using a Familiar or Daemon to force somebody else to play a Familiar, even if you can't win the treasure, will protect a treasure you can win later.

I really hope you enjoy the game! Please share any comments, questions or ideas for new mages with me at dave@planktongames.com or on the **Plankton Games** Facebook page.





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