The Princess and Magic tile

姫と魔法のタイル

彼女は意外と重かった

2 - 4 Players
25 - 50 min. per Game
Age 10 & up

32
Rune cards

8
Sprite cards

8
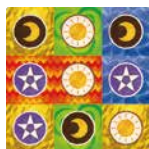Bonus cards
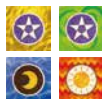

4
small Summary cards

1
large Summary card

4
Element boards

48
Element tiles

1 Witch's Manor board
(2 pieces)

1
Princess cube

20
Gem cubes

Simplified rules are recommended for first-time players. These are noted with a 初回 mark.

Story and Objective

The prosperous kingdom of Aqua Pura was rich in history and resources. However, their thousand-year peace was broken when the **princess** known as the jewel of the country was kidnapped by an **evil witch**. The desperate king then called upon a team of intrepid **treasure hunters**. They were commanded to break through the barriers surrounding the **witch's dwelling** and rescue his precious daughter!

Players take on the role of treasure hunters with the purpose of **infiltrating the Witch's Manor to take back the kidnapped princess.**
"Your only chance is on the next night of the full moon when the witch will be away!"
Naturally, the witch protected her lair with **powerful barriers** which can only be broken with **magical Runes. Reach the princess and leave the manor with her** before the witch returns to succeed!

Game Summary

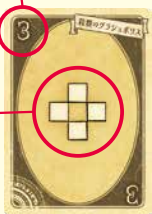## Complete Runes to Advance Through the Witch's Manor

Players proceed along the numbered path of the Witch's Manor and earn points after escaping. Movement is determined not by dice, but by Elements, Runes, and Gems.

Make this Rune!

Rune completed!

Finished!

Placement Points

Use tiles to form Runes and activate them with Gems!

Move through the Witch's Manor!

Your starting point on the score track is set by when you finished.

Form Runes with Tiles and Activate with Gems!

Number of spaces earned from completion

Rune formation

Rune Card

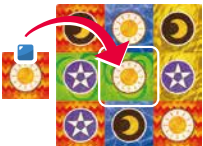Earth (Yellow) Water (Blue) Fire (Red) Wind (Green)
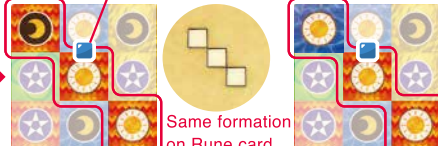
Moon

Star

Sun

Element Tile

Gem

▶**Rune Card:** Shows the formation of the Rune and the number of spaces earned from completion. ▶**Element Tile:** Has two attributes, one of Earth, Water, Fire, or Wind and one of Moon, Star, or Sun. ▶**Gem: Needed to complete a Rune.** Returns to your possession afterwards.

Place a tile and Gem

Gem in Rune formation

Same formation on Rune card

Players take turns placing tiles on their Element board and then Gems on those tiles (see page 6 for details).

When tiles of the same Element make the same formation on a Rune card and contain at least one Gem, that Rune is complete. **The above shows a Rune completed with Fire Element tiles.**

Moon, Star, and Sun Elements can also make Runes. The above shows a Rune completed with Sun Element tiles.

The Game Ends After Reaching the Goal

After any player arrives at the Goal, the other players each get one more turn to do the same before the game ends. If all of the tiles are taken before any player can reach the Goal, then the witch returns and the rescue fails (see page 10 for details).

Set-Up

The treasure hunter who rescues the princess will be hailed as a hero,
but for that to happen, they need to make the proper preparations.

❸Witch's Manor board

❼Deck of Rune cards   **❹Princess cube**   **❽Bonus cards**

❻Element tiles   **❸Player cubes**

❷Element board & Gem cubes   **❺Sprite cards**

初回 Remove the "Steal Tile" Rune cards from play before starting.

❶ The player who most recently saw a witch goes first.

❷ Each player chooses a set of same-colored **cubes** and an **Element board** at random. Either side of the board may be used. The rest are set aside.

❸ Each player places one of their cubes on the Start space of the **Witch's Manor board.**

❹ The **Princess cube** is placed on space 13 of the Witch's Manor board to show where she is being held.

❺ Each player takes one of both kinds of **Sprite card** and places them with the **"2" side up** in front of them. The rest are set aside.

❻ The **Element tiles** are placed face-down, shuffled and arranged into 4 stacks. **4 tiles are then taken from the stacks** and placed face-up beside them.

❼ Shuffle the **Deck of Rune cards** and place the top 4 cards face-up beside it. These are considered **in-play**. **If a "Steal Tile" card is drawn at this time, it is returned to the middle of the Deck** and another card is drawn to replace it.

❽ Shuffle the **Deck of Rune cards** and place the top 4 cards face-up beside it. These are considered **in-play**. **If a "Steal Tile" card is drawn at this time, it is returned to the middle of the Deck** and another card is drawn to replace it.

Starting the Game

The starting player takes the following steps in order. For the very first turn, only perform **Steps 1 (Draw 1 Tile) and 5 (Place a Tile and a Cube).**

❶ Draw 1 Tile (Required)

Place a single tile from the stacks face-up with the others for a total of 5 in-play.

❷ Hold or Remove a Rune Card (Optional - Limit 1)

If desired, you may hold or remove any of the 4 in-play Rune cards then draw another from the Deck. If the Deck is exhausted, shuffle the discard pile and make a new one. If a "Steal Tile" card is drawn, see page 9.

▶ Holding a Rune Card

Take the chosen Rune card and place it face-up in front of you. Holding **prevents other players from using that card.** However, **only one may be held at a time** and **it cannot be changed** until it is declared.

▶ Removing a Rune Card

Take the chosen Rune card and discard it, especially if **it seems too difficult to complete** or **another player is about to complete it.**

❸ Remove a Gem (Optional - Limit 1)

If desired, you may remove **a single Gem** from your Element board. **This step is skipped in the first turn** as no Cubes will be placed yet.

❹ Use a Sprite Card (Optional - Limit 1)

Follow the instructions on **a single Sprite card** if desired.

❺ Place a Tile and a Cube (Required)

You must choose a single in-play tile and place it either on top of or around the tiles of your Element board (the board acts as preset tiles).


❶ Tiles must be connected to each other by a side or a corner.

❷ Tiles may be placed on top of each other unless there is a Gem there.

❸ Tiles **may not** be placed separate from each other.

❹ Tiles must fit into a 5x5 grid.

❺ Tiles may be placed on the Element board itself.

There is no restriction in how Elements are connected, but **placing tiles alongside those of matching Elements will make it easier to form Runes.**
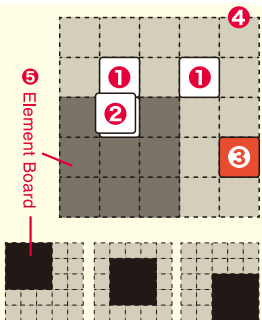
Placing a Gem (Optional)

If desired, take a Gem and **put it on top of the newly placed Tile. Without a Gem, a Rune cannot be completed.**
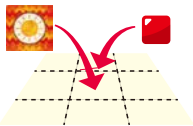
Making a combo of multiple completed Runes at once will earn a bonus. Placing Gems where Runes are close to completion is an effective strategy.

First place the chosen tile **(required)** and then a Gem on top of it **(optional)**.

Declare any completed Runes at the end of the turn. If you want to build a combo, it might be wise to skip this step until a later turn.

Play continues with the player to the left taking their turn.

Declaring Runes

Completing Runes will allow you to move through the Witch's Manor.

❹Gem placed on form

▶Conditions for a Completed Rune

❶ **Claim either** a held or in-play Rune card.

❷ Rotating the Rune on the card is also acceptable.

❸ Have Element tiles of the **same attribute** arranged on the board forming the Rune shown on the card.

❹ Have a Gem on one of the tiles in the Rune.
   Each Rune requires a Gem.

❸Completed with Sun Element tiles

▶Rune Cards with Two Numbers

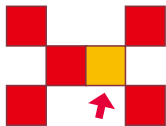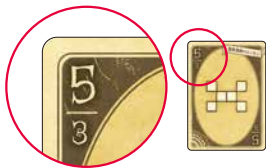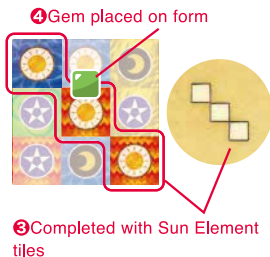These Rune cards are the most difficult to complete.

> ▶**Bigger number**
> The amount earned by regular completion (all tiles of the same attribute).
> ▶**Smaller number**
> The amount earned by completing **with a single tile in a different attribute.**

A Rune with a single mismatched Element

The easier option results in fewer spaces earned. Also, **a blank space does not count as a tile** because it contains no attribute.

7

Completing a Rune

Each Rune is handled one at a time, even when multiple are completed.

❶ **Take the Gem from the completed Rune** and place it on the claimed Rune card.

❷ If the taken card was in-play, draw another one to replace it.
If a "Steal Tile" Card is drawn, see page 9 for instructions.

❸ If there are other completed Runes, return to ❶. Otherwise, continue to ❹.

❹ Calculate the progress total.
Sum of amount shown on Rune card(s) + (Number of completed Runes - 1)
If you reach the princess or are holding her, the total is reduced. See page 9
"The Weight of Responsibility" for details.

❺ Move your cube along the path in the Witch's Manor by that number.

❻ Discard the completed Rune cards and return the Gems to your possession.

Gems that were not used to complete Runes remain on their tiles.

This example shows a 3-Rune combo. The leftmost Rune is completed with Water Element tiles except for the one Wind tile which lowers its value to 3.
The sum is 2 + 2 + 3 + (3-1) = 9, so the player moves 9 spaces.

Wind Element

2 spaces   2 spaces   5/3 spaces
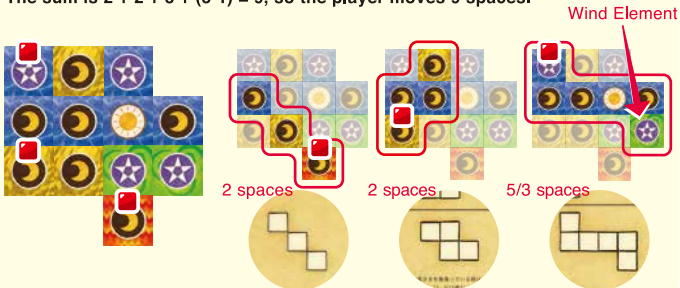
Stealing Tiles

When a "Steal Tile" card is drawn, **draw another Rune card and continue play as normal** (for example, if it is drawn while completing a Rune, finish that process first). Then, **at the end of that player's turn**, follow the directions below.

The player who drew the Card **steals a tile of their choice** from the indicated player, the player whose tile was just stolen then steals a tile from the next player and so on until everyone has stolen a tile from another. **At that time**, those tiles are placed according to standard tile placement rules. **No Gems are placed on stolen tiles**. Even if a Rune is completed, **it cannot be declared at this time.** Finally, the card is discarded.


> Tiles with Gems can also be taken, returning the Gems to their owner's possession.
> Ignore this Card if any player has already reached the Goal.

初回 These Cards are removed from play.

The Weight of Responsibility

Once any player reaches space 13 where the princess is trapped, whoever is in the lead will carry her. However, this slows them down, **reducing total movement by 2 spaces** (completing a 2-point Rune by itself will advance by 1 space).This penalty goes into effect **the moment a player takes the princess**, but it will not move them backwards.

If more than one player is in the lead, **then whoever reached the space first** carries the princess.

Minus 2 spaces

Intended position
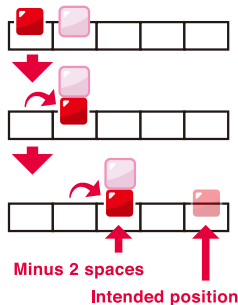
> The red player has completed a 4-space Rune, but as they reach the princess on the first space, **their total progress was reduced to 2 spaces.**

Secret Paths

Once any player reaches or passes space 20, the locks on the Secret Paths open. Players will advance directly from Space 8 ➡ Space 12 and from Space 10 ➡ Space 14.


Ending the Game

No More Tiles

When the last Tile is taken, the game ends after that turn **(allowing for Runes to be completed)**. The Witch returns to force out the Treasure Hunters and take the princess back. The rescue fails and there is no winner.

Reaching the Goal

The first player to reach the Goal will **advance to space 10** on the score track along the edge of the board. **Any leftover progress will also be converted into points.** The remaining players then take one more turn each and the game ends. As the princess has already been saved, no one else will receive the penalty for carrying her. 2nd, 3rd, and 4th place finishes have their own point amounts. Leftover progress will also be added for them.
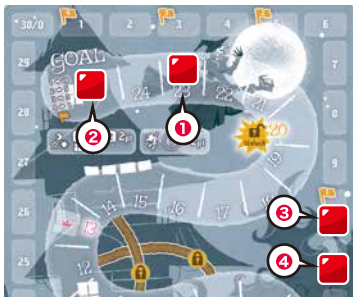
1st	➡	10
2nd	➡	5
3rd	➡	3
4th	➡	1

Placement Points

❶The red player earns **5 spaces at space 23**. After the 2-point penalty from holding the princess, they progress by 3.❷They move 2 spaces to reach the Goal.❸As they finished first, they are moved to space 10 on the score track.❹**The remaining step** moves them another space forward to 11.

Tallying Points

After everyone has taken their final turn, points are tallied. **Those who did not finish will not receive placement points** (if they reach the Goal from earning points, they will start at space 30 on the score track, representing 0 points).

Element Tile Points

Each player counts the number of Moon, Star, and Sun Element tiles on their boards (only **tiles on the top** are counted). Players with the most of each attribute will receive points. In the case of a tie, both players receive the same amount of points.

初回 No Element tile points are awarded.

▶ **Player with the most: 5**
▶ **Player with the second-most: 2**
[2-player game only] Player with the most: 3

Calculated for Sun, Moon, and Star

Akemi had the most Moon tiles and earned 5 points. She had the third-most Star tiles and earned no points. She was tied for second in number of Sun tiles with Tomoe, so they both earned 2 points.

Kaname
Moon : 3
Star : 7
Sun : 4

Tomoe
Moon : 5
Star : 6
Sun : 3

Akemi
Monn : 7
Star : 1
Sun : 3

Sprite Card Points

The total remaining uses of your Sprite cards are counted and multiplied by 2. This amount is added to your score. For example, ending the game without using a Sprite card grants 4 points per card.
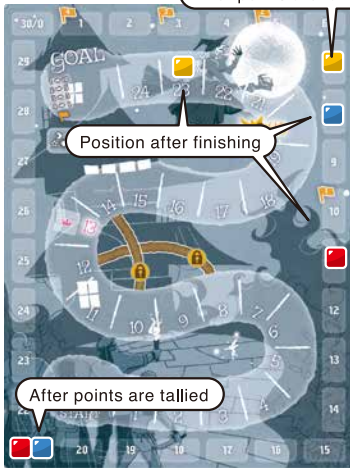
Bonus Card Points

The 2 Bonus cards are then turned over. The players who match the conditions written on them also receive points.

After all points are tallied, the player with the most is declared the winner.

After points are tallied

Position after finishing

After points are tallied

Bonus Cards

3 points for having most Fire tiles

Max
3pt

3 points for having least Water tiles

Min
3pt

🟥 Kaname

Placement: 10VP
Leftover : 1VP
Moon : 3
Star : 7 > **+5VP**
Sun : 4 > **+5VP**
Fire : 2
Water : 8
Total: 21VP

🟨 Tomoe

Leftover : -2VP(space 23)
Moon : 5 > **+2VP**
Star : 6 > **+2VP**
Sun : 3 > **+2VP**
Fire : 2
Water : 2 > **+3VP**
Total: 7VP

🟦 Akemi

Placement: 5VP
Leftover : 3VP
Moon : 7 > **+5VP**
Star : 1
Sun : 4 > **+2VP**
Fire : 5 > **+3VP**
Water : 2 > **+3VP**
Total: 21VP

Sprite Cards

Each player has 2 Sprite cards which can be used **twice each**. Use is **encouraged whenever they seem to offer even a minor advantage,** but **only one can be used in a turn.**

The number at the bottom of the card shows how many uses are left.

Take Another Tile

Draw one tile from the stack and immediately place it on your board. **You may also place a Gem on top of it**. As it is similar to having a free turn, it can be very useful at the start of the game to build your board.

Place/Move Gem

Either **place** a Gem on the tile of your choice or **move** an already placed one. By putting it on top of a readied Rune, it can help you build combos later in the game.

Tips

Place Gems Early for Combos!

Combos are vital for moving across the board quickly. Placeholder Gems, **a Gem on a Rune that is not yet ready**, will help you make them. Once conditions are right, you'll be able to fly through the manor!

Hold Off Declaring!

Even if you have Runes ready, it might be a good idea to wait before declaring them. Adding even one more to your combo can make all the difference.

Shrewdly Hold or Remove Runes!

Always being aware of what Runes your opponents are about to use or **safeguarding ones that you will** can help you secure victory!

Column: Why Slow Down Progress?

Trying to run while carrying another person can be very tiring. The treasure hunters are also being extra cautious not to trip and drop the princess.

Although many would be upset at this extreme prudence, the princess is too pure and considerate to chastise them for what is ultimately a display of concern.

However, the main reason for the decreased speed is the witch has placed a curse on the princess which makes her appear much heavier than she seems. It has nothing to do with stress eating caused by her confinement, lack of exercise, eating too much candy to appease her sweet tooth, or any other personal fault (according to her).

And so the story of the princess' rescue comes to an end.

The one who contributed the most to her freedom was called the true winner and granted her hand in marriage.

Those who could not leave the manor were trapped by the witch upon her return and turned into denizens of the dark.

Will you be the next to save the princess?

Game Design : FUKUDA Hiroshi
Illustrations: 00323z
Graphic Design: FUKUDA Hiroshi
Logo Design : MORI Koichiro
English Translation : Nathan Garcia
Sales Agency : XiSize
Mail : **info@xisize.games**
Web : **https://xisize.games/**

Movie

Q What if the winner is a woman? Would she still marry the princess? Or in case there is a tie, would she marry both? Or what if…?
A The princess is from a free kingdom. Determine an outcome that pleases you most.