

# Wizards of Roygbiv - Rules

## Introduction to the game

Wizards of Roygbiv is strategic a game best enjoyed with 2-6 players. You play wizards gathered in a tavern at the end of the rainbow. There's an argument, and you - being wizards - have only one way to settle this: a magical fight to the death.

The objective of the game is to be the first to kill one of your opponents. Teaming up is lots of fun, and recommended for an even number of players. If you want a more challenging game, there is a King Of The Hill mode that will take a bit longer, and will leave only one wizard standing in the glory at the end, through player elimination.

You each take turns flinging spells at each other. Spells may have various effects. Many spells are played during your turn, but there are also reaction spells; which are cast in response to another wizard's casting.

In order to win the game, you must strategize by picking your spells wisely, creating powerful combos while not allowing your opponents to unleash their own. You will do this while drafting your deck at the start of the game, and while picking up new spells as the game progresses. All spells are reusable, and your starting spells will be in your hands 3-5 times in an average game.

You have three main resources: health, mana, and corruption. You start with 20 health, 5 mana and 0 corruption. When your health reaches 0, you die. Health cannot be regained easily, but can be used as mana whenever you like. As a new player, it is best to do this sparingly. Mana is gained at the start of each turn, and is usually used to pay the cost for casting spells. Corruption is a useless resource that accumulates and limits you. There is a maximum for the total of health + mana + corruption you may have at one point; and this maximum is 25. As you gather corruption, it will act as a limiter on your maximum; effectively killing you if your maximum is reduced to 0.

## Components

The game contains the following components:

- 1 Rule Book (this book)
- 12 Iconography Cards
- 42 White Spells (7 unique spells, 6 cards each)
- 84 Color Spells (7 colors, each with 12 unique spells)
- 7 Wizard Boards (7 colors)

All other components are replace with a mana tracker app, which can also be found on <https://wizardsofroygbiv.com/resources> - just like this rule book :)

## Setting up the game

If this is anyone's first game, it is highly recommended you play the **introduction game**; which is described in a separate booklet in this box!

We recommend you set up the game as you read this, and take a look at the example to the right.

1. Give each player a (set of) Iconography cards
2. For each of the seven colors, create a pile that has all that color's spells in it.
3. For each of the seven unique white spells, create a pile that has all those spells in it
4. Place these piles face-up in the center of the table as illustrated below
5. Decide the starting player
  - Suggestion 1: The last player that has seen a rainbow.
  - Suggestion 2: The first player to say "pink fluffy unicorns dancing on rainbows!"
  - Suggestion 3: Everyone votes on the player with the most colorful T-shirt
  - Honestly, if you haven't decided yet, the one reading these rules gets to f'in start, okay?!
6. Follow instructions based on your current mood:

### We take balance and strategy very seriously!

1. Beginning with the starting player, take turns carefully selecting your color / wizard. Pass on any remaining wizards. Do this until all players have selected a wizard.
2. Everyone gets the pile of spells corresponding to their color (simultaneously) and, discerningly, selects three spells from the pile
3. Shuffle the remainder of the colored piles, place them back in the center.
4. Take your time picking out two additional white spells. You probably already had them selected while choosing your colored ones. You cannot pick the same spell twice during this phase.

### We just want to fling some spells #yolo

(recommended with first-time players)

1. Everyone picks a color / wizard. Try not to hurt any kittens in the chaos of deciding who gets to play Ragnar.
2. Take the pile of spells corresponding to the color of the wizard you ended up with. Pick three spells from them. Too tired to think? Just take the three spells that have numbers X1-X2-X3 on them in the **bottom** right corner.
3. Place the remainder of the spell piles back in the center where they belong.
4. From the white spells, you should probably just pick "Counterspell" and one other. Don't pick the demon just because it's cute. It doesn't work well with a non-corruption strategy. Still cute though.

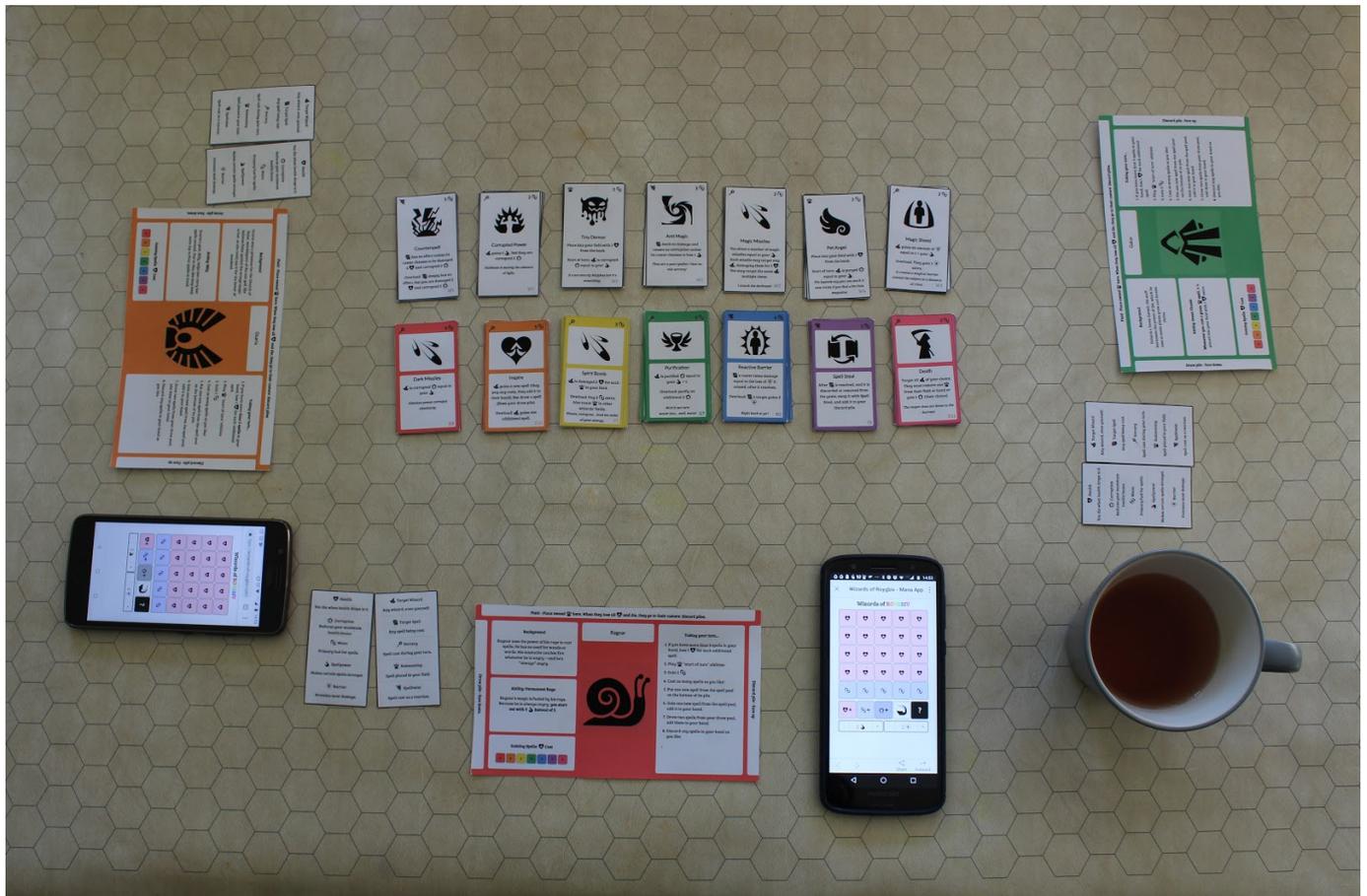
7. Put your cards together, shuffle them, place them on the "draw pile" spot to the left of your wizard.
8. If you don't have the tracker app open on your phone yet, see "components".
9. Start out with 20 health, 5 mana and 2 power.
10. The starting player gets 0 barriers. The second player gets 1, the third gets 2, and so on.
11. Draw three spells (always draw from your draw pile), this is your hand. It's private.
12. For the love of all that is holy, please **read and memorize your wizard ability**
13. *Say it out loud so everyone can hear it*
14. *Just one more time, read it. Slowly. Carefully. Let it seep into your mind.*

Okay, you're ready to go.

*(Maybe read it just one more time)*

**To begin the game:** the starting player takes a turn as described in the "taking turns" section, which follows soon. After that, the next player takes a turn; and on and on it goes until someone wins. Now close the rulebook and put it on the table with the reference icons facing upwards.

## Setup Example *(for 3 players, with optional cup of tea and missing one cell phone)*



## Game Modes / Victory Conditions

First Blood (the default, more casual mode)

Set up as normal. The winner is the first wizard to make a kill.

King Of The Hill (the more hardcore mode)

Set up as normal. The winner is the last wizard standing.

Alliance (the best mode!)

Before setup, divide into equal teams of 2 or 3 wizards. When taking turns, make sure the teams alternate regularly. If **any wizard on your team** dies, your team is out of the match.

### Want to play Alliance with an odd number of players?

You can, but it does get a bit complicated. Instead of taking turns in the normal order, turns go like this:

- Each team must take a turn in order
- Within the team, cycle over all members.

Example: 5 players decide to play a 2v3 match: **Angela and Alice** vs **Benjamin, Boris and Brunhilde**. The turns go as follows:

**Angela, Benjamin, Alice, Boris, Angela, Brunhilde, Alice, Benjamin, Angela, Boris, Alice, Brunhilde**

## Taking turns

Taking a turn has about 9 steps which are visualized on your wizard. Depending on your special ability, your steps may vary slightly. They will help you memorize what we will explain here at length.

<p>1) Too many spells in hand?</p> <p>If you have more than 3 spells in your hand, lose 1 <b>health</b> for each spell over 3. This cannot bring you below 1 <b>health</b>.</p>	<p>2) Summon “start of turn” abilities</p> <p>If you have any summons in your field, that have the words “Start of turn:” on them, that ability triggers in this phase</p>	<p>3) Gain 5 mana</p> <p>Add 5 <b>mana</b> (of your color) to your mana pool. You can only gain mana up to your maximum capacity (25).</p>
<p>4) Cast spells</p> <p>Cast as many spells as you like, paying their cost as indicated. More on spells and their types later!</p>	<p>5) Bury one new spell</p> <p>You may take the top spell from any pile in the spell pool (the 14 piles in the center), and put it at the bottom of its pile.</p>	<p>6) Gain one new spell</p> <p>You may take the top spell from any pile in the spell pool, and take it in hand immediately. The potential cost depends on the color and is outlined on your wizard board at the bottom left.</p>
<p>7) Draw two spells</p> <p>Draw two spells from your draw pile. (also see “Drawing Spells” later in the rules)</p>	<p>8) Discard any spells</p> <p>Discard as many spells as you like (taking step 1 into account).</p>	<p>9) End Of Turn</p>

### *Optional Rule: Unlimited Burying*

Bury as many spells as you like in step 5. Pay 1 **mana** for each spell buried beyond the first.

### *Optional Rule: Unlimited Gaining*

Gain as many spells as you like in step 6. Pay 2 additional **mana** for each spell gained beyond the first.

# Wizards and Spells

1. **Draw Pile Indicator:** place your draw pile to the left of your wizard.
2. **Field Indicator:** place any summons above your wizard.
3. **Discard Pile Indicator:** place any discarded spells here
4. **Background:** some info about your wizard
5. **Ability:** your wizard's unique ability
6. **Spell Gaining Cost Indicator:** When gaining new spells, the cost for your wizard is shown here
7. **The name of your wizard**
8. **A brief overview** of the steps of a single turn (possibly with a highlight of your wizard's ability)

1. **Spell Type Icon:** Indicates which of the three spell types this spell belongs to (Summoning, Sorcery, or Spellweave)
2. **Spell Cost:** The cost of casting the spell, usually paid in mana.
3. **Spell Name**
4. **Spell Effect:** Immediate effect when casting the spell
5. **Overload or summon ability:** See Overload and Summoning
6. **Flavor text:** It's best to pretend this isn't there
7. **Spell reference:** To find a translation or additional rules

## Additional Rules

### Drawing Spells

Drawing spells **always** means from your **draw pile**. When there are no spells left to draw, but you must draw more; shuffle your discard pile. It becomes your new draw pile. Is your discard pile also empty? Then you simply do not draw additional cards at this point.

### Gaining new Spells

Gaining new spells **always** means from the **spell pool**. This means you get to pick one of the top cards of any of the piles in the center of the table. Unless mentioned otherwise, you must pay the appropriate spell gaining cost mentioned on your wizard card. White spells do not have a cost.

*Optional Rule: Rainbow Decking*

Spell gaining costs are paid in **mana** instead of health. Do this if you like to play multi-color.

### Spell Types

There are three types of spells:

**Sorceries** are cast during the “cast spells” step on your turn. They target wizards.

**Summonings** are cast during the “cast spells” step on your turn. They are placed into your field with health, where they remain until they die. When you damage a wizard that has summonings, the attacker distributes the damage among the wizard and their summonings. They usually have abilities.

**Spellweaves** can be cast during your turn, or other wizards’ turns. They target other spells during casting, and so cannot be used to react to a Summon’s ability triggering. Spellweaves may also target other Spellweaves. This may create interesting chain reactions. See “Order of Execution” for more info.

### Overload

When you overload a spell, it gets stronger for a single use, but then it self-destructs and cannot be used again during this match (don’t shred the cards, it’s not Black Lotus!). To overload a spell, simply announce it **at the moment of casting**. You cannot take this back, even if the spell gets countered. When it resolves, the more powerful effect will apply and the card must be put into the box until the game is over.

### Order of execution

*This is where 90% of the game’s complexity comes from. Get this right and you have mastered the tutorial.*

The casting of a spell follows certain steps in a very static order:

- Announce the name of the spell being cast (ex: “I cast Magic Barrier”)
- Announce if you are overloading (“ex: “... and I overload it.”)
- Spellweaves are announced (“ex: ... would anyone like to spellweave it?”)
  - Spellweaves may be cast in the same order as turns in case multiple people want to cast.
- New spellweaves may be announced (“ex.. I cast counterspell, targeting your counterspell!”)
- When everyone is done spellweaving, spellweaves are resolved
- **The spell that was cast last is the first to resolve** - and so on, all the way up to the original spell.
- It is possible to make branches (ex: have 3 weaves all targeting the original spell, and 2 more weaves targeting one of those 3 weaves etc). Still chronological order applies.

## Playing like a gentleman

- When you are done discarding, announce “That’s the end of my turn, I’m done discarding.”
- When casting a summoning
  - place a summoning into the field, read its ability out loud for all to hear
  - ask: “Would anyone like to weave this?”
- When casting a sorcery
  - place the card near the center of the players
  - place its cost in mana on or just next to the card played
  - announce the effect, the intended targets, and whether or not you overload it
  - Ask: “Would anyone like to weave this?”
- When casting a spellweave
  - place the card half on top of the previously played card (to create a chronological stack)
  - place its cost in mana on just next to the card played
  - announce the effect, the intended targets, and whether or not you overload it
  - ask: “Are we done weaving?”

## Conflicting rules

Whenever a rule on a spell or wizard card conflicts with a rule from the rule book; the card wins.

## Dumb ways to die

You are not allowed to directly cause your own death (for example, by casting a spell with your last remaining health). If you lose your last remaining health to a non-player effect (such as starting your turn with too many cards in hand), you must keep one health, and live to die another turn.

*Optional rule: Death by Snu Snu*

If you are forced to draw a card by an opponent, and you die from having too many cards at the start of your turn, you actually **do** die; and said opponent is granted the kill.

## You died.

When you die, any assets owned or controlled by you are removed from play (summons in your field, tokens you own, cards in your draw/discard pile or hand).

## Credits

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Organizations that helped: Outpost Game Centers, Boardnado, Forum Federatie, Snaplove, The Playground, Spellenbeurs Hasselt, Duivelsei, Board Game Heaven

## Icon Reference (please read!)

	<b>Mana.</b> The mana symbol in the top right corner of a spell, indicates its cost. Use mana cubes in the color of your wizard to track how much you have remaining.
	<b>Health.</b> If a wizard has no health left, they die. <b>You can also use it to cast spells.</b> Use white health cubes to track how much you have remaining. For summons, place health tokens on them to indicate their health.
	<b>Corruption.</b> Corruption is a useless mana. Gaining it crowds out your useful mana, and may eventually kill you. If you gain corruption but are at your mana limit, you must remove other mana to make room for the corruption. This may effectively result in damage.
	<b>Power.</b> Some spells get stronger if you have more power.
	<b>Barrier</b> is a magical shield that can be put up around a wizard. Whenever you take damage, you may choose to remove any amount of barrier to prevent an equal amount of damage.
	<b>Target Wizard</b> means you can choose any wizard to be the target of the spell, this includes yourself. Most spells have a single target, but the spell text may indicate otherwise.
	<b>Target Spell</b> means you can target <b>any spell</b> . Usually, this symbol is used on Spellweaves to indicate the spell that you reacted to when casting.
	<b>Spell Type: Sorcery</b> You can play them only during your turn, after which they are discarded into your discard pile.
	<b>Spell Type: Summoning</b> You can play them only during your turn. Instead of discarding them like a Sorcery, they must be placed in your field (above your wizard). See “Spell Types” for more info.
	<b>Spell Type: Spellweave.</b> You can play this spell during or outside of your turn, as a reaction to a spell cast by any wizard, including yourself. See “Spell Types” and “Order of Execution” for more info.

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	<p><b>Mana.</b> The mana symbol in the top right corner of a spell, indicates its cost. Use mana cubes in the color of your wizard to track how much you have remaining.</p>
	<p><b>Health.</b> If a wizard has no health left, they die. <b>You can also use it to cast spells.</b> Each point of health paid counts as one point of mana paid. Place white health cubes on the track bar to track how much health you have left. For summons, place health tokens on them to indicate their health.</p>
	<p><b>Corruption.</b> Corruption is a useless mana. Gaining it crowds out your useful mana, and may eventually kill you. If you gain corruption but are at your mana limit, you must remove other mana to make room for the corruption. This may effectively result in damage.</p>
	<p><b>Power.</b> Some spells get stronger if you have more spellpower.</p>
	<p><b>Barrier</b> is a magical shield that can be put up around a wizard. Whenever you take damage, you may choose to remove any amount of barrier to prevent an equal amount of damage. You may not use barrier to protect your summoned creatures (  )</p>
	<p><b>Target Wizard</b> means you can choose any wizard to be the target of the spell, this includes yourself. Most spells have a single target, but the spell text may indicate otherwise.</p>
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# Introduction to the game

The game offers **a lot of options**; which is great for replayability, but also a bit overwhelming during your first game (trust me, it gets better quickly!). In order to let you get to know the game, we've created an introduction game. **This will make your first game so much more fun.** So please use it.

## The introduction set-up.

*Take these steps instead of the regular set-up.*

1. Set up 4 wizards: Ragnar, Beauregard, Ocaria, Iggy
  - Even if you do not have exactly 4 players
2. Limit the spell pool to the eight available decks as shown in the picture
  - Red, orange, blue, indigo, counterspell, magic missiles, magic shield, corrupted power
3. Each wizard gets the 3 first cards in their deck (number X1, X2, X3 in the bottom right corner)
4. Each wizard gets to pick two **different** white spells to add to their deck.
  - Please take the time to read your deck. I also suggest these strategy tips are read out loud:
    - Red should build up power and just deal lots of damage
    - Orange should cast resonating missiles, then use reactions to make it super strong
    - Blue should build up shields, then deal massive damage
    - Indigo should steal an important spell from another player, build up its own power, and hinder others in the process.
5. Each wizard takes all cards in their hand.
6. Each wizard gets 4 shields and 2 power (except Ragnar, who gets 3 because of his unique ability)
7. Each wizard gets 20 health and 5 mana (which fills up their bar completely)
8. Make sure to read the rules. If you're comfortable to start playing right away, just skip to the last page of this booklet.

## A practical example

If you're still unsure on how to play the game; simply play out this practical example, starting from the introduction as listed above. This will help you understand the most important concepts of the game.

### Ragnar follows the turn order explicitly, as described on the wizard board

- Ragnar has 5 spells in hand, thus should lose 2 health. He discards 2 barrier instead.
- Ragnar has no summons, so they don't have start-of-turn abilities
- Ragnar should gain 5 mana, but he has no space in his bar, so he gains none.
- Ragnar pays 3 mana to cast Channel Power. He gains 1 power, and now has 4.
  - Channel Power goes to his discard pile. All spells go to the discard after resolving.
- Ragnar pays 2 mana and 2 health to cast Mirrored Missiles at only Beauregard
  - Beauregard pays 3 mana to react with Counterspell
  - Ragnar must choose, and opts to simply not let his spell have any effect.
- Ragnar does not bury a spell.
- Ragnar takes the top spell from the red pile in the spell pool, which is free for him.
  - He adds it to his hand. He now has four spells in hand.
- Ragnar draws 2 spells. He has no spells in his draw pile, so he shuffles his discard pile, which becomes his new draw pile. He then draws both spells.
- Ragnar discards Counterspell and Magic Missiles
  - He does this so he won't lose too much health at the start of his next turn.

### Beauregard's turn...

- Beauregard has 4 spells in hand, thus should lose 1 health. She takes the damage.
- Beauregard has no summons, so they don't have start-of-turn abilities.
- Beauregard gains 5 mana. She has only room for 4, so she gains 4.
- Beauregard pays 2 mana to cast Sword and Shield on himself, gaining 3 barrier.
- Beauregard buries the top blue spell, putting it at the bottom of the blue pile.
- Beauregard takes the new top spell from the blue pile in the spell pool, which is free for her.
  - She adds it to her hand, she now has four spells in hand.
- Beauregard draws 2 spells. She has no spells in her draw pile, so she shuffles her discard pile, which becomes her new draw pile. She then draws both spells.
- Beauregard discards Sword and Shield, Magic Missiles, and Counterspell.

### Ocaria's turn...

- Ocaria has 5 spells in hand. Due to her special ability, she takes no damage.
- Ocaria has no summons, so they don't have start-of-turn abilities.
- Ocaria gains 5 mana. She has only room for 4, so she gains 4.
- Ocaria pays 2 mana to cast Bestow Power, targeting herself.
  - Iggy pays 1 mana to cast Spell Steal as a reaction to Bestow Power.
  - Spell steal goes to Ocaria's discard pile, and Bestow Power goes to Iggy's discard pile.
- She gains 1 power and now has 3.
- Ocaria pays 3 mana to cast Resonating Missiles at Beauregard.
  - She pays 2 mana and 1 health to cast Fan The Flames as a reaction to Resonating Missiles.
  - Beauregard pays 3 mana to cast Reactive Barrier as a reaction to Resonating Missiles.
  - Beauregard pays 4 mana to cast Protect as a reaction to Resonating Missiles.
- All players decide that's enough reactions for now, so it's time to resolve the spells.

- Protect is resolved first, but only has an effect after Resonating Missiles is resolved.
- Reactive Barrier is resolved, but only has an effect after Resonating Missiles is resolved.
- Fan The Flames is resolved, dealing 3 damage to the Beauregard.
- Resonating missiles' damage is calculated:
  - 3 damage from Ocaria's power
  - 6 damage from the 3 reactions affecting it
  - 9 total damage (3 + 6)
- Beauregard takes 9 damage. She discards 7 shields and 2 health in the process.
  - Because of Reactive Barrier' effect, Ocaria is dealt 7 damage.
    - She discards 4 shields and 3 health
  - Because of Protect, Beauregard gains 9 shields.
- Ocaria buries the top **blue** spell, putting it at the bottom of the blue pile
  - She does this because she does not like Beauregard, and doesn't want him to get that spell.
- Ocaria takes the new top spell from the orange pile in the spell pool, which is free for her.
  - She adds it to her hand, she now has two spells in hand.
- Ocaria draws 2 spells. She has no spells in her draw pile, so she shuffles her discard pile, which becomes her new draw pile. She then draws two spells.
- Ocaria discards nothing.

## Iggy's turn...

- Iggy has 5 spells in hand, thus should lose 2 health. He is smart and takes the damage.
- Iggy has no summons, so they don't have start-of-turn abilities
- Iggy should gain 5 mana, but he has only room for 2 in his bar, so he gains 2 instead.
- Iggy pays 4 mana to cast Power Conduit at Ragnar.
  - Ragnar is angry, so he pays 4 health to cast Rebuke as a reaction to Power Conduit.
- All players decide that is enough reactions for now.
  - Ragnar's Rebuke is resolved first. He has 4 power, so it deals 8 damage to Iggy
    - Iggy removes 4 health and 4 barrier
  - Iggy's Power Conduit is resolved next. Iggy gains 1 power and ragnar loses 1 power.
- Iggy pays 4 mana and 1 health to cast Transferring Missiles at Beauregard
  - Beauregard takes 3 damage, because Transferring Missiles ignores shields.
  - Iggy is healed 3 health, and adds it to his bar.
- Iggy does not bury a spell.
- Iggy takes the top spells from the indigo pile in the spell pool, which is free for him.
  - He adds it to his hand. He now has three spells in hand.
- Iggy draws 2 spells. He has no spells in his draw pile, so he shuffles his discard pile, which becomes his new draw pile. He then draws two spells.
- Iggy discards Counterspell.

*To start playing: see last page.*

## Taking Control

Players may now take control over any wizard of their choice now. Each player may reset the mana bar of their wizard to contain 20 health and 5 mana. Shields are reset to 2 per player, and so is power. (not for Ragnar, as he starts with 3).

The player who plays Ragnar starts, and the order is maintained throughout the game. If there are fewer players than wizards, more wizards / players may be added to the game. If you add the wizards, their corresponding decks must also be added to the game; which will increase complexity a bit.

## Objective

**The first wizard to kill another wizard is the winner.** Make sure everyone understands this. That means that if you are the blue player, and the red player is trying to kill orange; you will want to protect orange from red at the time, only to kill them off later during your own turn.

Once first blood is drawn, the game automatically ends and the winner is the one that did the final damage. **Make sure everyone understands their wizard's unique abilities.**

- Ragnar starts with 3 power instead of 2
- Beauregard gains 1 shield at the start of each of her turns
- Ocaria can hold up to 5 cards in her hands without penalty
- Iggy will come back to life the first time he is killed (and this does not count as a victory kill)

## Additional Rules

Most rules have been demonstrated during the demo game, aside from summonings and corruption. If encountered during this game, simply look up the rules. They're not so difficult.

**Overload:** some spells have the text "Overload" on them (for example, Ragnar's "Channel Power"). When a spell is overloaded, it does not go to the discard pile. Instead, it is removed from the game entirely.

**Gaining new spells:** at the end of the turn, you always gain a spell from the spell pool. When gaining spells this way, there is a cost to be paid. White spells and the spells in your own color are always free. Other spells must be paid for **with mana**. Their cost is listed at the top of your wizard board. Ignore this cost for now. Gaining spells from another color just costs **2 mana** no matter its color during the introduction game.