

Gary Kim · Marie Cardouat

Abraca..What?

At the feet of the tower of a legendary archmage, greedy wizards have gathered. They channel their power, weaving mighty spells to oust their competitors and finally lay their hands on the magic tome that their ancestor left behind. But... what is this? The fireball fizzles! Instead of a freezing blizzard, there's only a gentle spring rain!

It seems their greed is blinding the powerful magicians! Or is it the mysterious power of the cursed tower that confuses them?

Be that as it may, they will have to gather their wits and think calmly to cast their spells safely and ascend to the top!

Contents

36 Spellstones / 30 Life tokens / 5 Point tokens / 1 Die / 1 Gameboard / 5 Reference Sheet / 1 Rules



Overview

Each player has a hand of 5 spellstones, but players can only see the spells the other players have, NOT his own. Players shout the name of the spell they want to cast, and if they have the corresponding spellstone, the effect will be triggered. If they don't have the corresponding stone, they will lose some life. It is possible to increase the accuracy of spellcasting by deducing the likelihood of having certain spells: The amount of stones of a given spell is known and players can always see the spellstones of other players.

Players continue to try casting spells until a player is knocked out or someone uses all of his spellstones. When the round ends, players may move up the tower according to their result and the first player to reach the top of the tower wins the game (this will take more than 1 round).

Preparation

1. Place the gameboard in the center of table.

2. Each player chooses a color and takes the **life tokens** of the corresponding color and a **reference sheet**. Place unused reference sheets and tokens back in the box. They will not be used in this game.

3. Place a point token below the number 1 space on the gameboard. This will be a **point marker**.

4. Life tokens meaning their **lives**.

5. Shuffle the spellstones face-down and deal **5 spellstones** to each player.

Arrange the stones in front of yourself, facing center of the table.
You should take care to never take a peek at the frontside of your own stones.

6. **4 of the remaining spellstones** in the center of the table are moved aside from the main pile. Those are the **secret stones** of this round. No one can see the secret stones unless he uses the secret spell of Night Singer.

7. Make a pile of remaining stones in the center of the table face-down.

7-1. When playing with **3/2** players, remove **6/12** spellstones from the main pile and place them at the corresponding number area of the gameboard, openly.

8. Place the die at the center of the table, next to the main pile of spellstones.

9. The oldest player starts the round (This player will have to place the successfully cast spellstones at the corresponding spaces on the gameboard, move the point markers and clean up the game, so he gets to start the game as a compensation).



Turn Overview

On your turn, shout the spell that you want to cast. The other players should check your spellstones to see if you have a spellstone matching that spell.

A) If you have no matching spellstone, you lose one life and your turn is over.

(Exception: If you try to cast spell 1, you roll the die to see how many life you lose.)

B) If you have at least one matching spellstone, the **player to your right** takes one (of them) and places it next to the corresponding number on the gameboard. Then the effect of that spell is resolved (It might make other players lose life, heal yourself or let you look at one of the secret stones).

Note 1: Make sure to always have the right neighbor of the active player remove the spellstones. This is necessary to avoid confusion or giving hints to the active player.

Note 2: By placing the cast spells next to the gameboard in the right order, it is possible to gain an overview on the spells that might be available to you. Remember: There is exactly 1 stone of spell 1, 2 stones of spell 2, etc.. The lower numbered spells are more powerful, but it is also

more risky to try to cast them!

Note 3: It is often possible to gain information by looking at what spells other players try to cast: If other players don't cast spells of a certain number, it is quite likely many of them are in your possession!

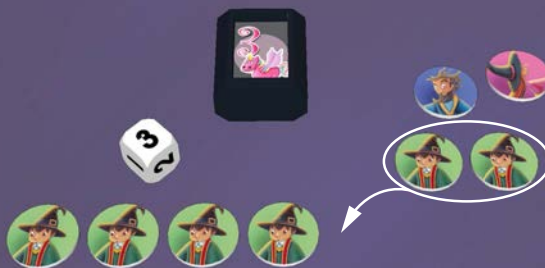
If you successfully cast a spell, you may end your turn or cast another spell again: Simply shout another spell's name and follow the same procedure as the first time. However, there is one restriction: You may only cast an additional spell whose number is **equal or higher** than the spell you cast right before.

Note: If you accidentally try to cast a spell that has a lower number than the spell you just cast, another player may call you out on your mistake. In that case you lose one life and your turn ends.

<Example>

Gary, Marie and Tony are playing. It's Gary's turn.

Gary shouts "3! Sweet Dream!" Tony says that Gary has spellstone of 3. Marie, who is sitting right side of Gary takes a spellstone of 3 from Gary and put it on the gameboard. Gary successfully cast spell 3. He rolls a die and the result is 3. Even though he rolled 3, he takes only 2 life tokens from the pool because he already had 4.



Gary decided to cast again. He shouts "5! Lightning Tempest!" Marie and Tony say that he has it. Tony and Marie, who are sitting left and right side of Gary loses 1 life each. Marie puts Gary's spellstone 5 on the gameboard.

Gary continues to cast. He shouts "4! Night Singer!" Marie and Tony noticed that he has it. But They didn't let him know the result. Instead, they let him lose 1 life because he cannot cast 4 after casting 5.



Now it's Tony's turn. Gary will take Tony's spellstone and put it on the gameboard if he casts successfully.

Displaying your life tokens

According to spells' success or failure you may gain or lose life. If you lose a life, remove one of the life tokens in front of you and put it on a shared pile in the middle of the table. If you gain life, simply take one life token and put it back in front of you. You must always display your life tokens openly so every player can see how many life tokens left.

Attention: You may never have more than 6 life tokens at a time.

Finishing your turn

You may end your turn after successfully casting at least one spell. Or whenever you fail while trying to cast a spell, your turn ends automatically.

If you have no spellstones left in front of you, you immediately win the round.

Otherwise refill your hand to **5 with unused spellstones** from the center pile. If there are no spellstones in the center pile, don't refill your hand (The secret stones and spellstones that were successfully used cannot be used again).

Now, the player on your left takes the turn.

End of a Round

When all of the spellstones in front of a player have been used or when a player's last life token is taken, the round ends. Move the point markers of each player according to the following rules (All the markers start below the first floor and the first one to reach the 8th floor, wins):

Generally, the **winner** will move up **3 spaces**, the **loser** will **not move** and the other **surviving players** will move up **1 space**.

When you use all spellstones in front of you, you are immediately win the round. All other players' life tokens are reduced to 0 (so they don't move up).



If the round ends because a player makes another player(or other players) lose his last life token, the player who made the last attack is the winner. He may move up 3 spaces, all other surviving players may move up 1 space.



If a player manages to lose last piece of his own life token, he will be the sole loser and all other surviving players may move up 1 space (there is no winner).



Secret Stone Award: If a player has survived the round with 1 or more life tokens he may also **move up one more space for each secret stone** he collected during the round (The loser may never gain points this way).

Prepare for the new round

Collect all the spellstones (including any secret stones) and shuffle them. In case of playing with 2-3 players remove the appropriate number of stones (See Game Preparation). Again deal 5 stones to each player without looking at them and put new secret stones aside.

All players start the new round again with 6 life tokens. Play continues normally, with the player whose turn it would have been after the last turn of the last round.

End of the Game

If, at the end of the round, a player **reached the final floor of the tower** with his point markers, the game ends and that player wins the game.

If several players arrive at the same time, the player who scored the most points in the last round wins.

If there still are the tie, the player with more life tokens wins.

If the number of life tokens are the same, they share the victory.

Rule Variants

Easy version

When you cast continuously, you can cast any spell regardless previous one.

Only the last standing magician takes all.

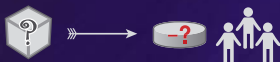
The round ends, **only when** all of the spellstones in front of any player have been used or only one player survives. The winner can get 2 points and additional points for secret stones and the others cannot get any point.

Detailed Spell Overview



(1) Ancient Dragon

Roll the die: All other players lose life according to the result.



Note: If you fail to summon the dragon, you roll the die to see how many lives you lose. It is very dangerous to summon a dragon!



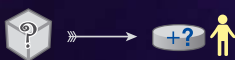
(2) Dark Wanderer

All other players lose 1 life. You gain 1 life (maximum of 6).



(3) Sweet Dream

Roll the die: You gain life according to the result (maximum of 6)



(4) Night Singer

You may look at one of the secret stones and place it in front of yourself. If you have any life tokens left at the end of the round, you gain one extra move for each of the secret stones acquired this way.



Note: You place the secret stone face-down in front of yourself but you may look at it again any time you want. You may not cast the spell with secret stone.



(5) Lightning Tempest

The players to your left and right lose 1 life each.

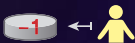


Note: When playing with only 2 players, the other player only loses 1 life in total.



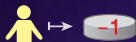
(6) Blizzard

The player to your left loses 1 life.



(7) Fire ball

The player to your right loses 1 life.



(8) Magic Drink

You gain 1 life (maximum of 6).



Note: Many players try attacking after recovering with this spell. But they lose life instead: remember: you can only cast spells with the same or higher number after the first one. So after this spell you can only cast this spell again (because it has 8, the highest number). If you want to recover life before attacking you will have to try casting spell number 3 or 2 (But of course this is a lot more risky!).

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