

RÉGIS BONNESSÉE  
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TM

# Seasons

## ENCHANTED KINGDOM

### Rules



14+



2-4



60  
min

Enchanted Kingdom – the first expansion pack for Seasons – features 40 new Power cards compatible with the 100 cards of the base game, 10 Enchantment cards to make every game an even more unique experience, and 12 Special Ability tokens that add a personal touch to your sorcerer. To your places, mages, and prepare to face new challenges!

Libellud



## Game Components



- 1** 40 Power cards
- 2** 10 Enchantment cards
- 3** 12 Special Ability tokens
- 4** 16 Energy tokens
- 5** 2 "Raven" tokens
- 6** 1 "First Player" token
- 7** 7 "Decreased energy reserve" tokens
- 8** 2 "Bespelled Grimoire" energy reserve expansions for individual game board




## Setup

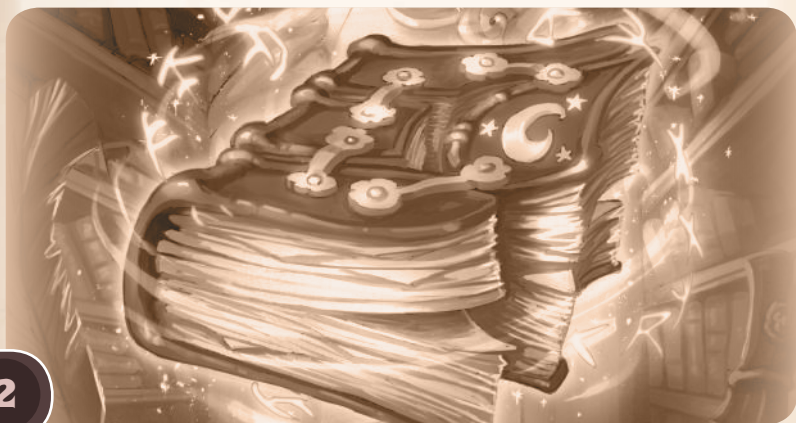


In *Enchanted Kingdom*, you can play with any or all of the following new items introduced in this expansion pack.



### Power cards

- Add the *Enchanted Kingdom* Power cards to those used in the beginner-level game (cards 1 to 30) or the advanced-level game (cards 1 to 50) to form a new, enhanced draw pile.
- Each *Enchanted Kingdom* Power card has a special logo  to help you sort them more easily.







## Enchantment cards

- Before the first phase of the game (the Prelude) pick one of the 10 *Enchantment* cards at random. Place this *Enchantment* card face-up where all players can see it.

**Note:** Alternatively, players can agree to choose a particular *Enchantment* card.

- Each *Enchantment* card alters the rules of play for all players throughout the game. Players should take the effects of the card into account when planning their strategies.



## Special Ability tokens



- Before beginning the Prelude, each player randomly collects three *Special Ability* tokens. After the Prelude, before beginning the Tournament, each player selects one of their *Special Ability* tokens and places it in the cut-out on their individual game board.



- This token gives each player a special ability that can be used later in the game, during the player's turn, after selecting a season die and applying its effects. A player can only use their *Special Ability* token once per game. When you have used your *Special Ability* token, turn it over. The figure on the back of the token indicates the number of additional Prestige points won or lost at the end of the game.

**Note:** You are not obliged to use the effect of your *Special Ability* during the game, in which case the token will remain face-up and you will not gain or lose any Prestige points.

### 1 Description of the *Special Ability* tokens



**Token 1:** Draw a Power card. Either add this card to your hand or discard it. If you use this effect, lose 5 Prestige points at the end of the game.



**Token 2:** Sacrifice or discard one of your Power cards. If you use this effect, gain 6 Prestige points at the end of the game.



**Token 3:** Collect 2 energy tokens of your choice from the stockpile. Place them in your reserve. If you use this effect, lose 5 Prestige points at the end of the game.



**Token 4:** Move your sorcerer token back one space on the summoning gauge. If you use this effect, gain 10 Prestige points at the end of the game.

**Important:** After using this token, your summoning gauge cannot be lower than the number of your Power cards in play.



**Token 5:** Gain 3 Prestige points (instead of losing 5 Prestige points) for each Power card still in your hand at the end of the game. Do not turn over this token after use. Its effect is permanent.



**Token 6:** You are allowed to transmute during your turn, and receive 1 additional crystal per energy transmuted. Using this effect does not cause you to lose or gain any Prestige points at the end of the game.



**Token 7:** Move your sorcerer token forward 12 spaces on the crystal track. If you use this effect, lose 6 Prestige points at the end of the game.



**Token 8:** Discard 4 water energy tokens from your reserve. If you use this effect, gain 18 Prestige points at the end of the game.

**Note:** You can also use energy tokens placed on an Amulet of Water to activate the effect of this Special Ability token.



**Token 9:** Move your sorcerer token forward 2 spaces on your summoning gauge. If you use this effect, lose 5 Prestige points at the end of the game.



**Token 10:** Move the season marker 2 spaces backwards or forwards on the season wheel. If you use this effect, gain 3 Prestige points at the end of the game.



**Token 11:** Look at the Power cards in the other players' hands. If you use this effect, gain 9 Prestige points at the end of the game.



**Token 12** : Look at the first three cards in the Power card draw pile and replace them in the order of your choice. Using this effect does not cause you to lose or gain any Prestige points at the end of the game.



## Additional components

### 1 First Player token



The First Player token identifies the first player for the current round. When the player to the left of the current first player becomes the new first player, pass them this token.

### 1 Energy tokens

*Enchanted Kingdom* includes additional energy tokens, increasing the number already provided in the base game.

### 1 "Decreased energy reserve" tokens



Whenever an effect reduces by one space your energy reserve, place a "decreased energy reserve" token in one of the spaces in your reserve.

Remove the "decreased energy reserve" token from your reserve if the Power card that decreased your energy reserve is no longer in play.

### 1 "Raven the Usurper" tokens

When you summon "Raven the Usurper", place a "Raven" token on the magic item belonging to another player whose effect you want to mimic. Remove the "Raven" token if the mimicked card is removed from play.





## **"Bespelled Grimoir" energy reserve expansions for individual game board**

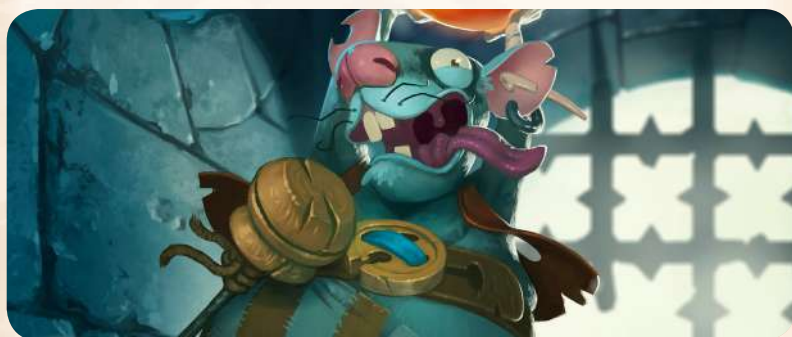
When you summon the "Bespelled Grimoire" Power card from the base game, place the "Bespelled Grimoire" energy reserve expansion to the right of your individual game board. This increases your energy reserve from 7 to 10. The additional energy tokens are now placed in the expanded reserve rather than on the "Bespelled Grimoire" Power card.



Remove the energy reserve expansion if the "Bespelled Grimoire" is no longer in play, or not under your control.

## **Balance of Ishtar and Idol of the Familiar**

The Balance of Ishtar and Idol of the Familiar Power cards from the base game have been redesigned for Enchanted Kingdom. You should therefore remove the old versions of these two cards from the base game and replace them.



## **Terminology notes**

### **Discard area**

- The discard area is where you place Power cards that are either discarded from your hand or sacrificed while in play. You should specify its location in the play area at the start of the game (for example, near the draw pile).
- The order in which cards are placed in the discard area is very important. Take care not to upset this order.
- Cards are placed face-down in the discard area. Players are not allowed to look at cards placed in the discard area during the game.
- When the draw pile is empty (when the last card is drawn), shuffle all the cards in the discard area to form a new draw pile.

### **Revealing a Power card**

A card is said to be "revealed" if all players are able to read its content.

### **Looking at a Power card**

Only the player(s) entitled to "look at" a Power card can read its content.

## List of cards and clarifications



### Power cards



#### 1/20 *Heart of Argos*

- Even if you activate multiple Power cards during your turn, you only gain a single earth energy at the end of the round.



#### 2/20 *Horn of Plenty*

- If you have any energy tokens you must discard one at the end of the round.
- Energy tokens placed on the Amulet of Water are affected by the Horn of Plenty.
- The Horn of Plenty has no effect if you have no energy tokens.
- Energy tokens placed on the Glutton Cauldron, the Jewel of the Ancients or the Fairy Monolith are unaffected by the Horn of Plenty.
- The Horn of Plenty effect can only be applied once per turn.



#### 3/20 *Fairy Monolith*

- At least one energy token must be returned.
- You cannot activate the Fairy Monolith if it does not contain any energy charges.
- There is no limit to the amount of energy stored by the Fairy Monolith.
- You cannot use energy tokens placed on the Fairy Monolith during the game, for example, to summon one of your Power cards.
- Energy tokens placed on the Fairy Monolith are not considered to be part of your reserve. They are therefore unaffected by the effects of cards such as the Potion of Dreams, Ratty Nightshade, Lewis Greyface, the Cursed Treatise of Arus, the Potion of Life, the Beggar's Horn, the Air Elemental, the Lantern of Xidit, the Wondrous Chest, etc.
- If the Fairy Monolith is removed from play while it contains energy tokens, the energy tokens are discarded.



#### 4/20 *Selenia's Codex*

- You cannot use Selenia's Codex to return a magic item to your hand if crystals are the only resource required in order to summon that object.
- You can summon Selenia's Codex even if you do not have any magic items in play, or only magic items with summoning costs that do not include at least one energy, but you will not be able to apply its effect.
- The Nature Spirit enchantment enables Selenia's Codex to be used to return all magic items in the game to your hand.



5/20 **Scroll of Ishtar**

- If you choose not to keep the first magic item that matches the named energy, you must add the second revealed matching magic item to your hand.
- If you decide not to keep the first magic item to be revealed that matches the named energy, you cannot change your decision afterwards.
- Discard all other cards revealed by the Scroll of Ishtar.
- You must name one of the four types of energy (water, earth, fire or air). Crystals are not a type of energy and therefore cannot be named.
- The named energy can be changed the second time that the Scroll of Ishtar is used.



6/20 **Mesodae's Lantern**

- Mesodae's Lantern cannot be put into play via another Power card such as the Potion of Dreams, the Divine Chalice or the Crystal Orb, etc.
- Place a "decreased energy reserve" token in one of the spaces in your energy reserve while Mesodae's Lantern is in play and under your control.
- The effect of the Hand of Fortune can be applied to Mesodae's Lantern, enabling it to be summoned at a reduced summoning cost.



7/20 **Statue of Eolis**

- Place a "decreased energy reserve" token in one of the spaces in your energy reserve while the Statue of Eolis is in play and under your control.
- If the season changes during the round, apply one of the effects of the Statue of Eolis immediately.
- If you choose to collect an energy token, you are not allowed to look at the top card in the draw pile.



8/20 **Familiar Catcher**

- If you decide not to add to your hand the first familiar revealed, you must keep the next familiar revealed, adding it to your hand.
- If you decide not to keep the first familiar revealed, you cannot change your decision afterwards.
- Discard all other cards revealed by the Familiar Catcher.





**9/20** *Io's Transmuter*

- When you use Io's Transmuter to transmute one or more energy tokens, receive 2 additional crystals, not 2 per transmuted energy token.
- You can only receive these two crystals once per round.
- Transmuting energy tokens by any means other than Io's Transmuter does not earn you 2 crystals at the end of the round.



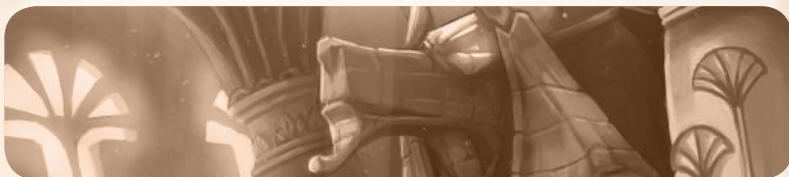
**10/20** *Throne of Renewal*

- Do not move your sorcerer token back if you have not used any of your bonus actions when you summon the Throne of Renewal.
- If you do not have any Power cards in your hand to discard when you summon the Throne of Renewal, you cannot draw a Power card or move your sorcerer token back one space on the bonus track.
- If you have any Power cards in your hand when you summon the Throne of Renewal, you must discard one.



**11/20** *Potion of Resurrection*

- You may still apply the Potion of Resurrection's effect even if there are fewer than 5 cards in the discard area.



**12/20** *Jewel of the Ancients*

- You may use energy tokens placed on the Amulet of Water to activate the Jewel of the Ancients.
- Energy tokens placed on the Jewel of the Ancients are unaffected by the effects of other Power cards, and cannot be used during the game.



**13/20** *Shield of Zira*

- The effect of the Shield of Zira can be used to protect against the effect of a Power card (belonging to yourself or an opponent) or an enchantment that would otherwise force you to discard or sacrifice one of your Power cards.
- All cards that must be sacrificed in order to activate their effect (such as potions) are compatible with the Shield of Zira. In such cases, you apply the effect and then sacrifice the Shield of Zira instead.



14/20 **Steadfast Die**

- After choosing your seasons die but before applying its actions, you may decide to ignore the actions indicated by the die and activate any one of the effects of the Steadfast Die card instead.
- You may only choose one of the three available effects.



15/20 **Amulet of Time**

- "X" may be equal to 0. You still receive two energy tokens.



16/20 **Arcane Telescope**

- No specific notes.



17/20 **Argos Hawk**

- No specific notes.



18/20 **Raven the Usurper**

- If the mimicked magic item has "on entering play" effects, apply those effects immediately.
- If the magic item has activation effects, Raven the Usurper can be activated once per turn to trigger the activation effect. The activation costs are also mimicked.
- Only the effects of the targeted card are mimicked, never its Prestige points.



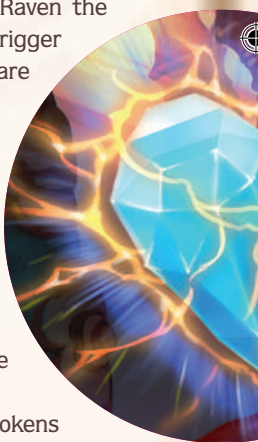
19/20 **Warden of Argos**

- Your opponents must apply the effect that you have chosen.
- If players are required to discard a Power card but do not have any in their hand, the Warden of Argos has no effect on them.
- Any players who are required to discard 4 energy tokens but have fewer than 4 energy tokens, must discard all their energy tokens.
- Energy tokens placed on the Amulet of Water, the Glutton Cauldron, the Jewel of the Ancients or the Fairy Monolith are unaffected by the Warden of Argos.



20/20 **Ratty Nightshade**

- If an opponent has fewer than two energy tokens, take what energy they do have.
- If an opponent has no energy at all in their reserve, they are unaffected by Ratty Nightshade.
- Energy tokens placed on the Amulet of Water, the Glutton Cauldron, the Jewel of the Ancients or the Fairy Monolith cannot be taken by Ratty Nightshade.





## Enchantment cards

### 1 Enchantments affecting the Prelude



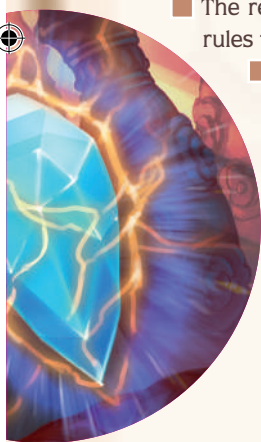
#### 1 Elemental Construction

- Elemental Construction modifies the first step of the Prelude phase.
- With this enchantment in play, each player receives 18 Power cards for the Prelude.
- Each player selects 9 of the 18 Power cards. Players do not pass each other cards as done in a conventional Prelude.
- Return the remaining cards to the draw pile and then shuffle it.
- Each player must sort the 9 selected Power cards into 3 piles of 3 cards as described in the rules for the base game.
- The Tournament proceeds as usual.



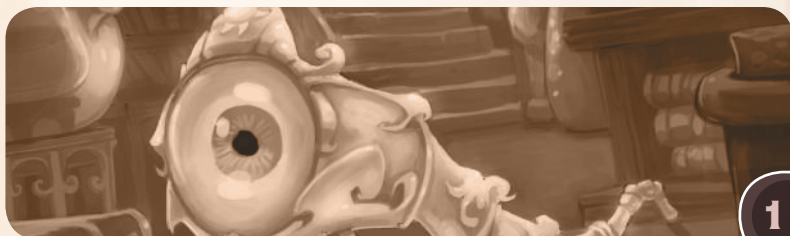
#### 2 Extended Experience

- The Extended Experience enchantment modifies the Prelude phase.
- During the first step of the Prelude, each player receives 12 Power cards, rather than 9.
- The rest of the first step of the Prelude is as described in the rules for the base game.
  - During the second step of the Prelude, each player forms 3 piles of 4 cards, rather than 3 piles of 3 cards.
  - The Tournament proceeds as usual.



#### 3 Natural Selection

- Natural Selection modifies the first step of the Prelude phase.
- During the first step of the Prelude, each player receives 11 Power cards, rather than 9.
- Each player looks at their cards and selects a Power card, but discards it rather than keeping it for their hand.
- The rest of the Prelude is carried as usual for the next 10 cards.
- At the end of the phase, each player must discard one of their 10 Power cards, leaving 9 cards in their hand.
- The second step of the Prelude proceeds as usual.
- The Tournament proceeds as usual.





## Enchantments affecting the Tournament



### 4 Entangling Roots

■ Players may not summon more than one Power card during their turn. This restriction applies exclusively to cards summoned from the player's hand.

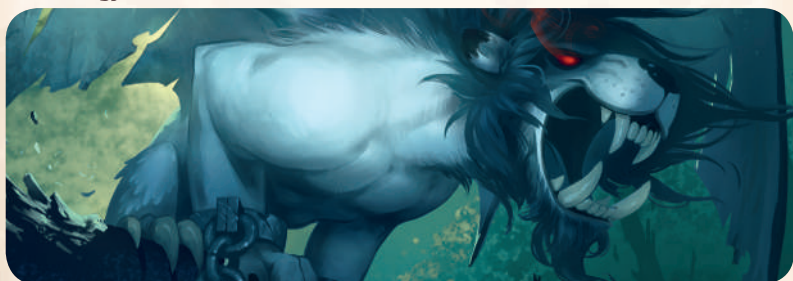
- The Divine Chalice and Crystal Orb functions in the normal manner.
- The Potion of Dreams functions in the normal manner.



### 5 Nature Spirit

■ The summoning cost of all Power cards (magic items and familiars) is increased by one energy token of the player's choice. This additional energy cost must be paid when the Power card is summoned.

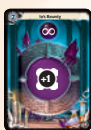
- The extra energy cost applies exclusively to Power cards summoned from a player's hand.
- An energy token must also be paid when summoning Power cards that normally cost only crystals to summon.
- Power cards that normally do not have a summoning cost now require an energy token to be paid when summoned.
- The effect of the Hand of Fortune may be applied to the additional energy cost.



### 6 Argos' Embrace

■ Whenever a player collects and keeps one or more Power cards in their hand (either by drawing a card, taking back a card currently in play or as the result of an effect applied by another Power card), they must move their sorcerer token back 5 spaces on the crystal track. A player who does not have enough crystals to pay the required cost must sacrifice or discard one of their Power cards.

- A player having only 4 crystals or fewer is considered to be unable to pay the cost, and must therefore sacrifice or discard a Power card.
- A player who does not have enough crystals, has no summoned Power cards and has no cards in their hand apart from the one just collected must discard that card.
- Cards collected when the year changes do not cause players to lose crystals or power cards.
- For example, if a player summons an Amulet of Fire, 4 Power cards are drawn. Note that the player only loses 5 crystals or sacrifices a single Power card, as a result of this enchantment, because they only actually collect one Power card.



### 7 *Io's Bounty*

- Throughout the game, whenever a player transmutes an energy token, they may move their sorcerer token forward one space on the crystal track. This is in addition to the crystals obtained by the transmutation process.
- Io's Bounty may apply cumulatively with the effect of the Purse of Io or the transmutation bonus.



### 8 *Olaf's Knowledge*

- In addition to the four existing bonus options, each player may now choose a fifth bonus: «Draw a Power card».
- To use the bonus, the player moves their sorcerer token forward one space on the bonus track.
- A player who uses this bonus may immediately discard the drawn card if they do not want to keep it.
- Players may still use a maximum of 3 bonuses during the game.



### 9 *Drought*

- Whenever the season token reaches summer (by moving from space 6 to space 7 on the season wheel), the player whose sorcerer token is highest on the crystal track must either sacrifice one of their Power cards or else decrease their energy reserve by one.
- This effect can only occur once per year.
- A player who decides to decrease their energy reserve permanently places a «decreased energy reserve» token in their reserve.
- A player who does not have any Power cards to sacrifice must decrease their energy reserve by one.
- If two or more players share the lead on the crystal track, the Drought effect does not apply.



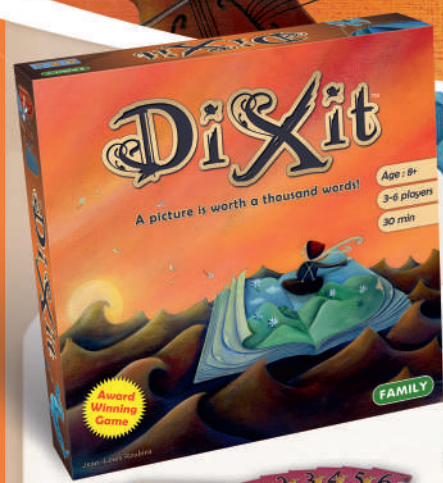
### 10 *Vision of Destiny*

- The top two Power cards in the draw pile are systematically revealed and placed face-up in a row next to the draw pile.
- The card farthest from the draw pile is considered to be the top card in the draw, and the other visible card is deemed to be the second card in the draw.
- During their turn, after performing the actions indicated by their season die, a player may choose to move their sorcerer token back 5 spaces on the crystal track in order to move the top card in the draw (the face-up card farthest from the pile) to the discard area.
- A player with fewer than 5 crystals cannot use the Vision of Destiny effect.
- This action may not be performed more than once during a player's turn.

CREDITS THANKS :

Andy Seaward (translator)

Carol Spain (proofreading)



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| 50    | 49 | 48 | 47 | 46 | 45 | 44 | 43 | 42 | 41 | 40 | 39 | 38 | 37 | 36 | 35 | 34 | 33 | 32 | 31 | 30 |
| START | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

**1** All players find the active player's card.

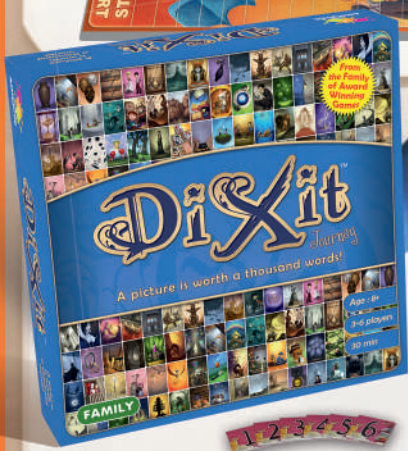
- Active player: 3 points
- Other players: 2 points

**2** No player finds the active player's card.

- Active player: 0 points
- Other players: 3 points

**3** A player guesses the active player's card.

- Player who guessed: 3 points
- Other players: 1 point



|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |       |
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| 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | START |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|-------|

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- Other players: 1 point



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