



Long ago in Seven Cities of Gray, two adepts began quests to create libraries of spell books. They sent their allies out across the lands to gather rare elements and the mana needed to aid their growing hunger for power.

Mage Quest is a game for 2 players lasting about 30 to 45 minutes

**NEEDED TO PLAY**

The deck of 27 cards (12 Map Cards + 1 Garrison Card, 9 Spell Book Cards, 4 Player Cards and 1 Turn Card)  
 7 City Market Tokens  
 6 Ship/Caravan Tokens  
 8 Arrow Tokens  
 and 14 eurocubes per player

**SETUP**

Separate the different types of cards by their backs. Shuffle the Map Cards and deal out 11 face up in a row, discarding the 12th card, then place the Garrison Card in front of this row to the left. Next, shuffle the 7 City Market Tokens face down and place one face up on each of the indicated areas above a City Space. If there are only 6 City Spaces in play, discard the 7th token.

Then, shuffle the 9 Spell Book Cards and each player takes 2 of these placing the card face up before them.

Each player takes a set of 2 Player Cards (a Track Card showing Allies, Mana and Ships and a Stored Elements Card), 4 Arrow Tokens, 3 Ship/Caravan Tokens and 14 eurocubes.

Each player places a eurocube on their Allies and Mana tracks and Ship (1) icon as indicated by the purple outlines (Players begin with game with 3 Allies and 5 Mana and 1 Ship that may move 2 Map Cards per Move Action); 6 eurocubes next to their Stored Elements Card and 4 eurocubes next to their 2 Spell Cards.

Lastly players place 2 Ship tokens on their Stored Elements Card and 1 Ship token on the water adjacent to the Garrison Card's dock.

**PLAY**

The Starting Player is chosen at random. Beginning with the Start Player, each player has two actions per turn and players alternate turns. Players may take any action in any order and may take the same action twice.

**The Actions are:**

**A. Build a new Ship**  
(Cost: 3 Allies)

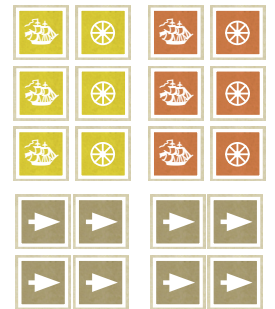
Pay 3 Allies, marking them on the Allies track, and place a Ship token, taken from the Stored Elements Card, on the water adjacent to the Garrison dock. A player may never have more than three Ships.

**B. Convert a Ship into a Caravan OR Convert a Caravan into a Ship**  
(Cost: 1 Ally)

Pay 1 Ally, marking it on the Allies track, and any 1 Ship token on the Water Space adjacent to any dock, or any 1 Caravan on a Land Space adjacent to any dock may have the token flipped to its alternate side and placed in either the Water Space or on the Land Space accordingly.



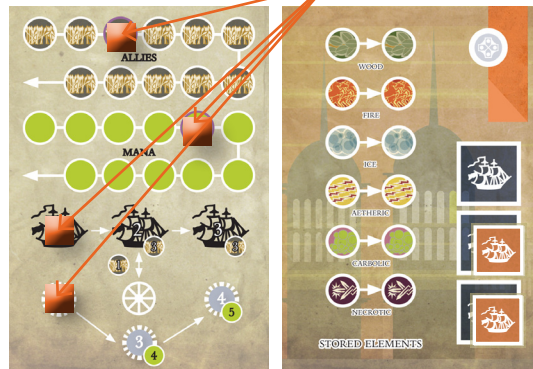
7 City Market Tokens



Ship/Caravan Tokens + Arrow Tokens

Track Allies and Mana on this card. A player may never have more than 11 Allies and/or 11 Mana at anytime during the game

Starting spaces for tracking cubes



Player Cards

Use these 6 cubes to track Stored Elements. A player may have at most 2 additional stored elements of each type



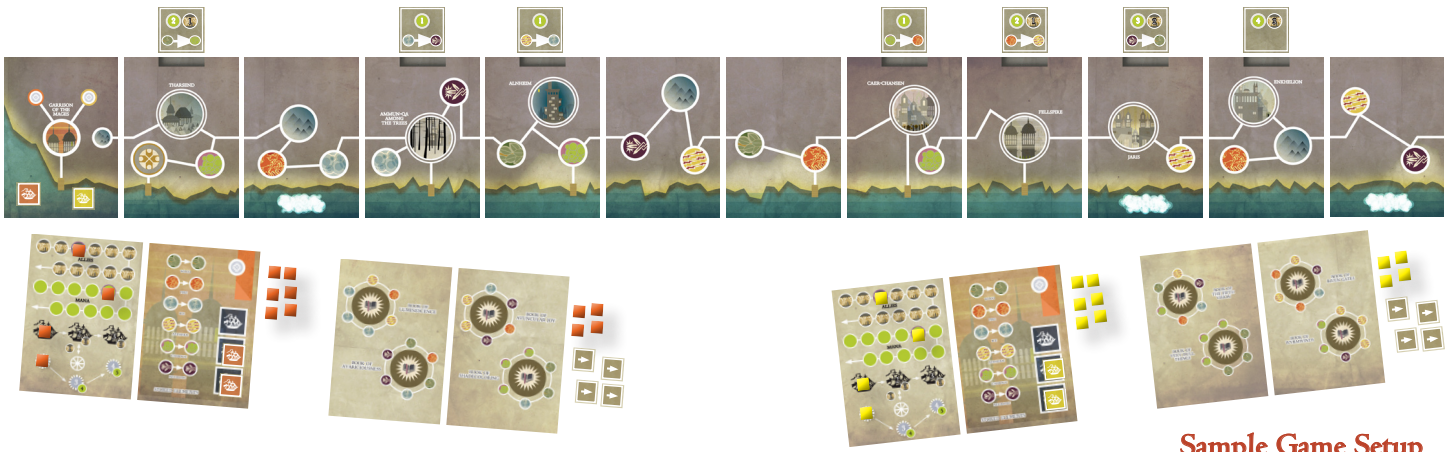
2 Spell Book Cards

Arrow Tokens are used to mark the beginning element used in creating a chosen Spell Book. Place the arrow in the center of the Spell Book, pointing towards the first Element chosen and then use a cube to track, in clockwise or counterclockwise order, around the circle as other elements are collected. Whatever direction a player starts they must continue in that direction

Elements for a Spell Book must be collected in order and all 6 Elements must be collected before a Spell Book can be created on a Sacred Space

When a Spell Book is completed, flip the Arrow Token to the other side to show the Spell Book icon





## Sample Game Setup

A player may store up to a maximum of two of each Element.  
 These may later be used to trade in a City  
 or be spent to help complete a Spell Book  
*Ex. the orange player has stored  
 1 Fire Element and 2 Ice Elements*

## Player Cards and Spell Book Cards

Allies Track

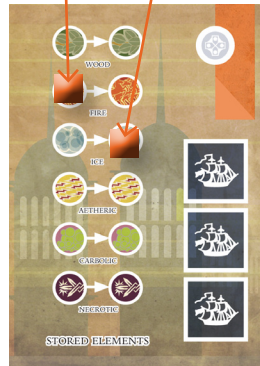
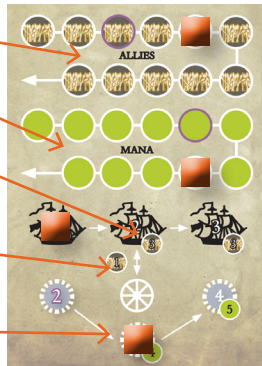
Mana Track

Number of Ships/Caravans  
 and cost in Allies to build a  
 new Ship

Cost in Allies to convert  
 a Ship or Caravan

Current maximum speed of  
 Ships/Caravans and cost  
 in Mana to Invoke greater speed

*Ex. currently the player may move up  
 to three Land Spaces with a Caravan  
 or 3 Map Cards with a Ship*



Arrow Tokens are used to mark the beginning element used in creating a chosen Spell Book. Place the arrow in the center of the Spell Book, pointing towards the first Element chosen and then use a cube to track, in clockwise or counterclockwise order, around the circle as other elements are collected. Whatever direction a player starts they must continue in that direction

Elements for a Spell Book must be collected in order and all 6 Elements must be collected before a Spell Book can be created on a Sacred Space

When a Spell Book is completed, flip the Arrow Token to the other side to show the Spell Book icon



Each City has a Market token with several icons and numbers

The number of Allies gained by trading 1 Mana

The amount of Mana gained by trading any one 1 Element

This Element may be traded for that Element (trade is one way)  
*Ex. Wood Elements may be traded for Carabolic Elements*

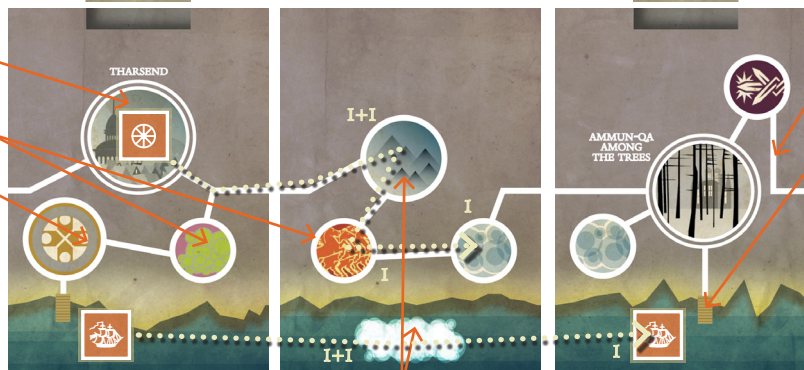


City Space  
 (players complete Trade Actions here)

Element Space  
 (players gain Elements here)

Sacred Space  
 (players create finished Spell Books here)

Water Space  
 (only Ships may move along the water from one Map Card to another)



Path  
 (land movement occurs along the linear paths in either direction)

Dock  
 (players may convert a Ship to Caravan and vice versa here)



Mountain and Clouds cost 1 additional movement space

*Ex. a player moving a Caravan from Tharsend's City Space along the path to the right to the Ice Element Space would require 4 spaces of movement to get there. A ship sailing from the Tharsend Map Card to the Ammun-Qa Map Card would require 3 spaces of movement to get there*

## Map Cards

A Player's Ships and Caravans may occupy the same space as another player's

**C. Move any or all Caravans or Ships**  
(Mountain or Cloud - Cost: +1 space)

A player may move one or more of their Ships and/or Caravans either left or right, up to the number of Water Spaces (1 Water Space per Map Card) or Land Spaces as indicated on their player card. A Player's Ships and Caravans may occupy the same space as another player's. Mountains and Clouds count as 1 additional space for movement.

**D. Gain Elements**  
(Cost: 1 Ally for each 1 Element of that type)

When a player's Caravan reaches an Element Space they may collect as much of that Element as they need or can hold on their Stored Elements Card (max. 2 of any one kind of element on the card). Players may immediately mark, as collected, elements on their Spell Book cards. If a player chooses to spend an Element they have stored previously on a Spell Book, on a later turn, they may do so without cost, but they must do so during this action. Each element collected costs 1 Ally.

**E. Trade (within a City):**  
Each of these actions may only be taken if a player's Caravan is on a City Space.

1. Trade Elements for Elements - (Cost: per City Market Token)
2. Trade Elements for Mana - (Cost: per City Market Token)
3. Trade Mana for Allies - (Cost: per City Market Token)

For each Trade Action consult the City Market Token above the City Map Card. All Element to Element trades are one way. Different cities will have different rates for Mana and Allies trading. Each complete trade action (Elements for Elements, Elements for Mana, Mana for Allies) counts as one action (i.e. trade 2 Wood Elements for 2 Carabolic Elements = 1 action)

**4. Invoke Speed - (Cost: 4/5 Mana)**

Pay Mana, marking it on the Mana Track, and move a cube forward on the Speed Track. To move from a speed of two spaces to three it costs 4 Mana. To move from a speed of three spaces to four it costs an additional 5 Mana. This speed affects all Ships and Caravans of the player.

**F. Create a Spell Book:**  
(on Sacred Space - Cost: 1 Mana)

Once a player has completed collecting all of the Elements required for one or more Spell Books, they must move one of their Caravans to a Sacred Space on one of the Map Cards. There they must pay 1 Mana per Spell Book to create it. After doing so, flip the Arrow Token to the side with the Spell Book icon to show the book is completed.

**GAME END**

The first player to complete all **four** of their Spell Books is the winner. Any Mana or Allies a player has at game end may be carried over to a game of *Mage Clash* and added to their starting totals.

**City Market Tokens**

Each City has a Market Token with several icons and numbers  
Each complete trade type counts as one action



This Element may be traded for that Element (trade is one way)

ex. Wood Elements may be traded for Carabolic Elements

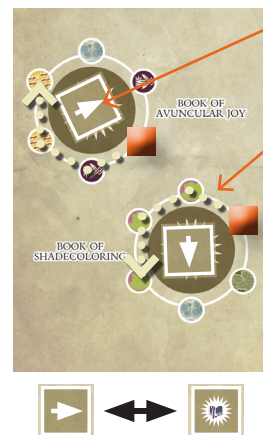
**Invoke Speed**



Current maximum speed of Ships/Caravans and cost in Mana to Invoke greater speed

Ex. currently the player may move up to three Land Spaces with a Caravan or 3 Map Cards with a Ship

**Spell Book Cards**



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