

Cónclave

Rulebook

The emissaries of the great lords of the kingdom are on their way to the most important secret mage gathering of all times. *At the Conclave, the supreme overseer of all magic will be appointed. The power and honor of the great lords' houses is at stake if they do not achieve enough influence over the different Magic types through alliances with the three Brotherhoods. Fellow mages, sharpen your tongues as the Conclave is about to commence!*

Objective

During the game you will send *Emissaries* to the Conclave to gain control of at least one *Magic*, and try to convince the other *Mages* of your leadership skills. To do so, you will have to attract followers of each *Magic* type to your *Influence Zone*. But beware: at the end of the game the followers that belong to a *Magic* you do not control will be disappointed, and will work to your disadvantage. In *Conclave*, the player with the least Resentment Points at the end of the game is the winner.

Components

The game includes 72 cards that represent the *Mages* at the Conclave. Each Mage belongs to a *Brotherhood* (Crow, Gazelle, and Wild Boar) and masters one *Magic* (color) with a certain amount of *Influence* (1 to 5).



This Mage belongs to the Gazelle Brotherhood and has 5 Influence over Mind Magic (purple).

There are 6 types of *Magic*, each of a different color:



Beige: Earth *Magic*, linked to the energy that creates life.



Blue: Wind *Magic*, which dictates the fortune of those who dominate it.



Purple: Mind *Magic*, capable of forcing ideas on others or erasing memories.



Orange: Wisdom *Magic* brings back memories or grants visions of the future.



Red: Love & War *Magic*, capable of creating the strongest alliances or the worst conflicts.



Green: Nature *Magic* is the magic of the natural world and all the entities that dwell in it.

No *Magic* is more important or powerful than the rest.

Game Setup

Follow these steps in order:

- ⚙ Shuffle the 72-card deck.
- ⚙ Remove cards from the deck at random, according to the number of players:
 - ⚙ For 4 players, remove 6 cards
 - ⚙ For 3 players, remove 12 cards
 - ⚙ For 2 players, remove 18 cards
- ⚙ Place all removed cards back in the game box, without looking at them.
- ⚙ Deal 4 cards face down to each player to form their starting hands. Although these cards are secret, players will always see the back of the cards which shows their type of Magic.
- ⚙ Create the Conclave of Mages **1** by taking 12 cards from the deck and laying them out in a 4x4 grid of cards with four empty spaces in the center.
- ⚙ Separate the rest of the cards into two roughly equal decks which will be the Draw Decks. Place each deck on opposite sides of the Conclave of Mages **2**. Spread out the cards so every player can see each card's Magic type in both decks.
- ⚙ Decide which corner of the Conclave of Mages will be the starting corner **3**. This information will be very useful during the game.
- ⚙ Choose the first player at random.



Know that...

You can increase play time by removing less cards during game setup. You can even play with all the cards.



Now you're ready and set to enjoy the game!

Structure of a round

The game is played in rounds until the *end of game* conditions are met. During a round, each player completes a whole turn, followed by the player to their left. Each player's turn is divided into 5 phases, played in the following order:



1. Give influence to another player (optional).
2. Send a Mage as an Emissary to the Conclave.
3. Gain Followers.
4. Draw a card.
5. Refill the Conclave of Mages.

1 Give influence to another player (optional)

If you wish, choose one of the piles of followers in your *Influence Zone* and place it in the *Influence Zone* of a player of your choice with no such followers.

You can only give away one pile of followers per turn. The player who is given the pile must accept it.



In the example, at the beginning of their turn, Player 1 can give Player 3 the beige followers because there are no Beige Magic followers in Player 3's Influence Zone. Player 1 cannot give them to Player 2, since they already have beige followers.

2 Send a Mage as an Emissary to the Conclave.

Send one of the *Mages* in your hand to the Conclave as an *Emissary*. The card must be placed face up in an empty space, adjacent to another card. Cards are considered adjacent when they are touching on one side. Cards can never be placed outside the 4x4 grid created during setup.

Gain Followers

Check whether your *Emissary* has succeeded in convincing the other *Mages* to join you.

First check adjacent mages on the same column as your *Emissary*. If they add up to 10 or more *Influence Points*, your *Emissary's* arguments have been effective. Take the *Mages* that share *Magic* type (color) or *Brotherhood* (species) with your *Emissary*. If they do not add up to 10 *Influence Points* you have failed in convincing other *Mages* to join you.

Repeat this process with the adjacent mages on the same row as your *Emissary*.

Your *Emissary* joins the Conclave and stays as another *Mage*.

All the *Mages* you convinced are now your followers. Arrange them in piles according to their *Magic* (color) and place the piles in your *Influence Zone*.

Draw a card

Draw the top card from one of the *Draw Decks* and keep it in your hand.

Keep in mind...

If you place an *Emissary* in the last space of the Conclave and don't get any followers, a *Magic Crisis* occurs. Read page 7 for more details.



After placing the card, the player checks the column. Only the purple 4 at the top of the column counts. As the sum total is 9, the player gets no followers so far. However, when checking the row, the total sum is 18, so the player gets all the followers of the matching *Magic* or *Brotherhood*: the green 4 and the red 4.

Remember...

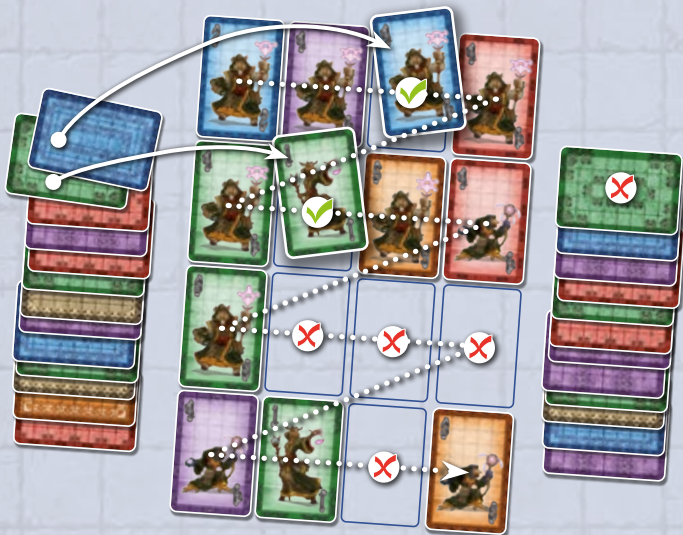
If one deck runs out of cards, you must draw cards from the remaining deck. If the second *Draw Deck* also runs out of cards, it triggers the End of the Game. Read page 7 for more details.

Refill the Conclave of Mages

At the end of your turn, count the empty spaces of the Conclave. If there are more than four, you must place new *Mages*. Draw cards from the same deck you drew your card from and refill the Conclave until there are only four spaces left.

Start from the starting corner as if it were the top left corner of the Conclave. Place the cards from left to right and top to bottom. If the deck runs out of cards, draw cards from the other deck.

If both decks run out of cards during this phase, the End of the Game is triggered.



During phase 4, the player drew one card from the deck on the left. Since there are more than 4 empty spaces in the Conclave, the player must refill the Conclave with two cards from that same deck.

In phase 5 cards are placed in the empty space until four spaces are left. These cards are drawn from the same deck the player previously drew from. Starting from the top left corner, the cards are placed from left to right and top to bottom. In this example, only two cards are placed in the first two rows, leaving four empty spaces.

Magic Crisis

A *Magic Crisis* occurs after phase 4 (Gain followers) if the Conclave is full. This happens if you place an *Emissary* in the last available space and do not convince a single Mage to join you.

In this situation, take the *Mages* that belong to a different *Brotherhood* in the same column and row as your *Emissary*.

Since the player has filled the Conclave, but failed to convince any Mages, there is a Magic Crisis. The player will take the mages that do NOT belong to the same Brotherhood as their Emissary (on the same column and row) and place them in their Influence Zone as usual.



End of the Game

The *End of the Game* triggers when both *Draw Decks* run out of cards. Each player plays one last turn to send an *Emissary* to the Conclave. By the end of their last turn, players should only have three cards in hand,

which they will place in their *Influence Zone*.

Player's hand at the end of the game



Player's Influence Zone at the end of the game



Scoring

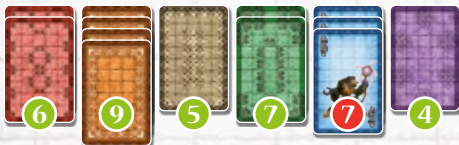
Add the Influence Points of each pile in your *Influence Zone* separately. Then compare the total *Influence* of each pile of *Magic*, one by one, with the other players. Turn over each pile of *Magic* you own with more Influence than the other players. If there is a tie, all tied players turn over that pile of *Magic*. A turned over pile of *Magic* indicates that the player has gained control over that type of *Magic*.

If a player fails to gain control of at least one *Magic*, they are automatically eliminated and won't score any points.

Players add the Influence Points of each of their face up followers still in their *Influence Zone*. These followers are disappointed in you for not gaining control of their matching *Magic*. Their total Influence now works to your disadvantage and turns into Resentment Points. The player with the least Resentment Points wins the game. In the case of a tie, the tied player with the most followers wins the game.



Player 1 has followers of every magic, but hasn't gained control of any magic. Therefore Player 1 gets 27 Resentment Points.



Player 2 did better during the game. They managed to score the highest amount of Influence Points in every magic, except for blue. Player 2 gets 7 Resentment Points.



Player 3, with less cards, gets an even better score. They gain control of the orange magic, after resolving a tie with Player 2. Since Player 3 only scores a total of 5 Resentment Points, they are declared the winner.

Credits

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Auditors: Santa Clara

🏆 2018 Granollers Winner

🏆 2017 BGC Best Expert Game - 2nd place

🏆 2018 Premio Archimede (Venice) Best Card Game Winner



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