




WORLD OF MYSTERY
MIRARIS™
GAME MANUAL




Components




Game Manual x1
Character Cards x12
Domire Cards x54
Wonder Cards x52



Contents



Story	P.02
Game Overview	P.03
Types of Cards	P.03
Setting Up	P.04
Turn Overview	P.05
Scoring	P.06
Choosing a Character Card.....	P.07
Card Overview	P.07
Credits	P.10



*As you gaze into the antique mirror,
a strange and wonderful land
comes into focus.
A world of mystery awaits
within the mirror's reflection.
You are not alone there;
another figure stands beside you.*

*Beyond the weathered frame there is only beauty;
beauty that beckons you into the world of dreams.*

All you have to do is reach for it...

* This game's story has no connection with that of the ALGL book series. 2

HOW TO PLAY MIRARIS

Game Overview

You enter the Dream World of the mirror, guided by a secret companion, bidding your Dormire for the right to visit the seven Wonders hidden there. But take care, as only one person can visit each location at a time, and your Dormire can be used only once! After eight rounds, the one who gathers the most points will unlock the truth of the Dream World and win the game!

Types of Cards

Miraris uses three different kinds of cards: Dormire Cards, Wonder Cards, and Character Cards.



DORMIRE CARDS

Dormire is the currency of the Dream World. There are six sets of Dormire cards, each a different color and containing nine cards numbered 1 to 9. The number at the top of each card indicates its value. By using a higher value card, you can delve deeper into the Dream World.



WONDER CARDS

The seven great mysteries of the Dream World are known as Wonders. The name of the Wonder is written at the top of the card. The number of crowns at the bottom of the card indicates how many points that Wonder is worth.

There are seven kinds of Wonder Cards, with a total of 52 cards: *The Garden of Shadows* (1) x8, *The Frozen Grave* (2) x10, *The Black Altar* (3) x10, *The Chapel of the Divine* (4) x8, *The Hand of the Goddess* (5) x6, *The Edge of the World* (6) x5, and *The Dream* (7) x5.

CHARACTER CARDS



There are inhabitants of the Dream World who will aid you on your journey. They are represented by the 12 Character Cards, each with their own unique ability. The Character's name is written at the top of the card and their ability at the bottom. Some Character Cards have a number to the left of their ability. These abilities are resolved in number order, from smallest to largest. A number in brackets, such as "(2)," indicates the point value of the corresponding Wonder Card.

Setting Up

- 1 Shuffle the twelve Character Cards. For a three or four player game, deal each player 3 cards, face down. For a five or six player game, deal each player 2 cards, face down.
- 2 Choose one of the Character Cards you were dealt and place it face down in front of you. The remaining cards are set aside, face down.
- 3 Shuffle the Wonder Cards and create a face down draw deck in the middle of the table. Then, turn over a number of cards equal to the number of players in the game and place them face up in a row next to the deck.

STARTING SET UP (FOR A FIVE PLAYER GAME)



- 5 Each player takes one set of Dormire Cards. Each set has nine cards, numbered from 1 to 9. These cards make up your hand.

GAMEPLAY

Turn Overview

Miraris is played over eight rounds. In each round, you will have a chance to visit one of the Wonders.

- 1 Choose one Dormire Card from your hand and place it face down in front of you. Once all players have put down a card, turn them face up at the same time.
- 2 Place the Dormire Cards below the row of Wonder Cards. Arrange the Dormire Cards by value from lowest to highest, with the highest card furthest from the deck.
- 3 Take the Wonder Card above your Dormire Card, and place it face down in front of you. If you played the same Dormire Card as another player, neither you nor the other player can claim a Wonder Card this round. Leave the unclaimed cards where they are. Place the Dormire Card you used face down in front of you. You cannot use it again during the game.

EXAMPLE 1



In this example, the two players who played a 7 cannot claim a Wonder Card this round.

- 4 After the players have taken their Wonder Cards, turn over a number of Wonder Cards from the deck equal to the number of players and add them, face up, to the row. If there are any Wonder Cards left over from the previous round, place the new card on top of the old one, taking care that you can still see the point value of the bottom card. In the example above, the two rightmost Wonder Cards were left over, so the new cards are placed on top of them. In later rounds, if you take a card that has other cards under it, you take those cards also.

EXAMPLE 2



In the next round, if you take *The Hand of the Goddess* (5), you take *The Garden of Shadows* (1) as well.

- 5 Repeat this process until you have played a total of eight rounds. When the game ends, you will have one Dormire Card left over.

Scoring

- 1 If your Character Card has a numbered ability, reveal your Character Card now. The abilities of these Characters are then resolved in order, from the lowest number to the highest. If a player revealed Rolando and is able to successfully use her ability, they win instantly. Otherwise, continue with the Scoring.
- 2 Add up the Crowns on your Wonder Cards to determine your score. If your Character Card has an unnumbered ability, reveal your Character Card now and resolve its ability. If your Character Card's ability gives it a point value, add it to your score. You must use your Character Card's ability during Scoring if you are able to do so.
- 3 The player with the highest score is the winner.

HINTS

Choosing a Character Card

The number of Wonder Cards revealed during the game varies depending on the number of players. Since many Character abilities are directly affected by the number of Wonder Cards in play, it would be wise to consider the number of players when choosing a Character Card at the start of the game.

Card Overview



ROLANDO

Take one unclaimed Wonder Card of your choice from the face-up row. If you now possess at least one each of all seven kinds of Wonder Cards, you win the game.



LUCIA

Take two unclaimed Wonder Cards of your choice from the face-up row. Also, you are not affected by other Character abilities during Scoring (except for *Rolando's* ability, since it resolves before Lucia's).



SERENA

Draw four Wonder Cards from the deck.



MIRELA

Each of the other players must choose one of their Wonder Cards and give it to you. If the total value of the cards you receive is less than 10, the other players must each give you one additional card.



UNKNOWN

Each other player must discard a number of random Wonder Cards they have equal to the number of *The Black Altar* (3) cards you have. Look at the cards they discard and take any *The Dream* (7) cards you find.



ALLIE

All of your *The Frozen Grave* (2) cards are worth 10 points each.



EL

All of your *The Edge of the World* (6) and *The Dream* (7) cards are worth 0 points, but the value of your remaining cards is doubled.



FATIMA

If you don't have any *The Garden of Shadows* (1) cards, all of your Wonder Cards are worth 7 points each.



MARIANO

If you have exactly three Wonder Cards, Mariano is worth 25 points; if you have fewer than three, he is worth 50 points.



LANA

Lana is worth a number of points equal to twice the number of Wonder Cards you have.



ALMA

If another player has *Nada*, Alma is worth 5 points. Otherwise, Alma is worth 20 points.



NADA

If another player has *Alma*, Nada is worth 5 points. Otherwise, Nada is worth 20 points.



Credits

Original Version

Game Design: Yukinori Ohashi

Illustration: Qtonagi

Translation: Samuel Allen

Publisher: Fucisha Inc.

Japanese Games Version

Executive Producer: Eric Price

Producer: Cherise Wilson

Graphic Design: Maisey Hatchard

Editor: William Niebling

My special thanks to my friends, family,
and colleagues for helping me playtest this game.



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