

Two Page Tome

Time: 45 minutes

Players: 1-6

Ages: 10+

Rules

Components

Map sheet (one per player, several maps available)

6 player aids

18 Magic brew tokens

12 Magic ink pot tokens

27 tomes

36 summoning cards (varies in prototype)

6 player discs of different colors (transparent is best)

1 inspiration (first player) token

Story

You and your friends have discovered an ancient tome of fables and its failing magic has pulled everyone inside it. Each must use the missing pages to piece back together their own version of the storybook world. The player who tells the story with the most substance becomes the hero of their own fable.

Scribbling

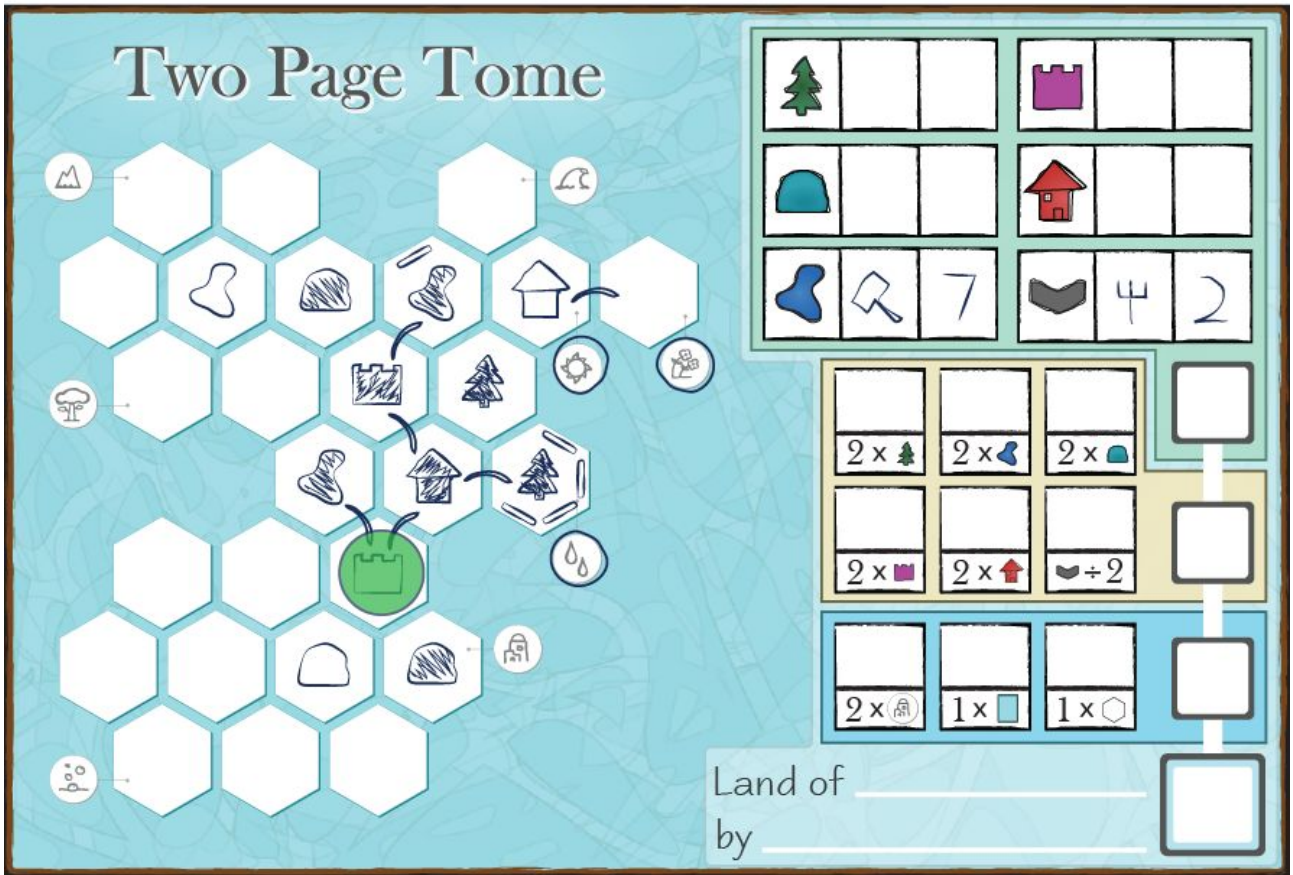
The word scribble is used to tell players when to write their symbol onto their map. The word “draw” could be confused with this and is only used when a player is “drawing” a card from the deck.

Overview

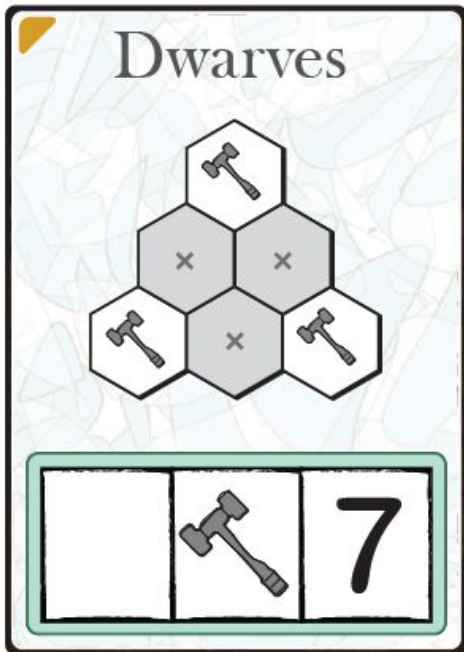
The object of the game is to score the most substance points by restoring the fabled races to existence. This is done by taking land symbols from small tomes, and scribbling them onto your map in proper summoning patterns. It does not matter which land symbol one uses to revive the race, instead any land type can be used to revive one race. This gives rise to strange beings such as Cave Unicorns, Lake Dwarves, and Cliff Gnomes.

Aside from being used to complete patterns, each land symbol has its own rules for being given substance and, if placed properly, allows a player to score it. There are also strange exotic locations that the worldbuilder can visit, and every empty space at the end of the game has value as it leaves room for the fables to grow.

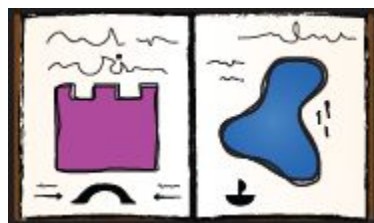
Visual References



map sheet and worldbuilder token



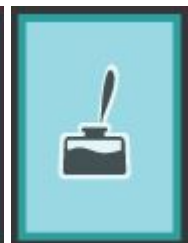
summoning card



tome

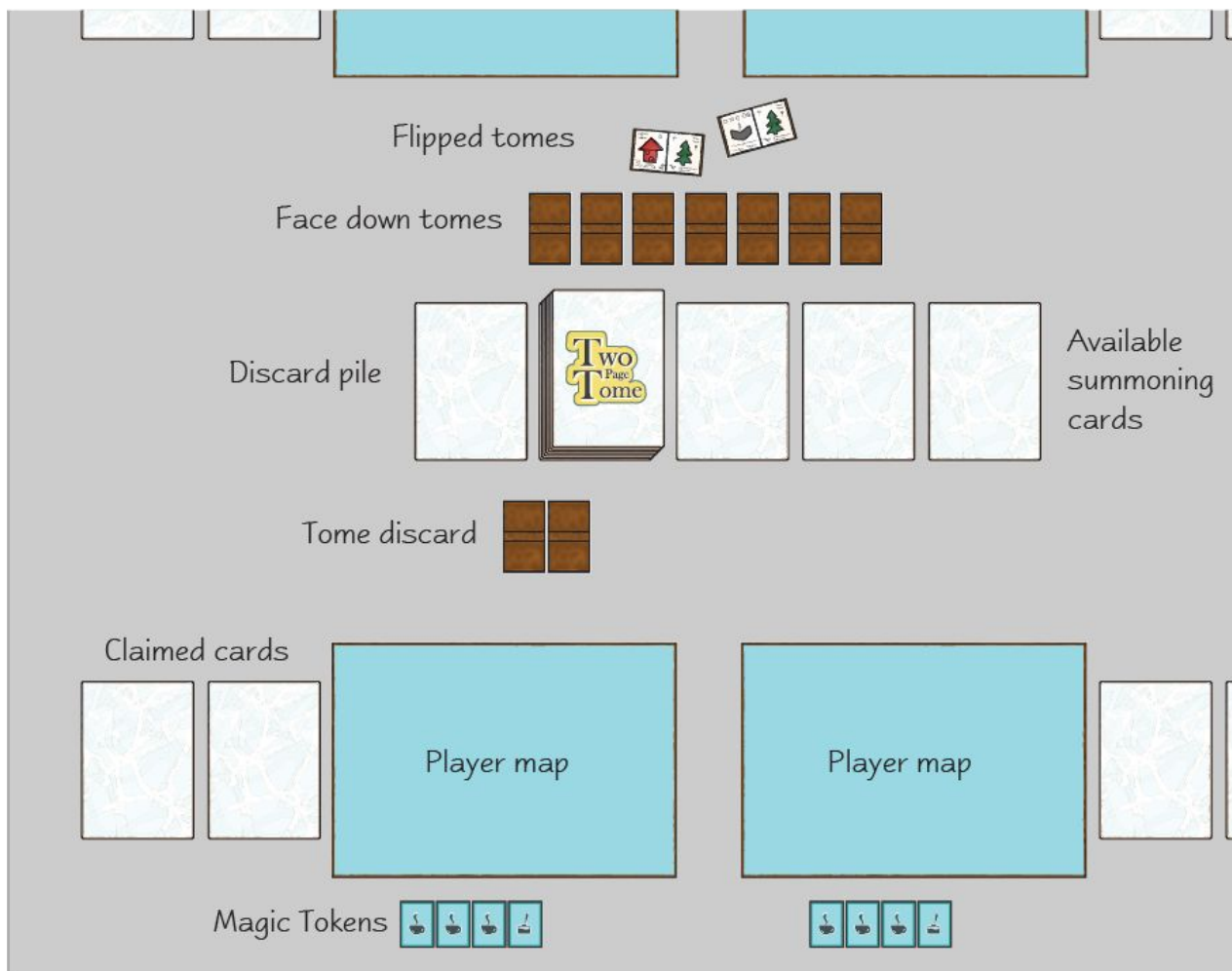


brew



ink pot

Set Up



1. Give each player a matching map (of the chosen difficulty), a pencil or pen, a player aid, and 1 disc (the worldbuilder token) of the desired color to each player.
2. Give each player 3 magical brew tokens. Players will place these tokens below their map with the blue (unused) side up.
3. In a game of 3-4 players, give each player one magic ink pot. In games of 5-6 players give each player two magic ink pots. Players will place these tokens by their brew tokens blue side up. Games with only 2 players do not make use of ink pots.
4. Gather all 27 tomes.
Place the tomes face down in the middle of the table in small stacks.
In games of 2,3,4, and 6 players move 2 face down tomes to the tome discard pile.
In games of 5 players move only 1 face down tome to the tome discard pile.
5. Flip 2 of the remaining tomes face up.
6. Each player may write their name on their map and name their world.
7. Give the inspiration token (first player token) to the person who most recently read a fable.

8. Gather all of the summoning cards. For an easy game remove all cards with red corners, for a hard game remove all the cards with green corners.

Shuffle the cards into a deck.

Deal 4 cards to each player.

Each player may choose 2 summoning cards to keep and return the other two to the deck.

Reshuffle the deck.

All players place their 2 kept cards next to their map face up. These are their claimed cards.

9. Place the summoning deck in the middle of the table by the tomes. Deal 3 cards face up in a row next to the deck. On the other side of the deck is the discard pile which starts out empty.

10. The player with the inspiration token will go first and the turn order goes clockwise. In reverse turn order each player must place their worldbuilder token onto their map. The token must go onto one of the hexes with a small dot in the middle. Players may choose the same starting location as other players.

11. Say hello to each other.

How to Play

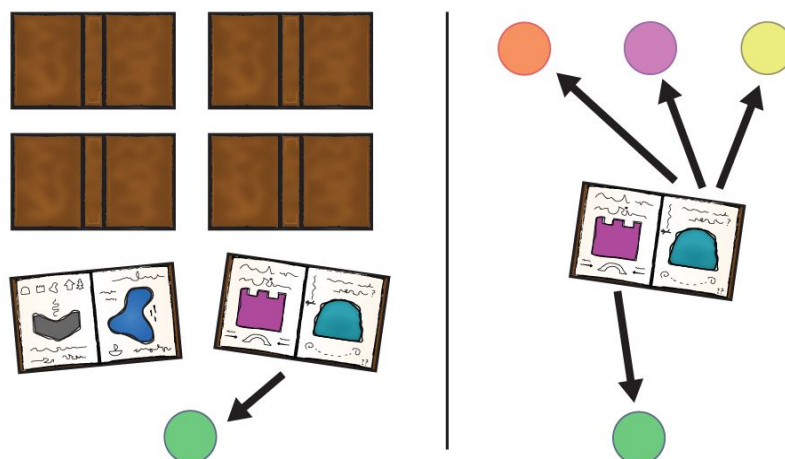
Overview

The game is played in rounds and lasts as long as a new tome can be revealed. Each round starts with the player who has the inspiration token. A player will complete all of the following steps before the next player begins their turn.

1. Research
2. Move
3. Manifest
4. Restore

Research

1. **First player only:** The player with the inspiration token chooses a face up tome and takes it. Then they reserve 1 symbol on the tome for themselves. The remaining symbol will be used by other players on their turns.



2. **All players:** If a player desires to have alternative summoning cards, they may flip a Magic Brew to its used state, discard one of their summoning cards, draw one from the 3 available cards, and refill the empty spot with the top card of the summoning deck. Alternatively a player may draw a card from the top of the deck. If this is done all face up summoning cards are discarded and 3 new cards are drawn. A player may use as many magic brew tokens as they have available. If at any time the summoning deck is empty, shuffle the discard pile into a fresh deck.

Move

Players can move on their turn in any combination of the following two methods.

Roads: Adding villages and castles to your map will provide you with roads that cross the boundaries between hexes. A player can move their worldbuilder from hex to hex freely, and as far as they like, as long as there is a road.

Magic Brew: If there isn't a road and a player desires to move the location of their worldbuilder, they may flip over one of their magic brew tokens to its used state. This enables the player to move their worldbuilder once to any adjacent hex. A player may use as many magic brews for movement as they have available.

Exotic locations can be claimed for scoring during movement. If a player's worldbuilder moves onto or through a hex with an attached exotic location, they may mark that location as claimed.



Manifest

A player may choose whether or not to scribble their land symbol onto their map. If they do they must scribble it into an empty hex that is adjacent to their worldbuilder. They may not scribble under their worldbuilder. Villages and Castles have a special placement ability that gives a player roads. Roads are always drawn going as an arched line traveling from the hex with the Castle/Village directly to an adjacent hex.

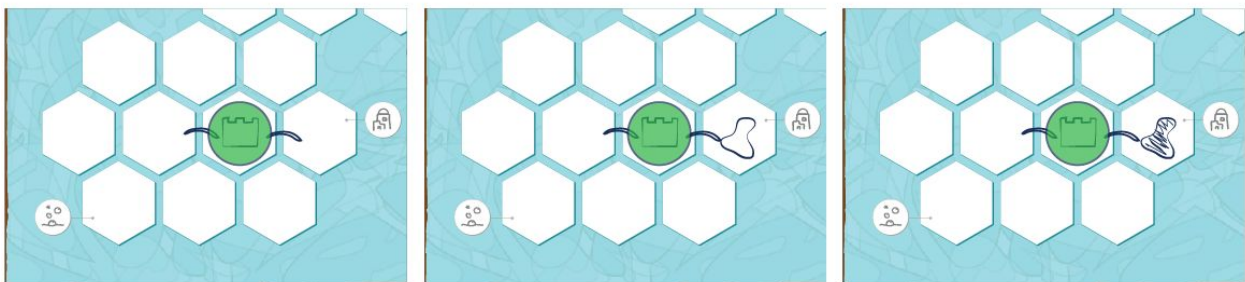


In games of 3-6 players a player can flip one magic ink pot token to its used state and, instead of scribbling the symbol they have been given, may instead scribble any land symbol from either of the two tomes that were available at the beginning of the round.

If a player decides not to scribble their symbol onto their map, they must flip all of their used magic brews and ink pots back to their unused state. These may be used again on a later turn.

All land symbols except for the cliffs must be in their own hex. Cliffs can share a hex with any other land.

Scribbling a land symbol may cause it, or other symbols to gain substance. Gaining substance is very important for scoring. When a land symbol gains substance, a player must fill the symbol in. For example, the lake fills in if a road connects to it.



All filling requirements and placement abilities can be found on the player aid. Symbols can fill when they are placed or on a later turn.

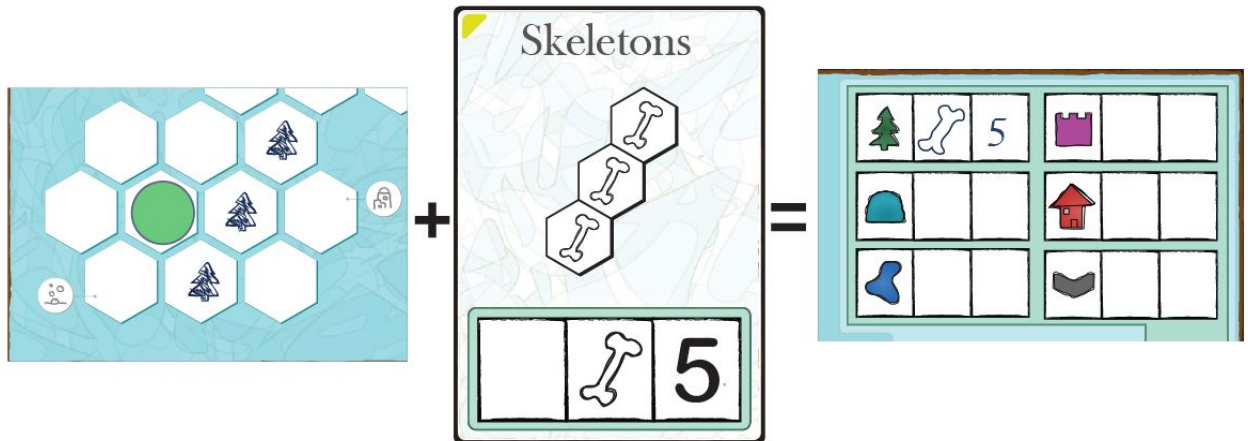
Symbol	Placement Ability	Gaining Substance	Scoring
 Forest		Fills if there is an adjacent forest.	2 points per filled symbol
 Cave		Fills as long as it isn't placed by another cave.	
 Lake		Fills if a road provides movement to its hex.	
 Castle	Builds two adjacent roads.	Fills if 4 adjacent symbols are filled.	
 Village	Builds one adjacent road.	Fills if 2 adjacent hexes have the same symbol.	
 Cliffs	Can double up with another symbol in the same hex. Scribble 1 cliff segment for each edge its hex has blue myst (no hex) next to. Can be used for summoning cards.		1 point for every 2 segments.



Restore

On each map sheet is an area with each land symbol followed by two empty spaces. These can be combined with summoning cards for scoring

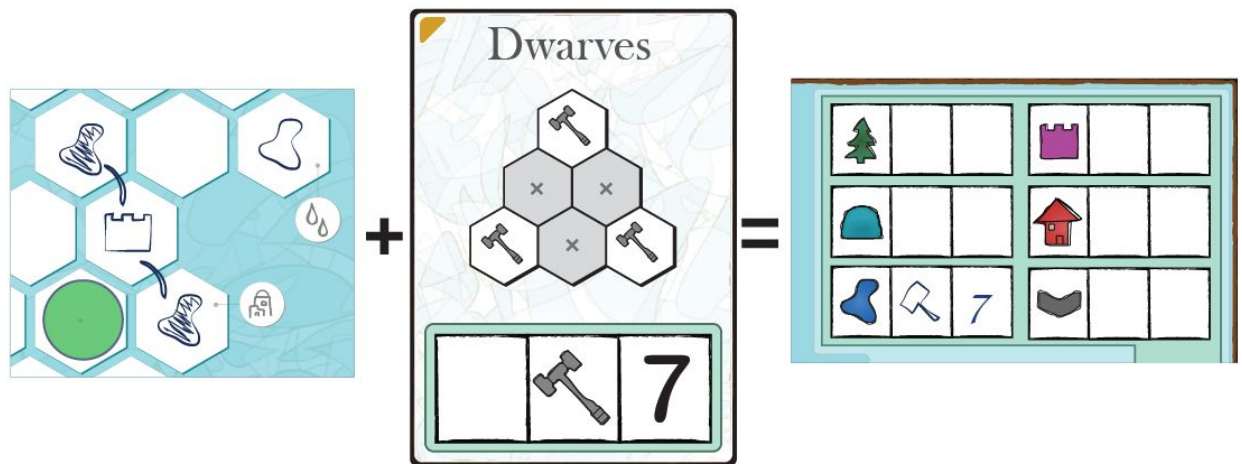
When a player gets a land symbol pattern on their map that matches the pattern on one of their summoning cards, the player may score their summoning card. To do this the player copies the artwork and point value from the summoning card onto the map sheet and next to the land symbol that they used for the pattern.



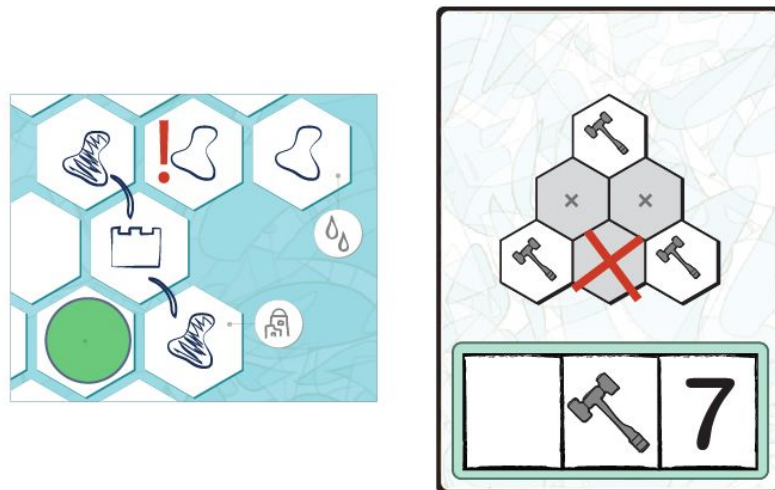
A player must announce the combination of land type and mythical race they have scored (such as cave lords, or castle dwarves).

Only one summoning card may be scored per land type. A player may choose not to score their summoning card. A player may not score summoning cards directly from the 3 cards in the middle. Cliffs, and symbols that share hexes with cliffs may both be used to complete different summoning patterns.

Patterns on summoning cards may be rotated. Whether a land symbol is filled or unfilled makes no difference when fulfilling a card. Patterns with empty space or grey hexes may span across areas of the map without hexes.



The land symbol used for the pattern may not be present in any of the grey x hexes for the summoning card to be scored. The card may still be used elsewhere. After scoring and discarding a summoning card, a player is free to scribble as they like and will not remove the score.



Once scoring is complete, the player must discard the fulfilled card, draw a new card from the face up cards, and replace the card with the top card of the deck. A player may alternatively draw a card from the top of the deck. If this is done all face up summoning cards are discarded and 3 new cards are drawn.

End of a Round

After all players have taken their turn, move the inspiration token once clockwise.

Move the tome that was used in the round to the tome discard pile. These are out of the game but remain face up and can be looked at.

Flip a new tome face up.

Game End

If at the end of a round no tomes remain to be flipped the **game is over**. Each player will remove their worldbuilder from their map and then commence with scoring.

Scoring

The diagram illustrates the scoring system for a game. It features a map grid with 12 hexagonal cells. The top row contains a tree and a castle. The second row contains a lake, a house with a magic brew symbol, and the number 3. The third row contains a cave, a magic brew symbol, and the number 7. The bottom row contains a cliff. Below the map are three scoring sections: Restoration scoring (8, 6, 8, 9), Land symbol scoring (2, 4, 7, 33), and Journey scoring (10, 2, 9, 21). A final box at the bottom contains the number 63.

8	6	8	9
2 x	2 x	2 x	
2	4	7	33
2 x	2 x	+ 2	
10	2	9	21
2 x	1 x	1 x	
Land of _____			
by _____			
63			

Restoration Scoring

A player will add together all of the points from fulfilled summoning cards and tally them in the subtotal box.

Land Symbol Scoring

A player should double check each of the symbols they have drawn onto their map to see if they can be filled.

For forests, lakes, caves, castles, and villages, each filled symbols gives two points. For example, if a player has 6 filled castles they write 12 in the scoring box for castles. For cliffs, every two segments gives one point. For example 8 or 9 cliff segments give 4 points. Write in the total for each symbol in its scoring box.

Add together all land symbol scores and write the total into the subtotal box.

Journey Scoring

For every exotic location a player has claimed they get two points. For every magic brew or ink pot a player has in an unused state they get one point. For every hex remaining without a land symbol a player gets one point. Empty hexes that have roads entering them are still scored.

Add all journey scoring boxes together and write the total into the subtotal box.

Final Score

Each player adds together each subtotal box and writes the total into the final score box.

Winning

The player with the highest score wins the game. Ties are resolved by the higher numbers in the efficiency scoring boxes, starting with the rightmost box (exotic locations) and moving left if ties remain.

Variants

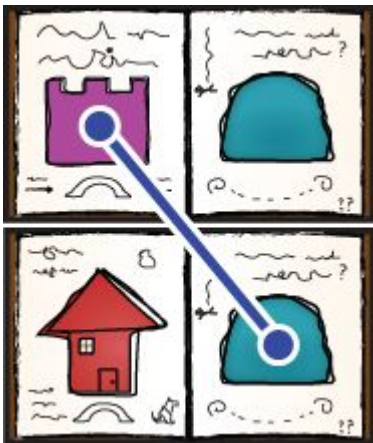
Competitive Exotic Locations

During movement a player must announce when they are claiming an exotic location. All other players must make an x on that location. If they cannot claim it by the end of the round they must scratch it out and cannot claim it anymore.

Solo mode

A player may play by themselves using the same set up as a 2 player game. Except with only one map sheet and adding one magic ink pot. They also choose two colors of difficulty to remove from the summoning deck (for example green and yellow, or green and red).

During the research step a player will put the two face up tomes together so one is over the other one. The player will take two symbols at once, but may only take symbols that are diagonally across from each other (right to left or left to right) unless they flip a magic ink pot. If an ink pot is flipped, the player may freely choose one symbol from each tome.



In solo mode the move step and the manifest step are combined. So a player may move, then place one symbol, then move, and place the other.

Both tomes are discarded at the end of the round and the player will flip two new tomes face up before starting the next turn.

After scoring a player wins if they score higher than 80 points or if they beat their own highest score.

Two Page Tome: Print and play instructions.

by Galen Radtke

Gather

One big cube for the first inspiration token.

Up to 6 tokens for player colors. They must fit within a hex on the map sheet. For an extra neat effect try clear tokens.

Up to 6 pens or pencils. Pencils are better for erasing mistakes.

Print

Print out pages 2-9 once, single sided. The game still works if the document is printed in greyscale.

Repeat printing of map pages and player aids as needed. Be aware there are two map options included in this print and play. Players should use the same map.

Cut Out

“That bad behavior buster!” Whoops, dad joke. But for real...

One map sheet and player aid per player.

1 set of magic brews and ink pots per player. Fold these over and glue them to make them 2 sided.

All cards and tomes.

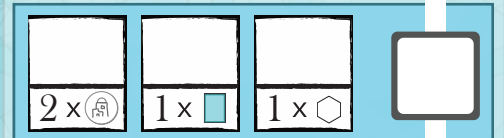
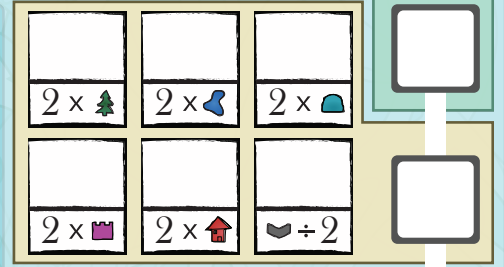
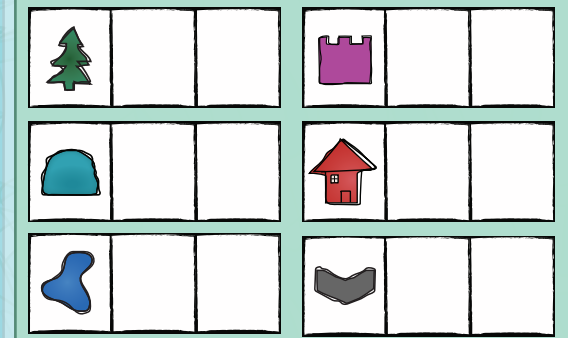
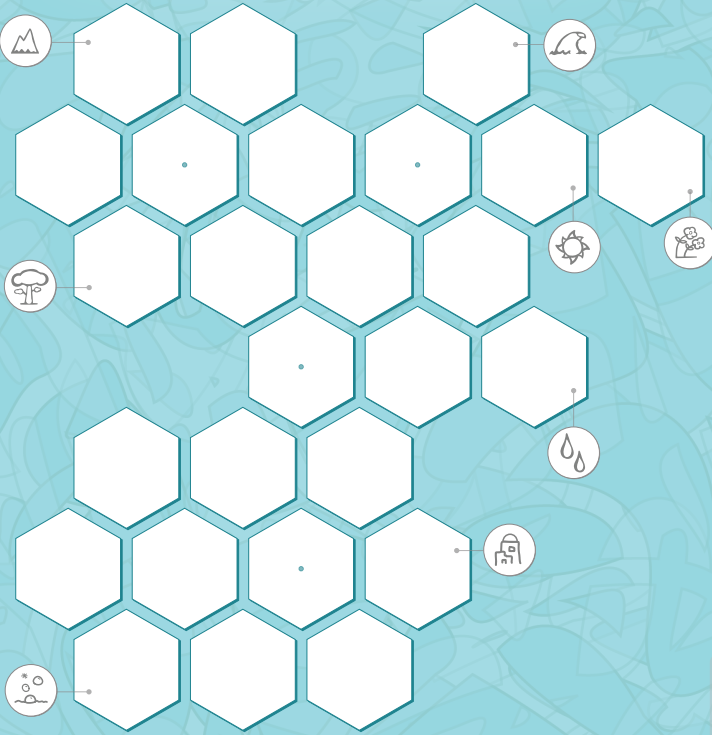
For an extra nice touch (but alot more work)

Glue the tomes to a piece of cardboard before cutting them out.

Print and cut out the tome backs on page 11 and glue them to the back of the tomes

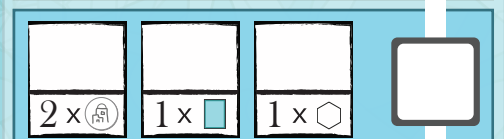
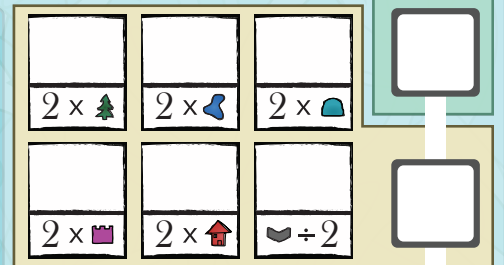
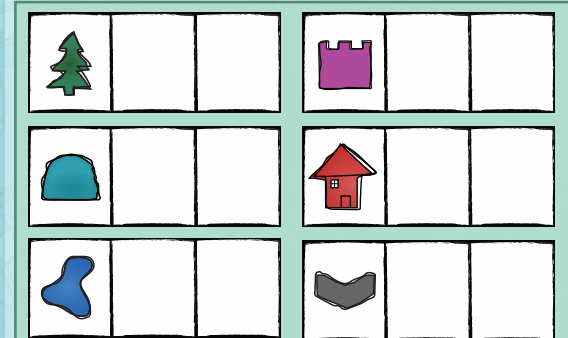
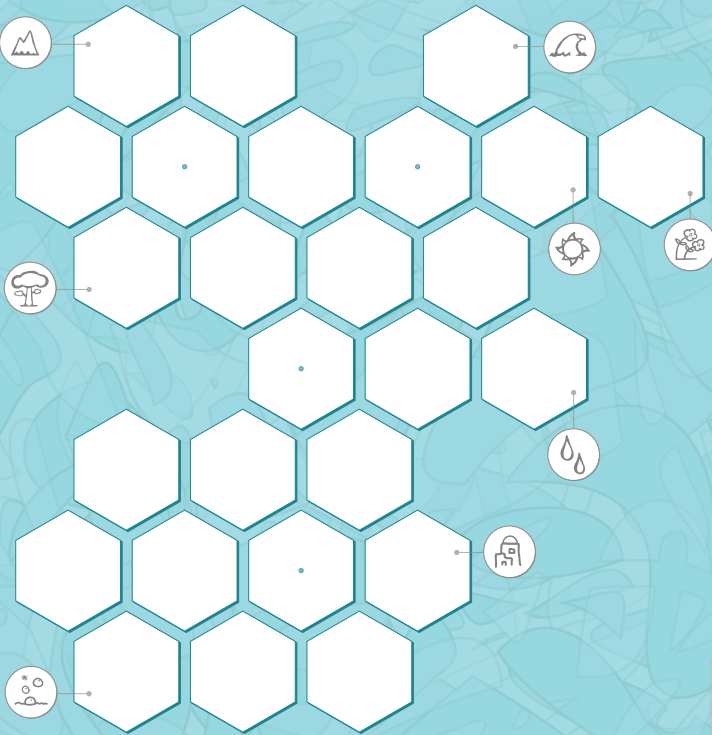
Print out four copies of page 12. Cut out all card backs and either glue them to the card fronts or place them in clear card sleeves.

Two Page Tome



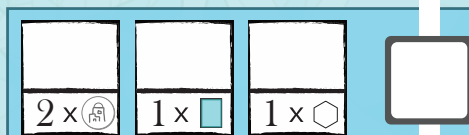
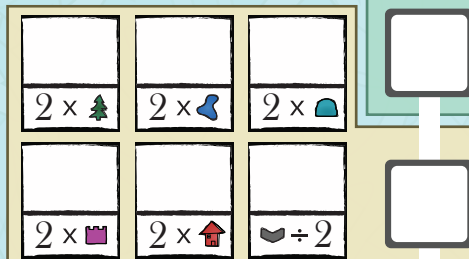
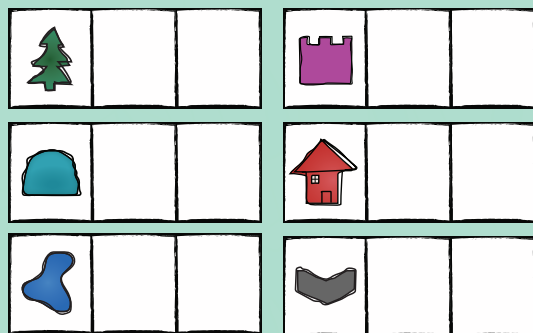
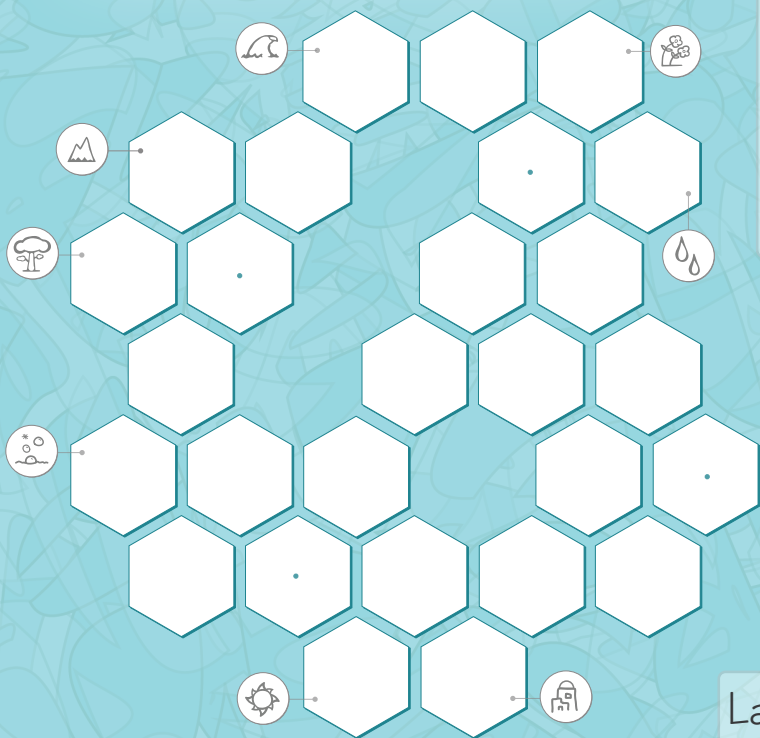
Land of _____
by _____

Two Page Tome



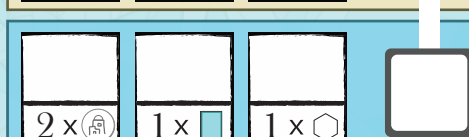
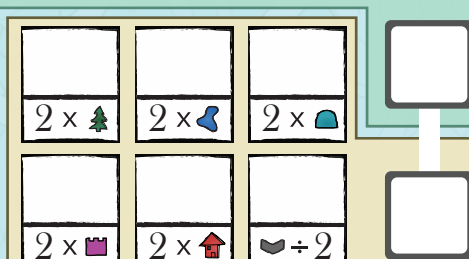
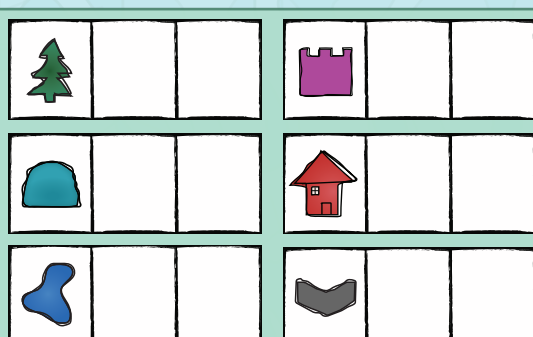
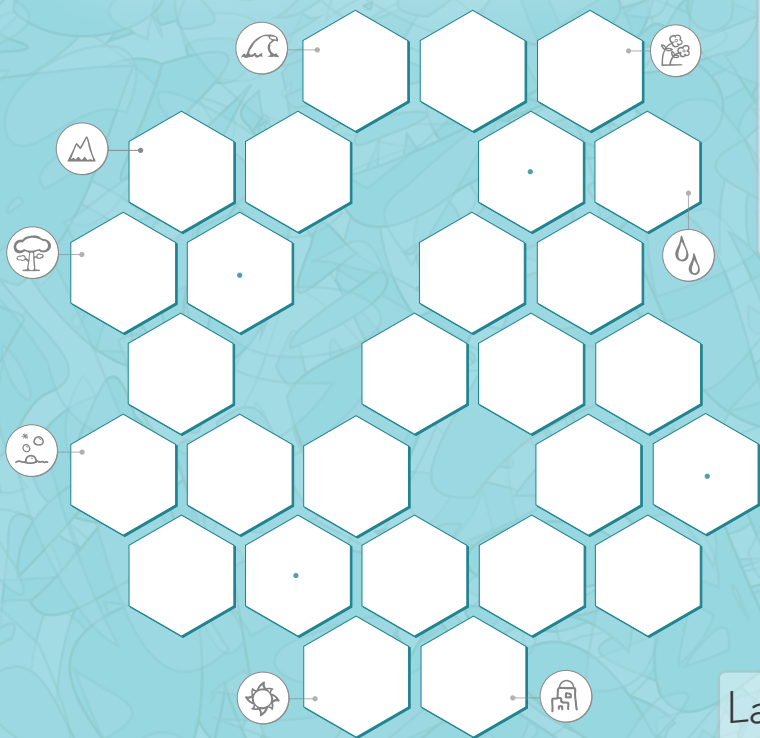
Land of _____
by _____

Two Page Tome



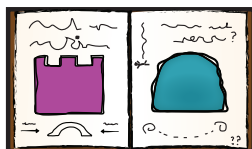
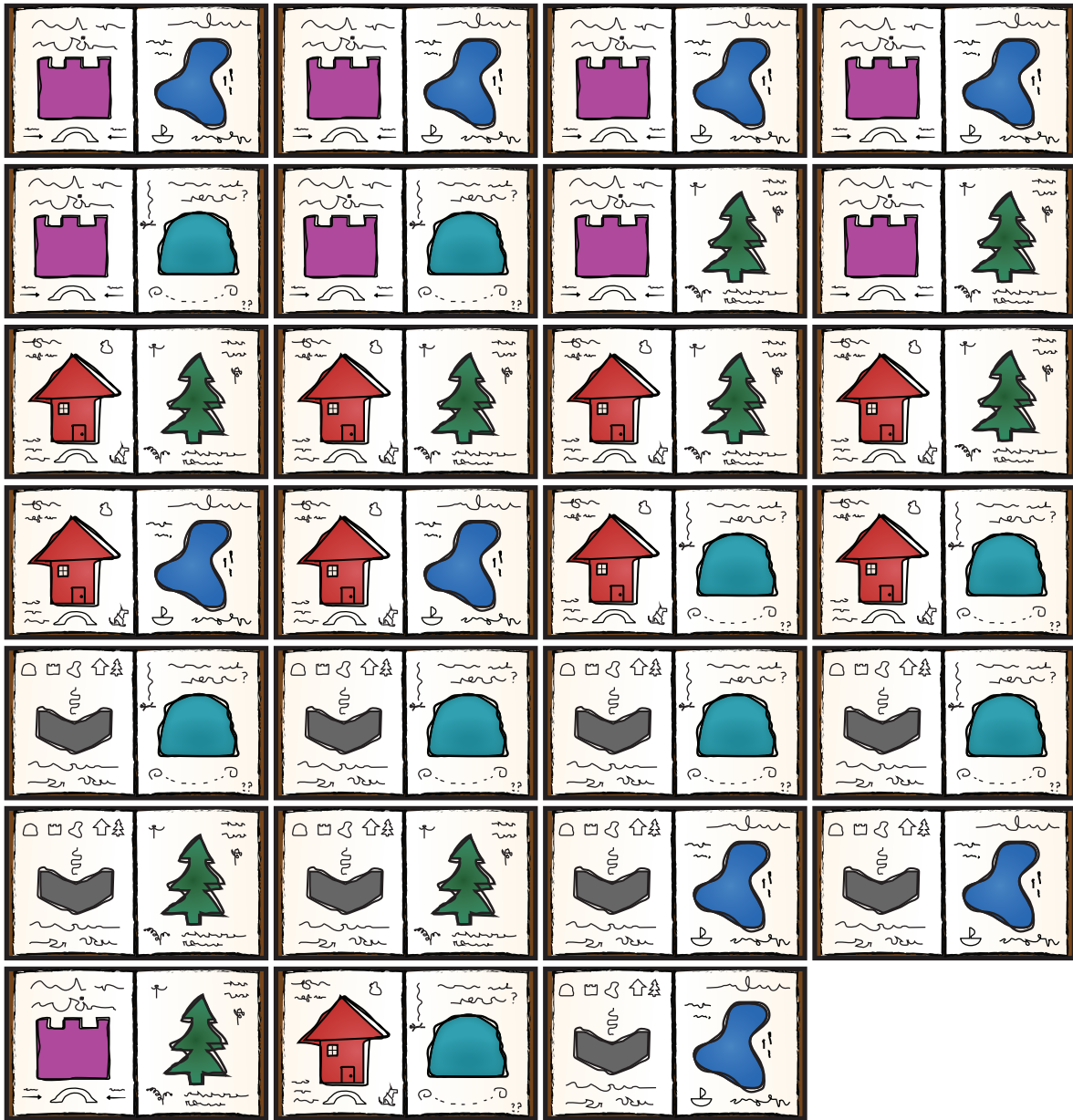
Land of _____
by _____

Two Page Tome

















Land of _____
by _____

Tomes



Cut out all tomes. Ideally these are glued to thick cardboard. Tome backs can be found at the end of the document but are not required.

Symbol	Placement Ability	Gaining Substance	Scoring
 Forest		Fills if there is an adjacent forest.	2 points per filled symbol
 Cave		Fills as long as it isn't placed by another cave.	
 Lake		Fills if a road provides movement to its hex.	
 Castle	Builds two adjacent roads.	Fills if 4 adjacent symbols are filled.	
 Village	Builds one adjacent road.	Fills if 2 adjacent hexes have the same symbol.	
 Cliffs 	Can double up with another symbol in the same hex. Scribble 1 cliff segment for each edge its hex has blue myst (no hex) next to. Counts as filled for castles and can be used by villages.		1 point for every 2 segments.

Symbol	Placement Ability	Gaining Substance	Scoring
 Forest		Fills if there is an adjacent forest.	2 points per filled symbol
 Cave		Fills as long as it isn't placed by another cave.	
 Lake		Fills if a road provides movement to its hex.	
 Castle	Builds two adjacent roads.	Fills if 4 adjacent symbols are filled.	
 Village	Builds one adjacent road.	Fills if 2 adjacent hexes have the same symbol.	
 Cliffs 	Can double up with another symbol in the same hex. Scribble 1 cliff segment for each edge its hex has blue myst (no hex) next to. Can be used for summoning cards.		1 point for every 2 segments.

Player aids

Magic brew and ink pots



Fold over and glue
for two sides.

Skeletons



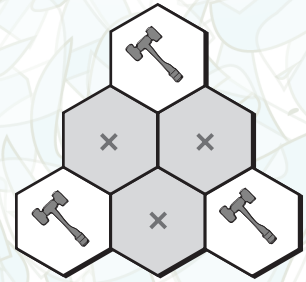
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Shortlings



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Dwarves



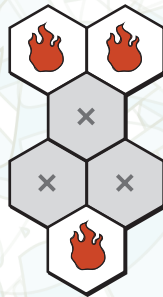
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Goblins



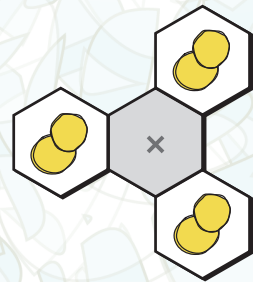
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Dragons



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Rogues



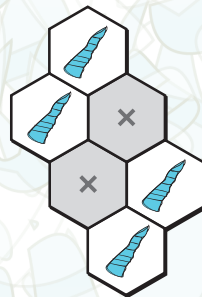
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Centaur



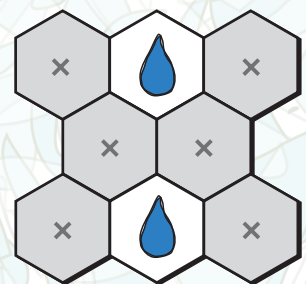
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Unicorns



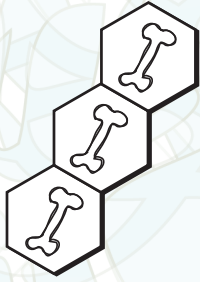
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Sprites



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Skeletons



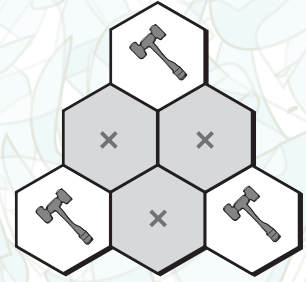
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Shortlings



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Dwarves



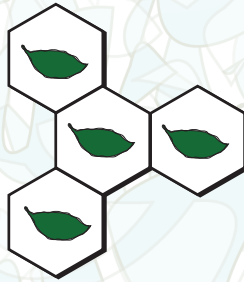
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Goblins



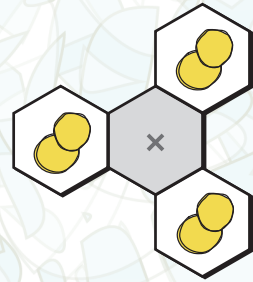
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Druids



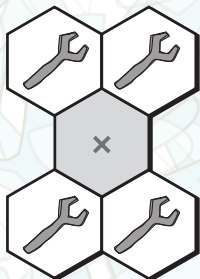
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Rogues



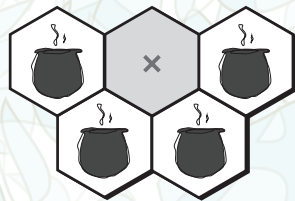
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Gnomes



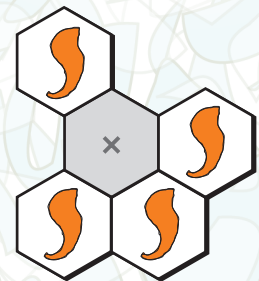
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Witches



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Beastmen



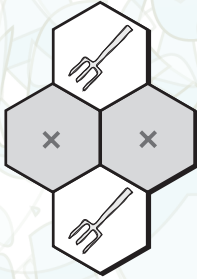
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Peasants



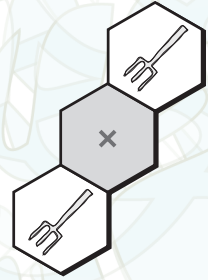
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Peasants



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Peasants



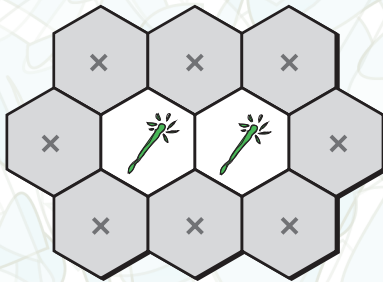
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Ogres



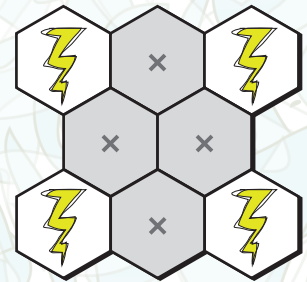
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Pixies



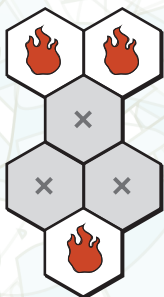
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Mages



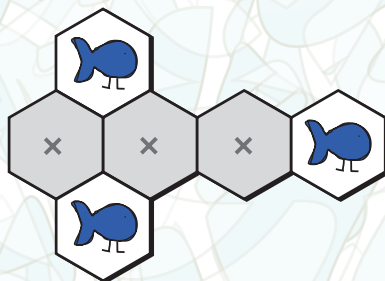
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Dragons



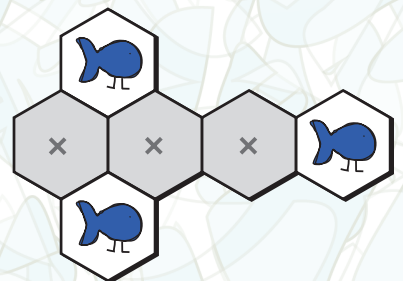
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Waterkin



		7
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Waterkin



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Peasants

		3
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Peasants

		3
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Peasants

		3
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Wizards

		9
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Lizardfolk

		7
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Elves

		7
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Minotaur

		7
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Queens

		7
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Kings

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