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ANLUDIM



English Video
rules!

2-5



8+



30'



Rulebook

Each year several covens of apprentices compete within the Anludim University of Magic. At the head of one of these covens, you will recruit the most complementary apprentices to attract the most prestigious professors and to win increasingly powerful magic items. Your final goal will be to become the best Anludim University coven!*

**A coven is an gathering of apprentice witches and apprentice sorcerers.*

Credits

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A big thank to our ambassadors and friends who played the prototype and shared with us the magic adventure!

Material

5 game boards sections.



5 coven coats of arms
recto silver / verso gold.



3 scrolls:
3 x 1 point.



65 apprentices cards, numbered from 1 to 13 in 5 colors. Each apprentice card has two values, each associated with a color. Each card can be used **in both directions**.



5 teacher's pieces with 1 cardboard foot each.



30 magic items divided into 5 disciplines:



7 Vials:
4 x 1 point
2 x 2 points
1 x 3 points



7 Stars:
3 x 1 point
3 x 2 points
1 x 3 points



6 Voodoo dolls:
2 x 1 point
2 x 2 points
1 x 3 points
1 x 4 points



5 Talismans:
1 x 1 point
1 x 2 points
2 x 3 points
1 x 4 points



5 Crystal Chests:
1 x 1 point
1 x 2 points
2 x 3 points
1 x 5 points

Goal of the game

The goal of the game is to be the first player **to win 2 rounds**.
A round is won by the player who has accumulated **the highest value of magic items** or
who has won **the 5 different magic items**.

Set up

- Each player chooses a **coven coat** of arms and places it in front of her* on the **silver side**.



- Assemble the game board** in the center of the table in the right order (1 to 5).



- Place **2 scrolls** next to the game board.



- Place **the 5 teacher's pieces** on their respective section.



- Shuffle all the cards and deal **8 cards face down** to each player.



Expert variant

The **golden dots** are used to put the combinations in an order of priority in the expert variant (see p.7).

- Stack each type of magic item** from the highest value (bottom) to the lowest value (top) on each location on the board.



2 magic items to remove for
3 players:



7 magic items to remove for
2 players:



The first player is the one who most recently saw **a magic movie**.
The last player in turn order (clockwise) receives **a scroll**.

*From now on, for simplicity and gallantry, we will use female pronouns when talking about each player, while it should be clearly understood that in each instance, we mean to include our male players, as well.

Game round



Players play their turns, **clockwise**, to **form combinations** (see p. 8 for the details of combinations) with the cards in their hand.

During her turn a player must perform **1 main action** (A) and can also perform **1 optional action** (B) before or after her main action. **At the end of the turn**, the player eventually wins **magic items** (C).

If the round is not finished (end of round conditions see p.6) the next player completes her turn.

A. Main Action

In her turn, a player **must** perform 1 of the following 2 actions:

Place 1 combination

(Calling a teacher)

- Play 1 combination which must be the strongest in play in the discipline of one of the teachers.
- The targeted teacher pawn is then placed on this combination.
- Only 1 teacher's pawn can be retrieved per turn.
- Each combination of apprentice cards can only be associated with one teacher's pawn.



Dimitri puts three «7» cards in front of him. This is the strongest three of a kind in play right now. He takes the Professor Pawn «The Fortune teller» and the corresponding magic items from the top of the pile: «Talisman 1».

At the beginning of her turn, the player may, if she wishes, take over all the cards of one or more combinations that she had laid down in the previous turns. If teachers were assigned to these combinations, they are placed back on the central board.

Combinations detail p.8

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Draw

(Recruiting apprentices)

2 possibilities:

1. Draw **2 hidden cards** from the top of the deck.



2. Draw **only 1 face-up card** from the available cards. This card is immediately replaced by a new card from the deck.



C. End of a player's turn

Collect the **magic item from the top of the stack** for **each teacher present in front of the player** at the end of her turn.

Example of Anne's turn:

Anne has in front of her, played during previous turns:

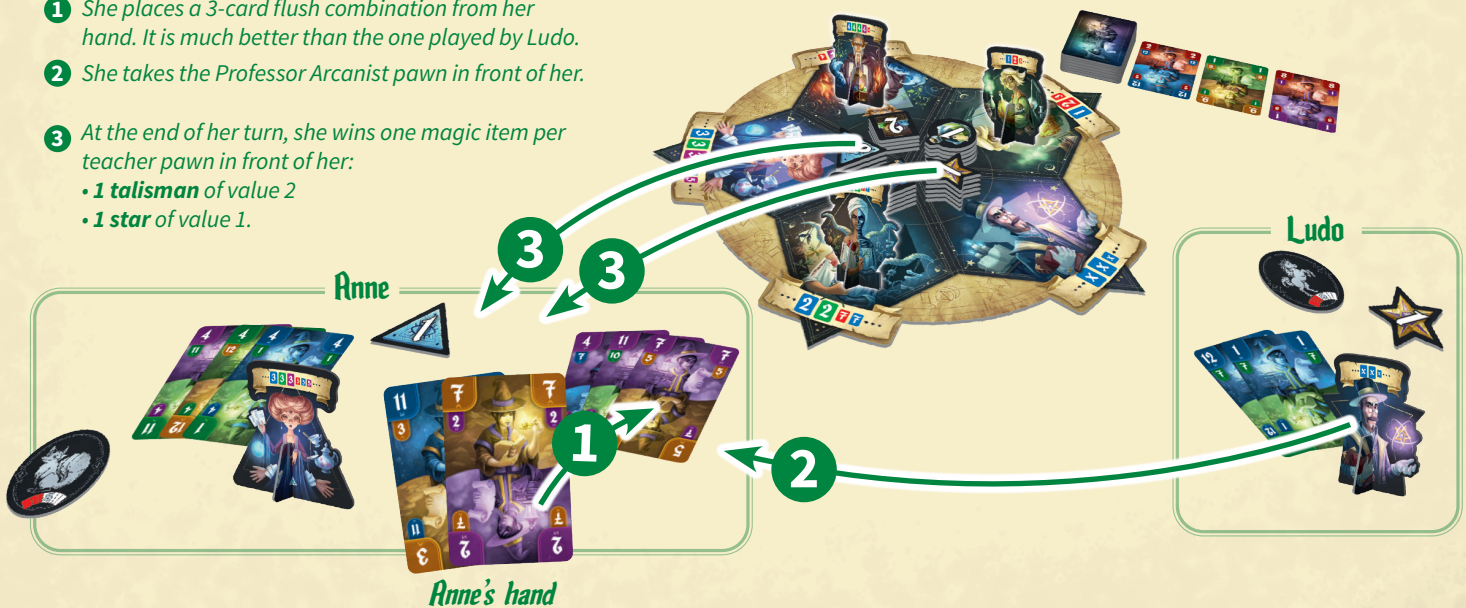
- A three of a kind of 4,
- The teacher corresponding to the triplet: the fortune teller,
- A «*talisman 1*» magic item.

Anne decides to play a new combination:

- 1 She places a 3-card flush combination from her hand. It is much better than the one played by Ludo.
- 2 She takes the Professor Arcanist pawn in front of her.
- 3 At the end of her turn, she wins one magic item per teacher pawn in front of her:
 - 1 talisman of value 2
 - 1 star of value 1.

Reminder of the different combinations

Alchemist Straight ... **1** **2** **3** ...
Arcanist Flush ... **x** **x** **x** ...
Nécromancer Pair(s) ... **2** **2** **7** **7** ...
Fortune teller Three of a kind ... **3** **3** **3** **5** **5** ...
Élémentalist Gathering ... **4** **4** **4** **4** **4** ...



End of round

A round stops immediately if 1 of these 2 conditions is met:

3 stacks of magic items are empty



The player with the **highest cumulative value** of her magic items (and scrolls) **wins the round**.

In the event of a tie, the player closest to the player who triggered the end of the round wins, in order of turn.



Or

1 player has won all 5 magic items from the different teachers.



She **immediately wins** the round regardless of the cumulative value of the magic items.

Notes:

- The teacher token can replace a magic item (if the stack of corresponding magic items is empty) to fulfill the condition of 5 different magic items.
- A scroll does not replace a magic item.

Award

Winner of the round



The winner of the round **returns** her coven coat of arms on the **gold side**. If her coat of arms is **already on the gold side, she wins the game**. If no one has won the game, a new round is played. The scrolls are put together and are given to the 2nd and 3rd players (see opposite).

2nd



Among the other players, the player with the highest cumulative value of magic items wins **2 scrolls** for the next round.

In the event of a tie, the player closest to the player who triggered the end of the round, in order of turn, receives the scroll(s).

3rd



The next player with the highest cumulative value of magic items receives **1 scroll** for the next round.

In a 2 players game, no scrolls are distributed.

Coats of arms



Keep up to **3 cards from your hand** from one round to the next, discard the rest. **Starting hand limited to 8 cards** at the beginning of the round.

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Keep up to **2 cards from your hand** from one round to the other, discard the others. **Starting hand limited to 7 cards** at the beginning of the round.



New round

The **magic items** and the **teacher's pieces** are put **back on the game board**.

The new first player is the player who follows (in the direction of the turn) the one who triggered the end of the round. The new first player deals the cards to complete each player's hand up to the limit indicated by his coat of arms (7 or 8 cards).

Endgame

A player who has already won one round (i.e. a player with a GOLD coat of arms), who **wins a second round, wins the game**.



→ **Victory!**

Expert Variant

The 3 changes from the basic rule:

1. There is a hierarchy of combinations.
2. The played apprentice cards can never be taken back into hand.
3. The played apprentice cards can be assigned all or in part to another combination (new or already present) but only if the target combination is higher in the combination hierarchy. The remaining unassigned cards are discarded immediately.

Alchemist
Straight



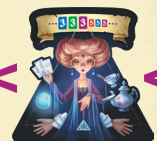
Arcanist
Flush



Necromancer
Pair(s)



Fortune teller
Three of a kind



Elementalist
Gathering



Example Anne's turn.

Anne wishes to play a three of a kind of 9 by combining cards from her hand with those from a combination already played.

- 1 She **discards the 11/8 card** as she cannot assign it to the new combination..
- 2 She **places the Professor Necromancer pawn back** on the central board.
- 3 She plays a 9 value Three of a kind combination using two cards from her hand and the 9/11 card from the pair combination already placed on the board. **The Three of a kind combination is hierarchically superior to the Pair combination.**
- 4 Then, she retrieves the Professor Fortune teller assigned to the Three of a kind played by Dimitri.
- 5 At the end of her turn, she wins the associated magic item from the top of the pile (the 2-value talisman).



Assemble the gameboard in order of increasing gold dots.



Important ! During her turn, Anne must not use the cards 9/11 and 11/8 to form a straight 8-9-10-11 because the straight combination is lower than the pair in the hierarchy of combinations.

The combinations



Straight (*The Alchemist*)

At least 2 cards that follow each other, regardless of color.

The best «Straight» is the one with the most cards.
If there is a tie, the Straight with the highest value card is winning.



Flush (*The Arcanist*)

At least 2 cards of the same color, regardless of value.

The best «Flush» is the one with the most cards.
If there is a tie, the flush with the highest card value is winning (if the highest card value is the same, the next highest card is considered, and so on).



Pair(s) (*The Necromancer*)

One or more combinations of 2 cards of the same value but different colors.

The best «Pair» combination is the one with the most Pair(s) (of different values).
If there is a tie, the Pair with the highest card is winning (if the highest card is the same, the next highest card is considered, and so on).



Three of a kind (*The Fortune teller*)

One or more combinations of 3 cards of the same value but different colors.

The best combination of «Three of a kind» is the one with the most Three of a kind(s) (of different values).
If there is a tie, the Three of a kind with the highest value card is winning (if the highest value card is the same, the next highest value card is considered, and so on).



Gathering (*The Elementalist*)

At least 4 cards of the same value, regardless of the colors.

The best «Gathering» is the one with the most cards.
If there is a tie, the Gathering with the highest value card is winning.

