

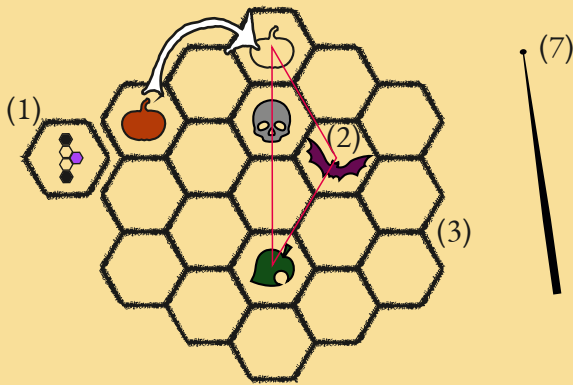
# MELDORAI!

2–6 players  
15 minutes gameplay  
Age 8+

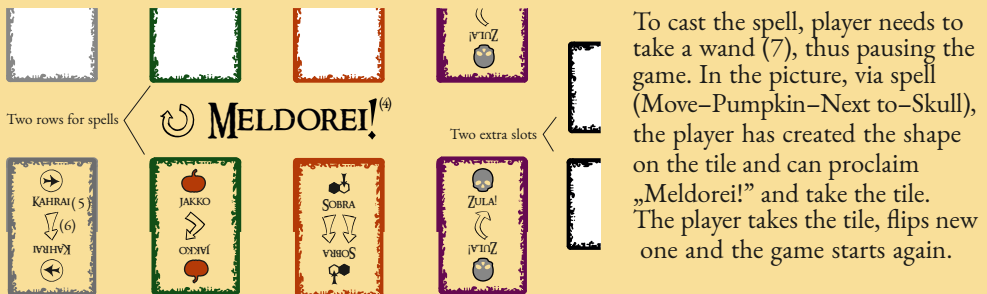
In Meldorai!, you are a powerful wizard trying to complete the Meldorai ritual, which brings the caster enormous power. However, your competition is trying to do the same at the same time! Will you be faster than the others or will you stay a second-tier sorcerer?

## HOW TO PLAY MELDORAI!

You win by having the most ritual tiles (1) at the end of the game. You gain the ritual tile by aligning the tokens (2) on the board (3) to the shape shown on the tile – black colour means any token can be there, colours mean corresponding token has to be there, and an empty place can be filled or empty, it does not affect the ritual at all.



Players achieve this via simultaneously flipping cards from their own deck until they find one they wish to play and put it on correspondingly coloured slot on their player-board (4). All of the players play at the same time – there are no turns or rounds. Once all the slots in one of the rows of player’s board are filled, the player can cast the spell by proclaiming the magic incantations (5) and performing the gestures according to the arrows (6) as shown on the cards. Then the player can move or add a token according to the spell. Players put their used cards on a discard pile. Once their deck runs out, they shuffle the discard pile and continue.



## CARD SYMBOLS

### GREY



Move a token



Add a token (if there are no tokens of the desired colour left, the spell does not do anything)

### GREEN



Bat



Skull



Pumpkin



Herb

### ORANGE



Anywhere right next to



Anywhere one place away from (does not matter if straight, as in the icon, or here)



Instead of.  
Switch the two tokens.



Anywhere. After this, no purple card is needed in the purple slot, the spell is reads 'anywhere' whether there is a purple card or not.

### PURPLE



Bat



Skull



Pumpkin



Herb



Any token



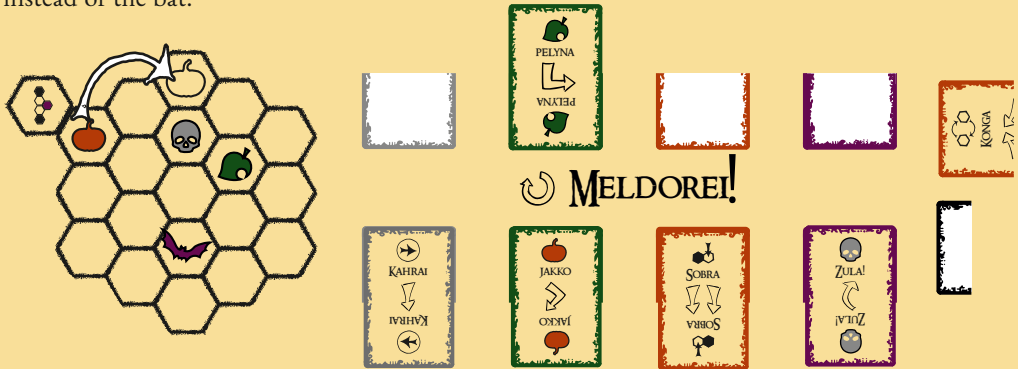
Scratch. Put this into purple slot at any time and exclaim Kalopi! to put all cards from the row to discard pile.

## IMPORTANT RULES

- You can fill the slots in both rows in any order; you can wait to cast a spell any time.
- Put the ritual tile adjacent to the board as seen in the first image of this rulebook. Everyone creates their shape exactly from the angle they see it. Once you flip your tile, you can't rotate it. Only your tiles count; if you create someone else's shape, they can claim it.
- The only way to get rid of the cards on the playermat is to cast the spell or use Scratch card.
- Once someone takes the wand, the game pauses; it resumes when the token is moved/added and the wand is put down. You don't need to put it down when casting two spells in a row.
- To claim your ritual tile, do a circle with a wand and exclaim Meldorei! The game pauses until you flip a new tile and put down the wand.
- Cards from your deck that could be handy in the future can be put to the black slots on your player-board. From there, you can put them to any slot at any time.
- You can move a token next to itself: you just move it to adjacent spot.
- The gestures with two arrows are meant to be done with both hands.
- Set-up the game with one token of each colour in the middle (only time more tokens can share a spot). Each player has their own deck, ritual tile and playermat. Put the extra tokens someplace next to the board.
- Let everyone try to cast one spell in the beginning to try it out.

## EXAMPLE OF PLAY:

1. You want to create the shape in the ritual tile. There are multiple ways to do so. Since you have 'Herb' in the slot of the top spell already and 'Instead of' in the black extra slot, you decide to move the pumpkin to the topmost field of the board and then move the herb instead of the bat.



2. First, you quickly flip the cards in your deck to find following cards: grey Move; green Pumpkin; orange Right next to; and purple Skull. Once you've find the right card, you put it in the corresponding slot and continue munching the deck to find the other cards.

3. Once you have the full spell in place, you proclaim 'Kahrai jakko sobra zula!' while doing the corresponding gestures. Then you move the pumpkin to the desired place on the board and move the cards from the bottom row to your discard pile. This what do you want to do now:



4. Now, you need to flip through your deck again, to look for grey 'Move' card and purple 'Bat' card – the green 'Herb' is already in place and the orange 'Instead of' you can move to place from the black slot. Once you fill in all of the slots, you chant 'Kahrai pelyna kongka lieta!', do the gestures and switch the tokens.

Now, the pumpkin on the top, the bat in the new position and the herb form the same shape as is displayed on the ritual tile.

5. Proclaim 'Meldorei!', make circle gesture with your hand, and slap the table. The game stops. Check, if the shape really is the same as on the tile. Take the tile and flip a new one face up in front of you. Resume the game.