

Weavers

The Magical Fighting Game of Perfect Timing
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Introduction

The Pyromancer begins the incantation for a fireball, and you only barely recognize it in time to begin the hand motions for a shield of light. The flames overwhelm your hasty barrier and you suffer a nasty burn. How can you hope to win against such viciousness? You begin to conjure a magic missile, but are forced to break it off in order to stop another torrent of fire.

Suddenly, something in your mind clicks. As your left hand completes the final gesture to shield yourself, your right grasps in your bag for your flask of dragon bile. With a single word you complete three different spell formulae and with a thought you unleash a barrage of magic on the man that murdered your teacher and friend. He tries to block, but the spells are too numerous to counter. Your sworn enemy falls, helpless before your onslaught.

Your vengeance achieved, you rest your weary body and mind. You won this fight, but for a Weaver the next battle is never far away.

As a Weaver of Spells, you have spent years honing your mind into an efficient instrument of destruction. Weavers fight for many reasons - glory, power, wealth, revenge. In the war-torn continent of Thaureria, the only certainty is that there is always another battle to fight - and that the only foe strong enough to challenge a Weaver is another Weaver.

In the heat of battle, there is no time to finish one spell before starting the next - to defeat your enemies, you must weave together diverse spells as efficiently as possible, using magic from each new spell to fuel your other spells. You win by overwhelming your opponent's defenses or by wearing them down in a battle of attrition. Raw power alone is not enough - you will need cleverness and precise timing to get the most out of your magic.

Overview

Weavers is a competitive two-player card game in which each player tries to be the first to eliminate the other player. A player is eliminated if their hand is empty at the end of a round.

Gameplay consists of each player choosing a single spell card to play each round. Every spell produces some spell components when played and has two effects: a small effect that occurs immediately and a larger effect that occurs when the spell is completed. These effects may:

- damage your opponent (causing them to discard cards)
- defend against damage from your opponent
- inflict debilitating status conditions on your opponent
- remove status conditions from yourself

Completing a spell may take several rounds and requires producing specific spell components in the correct order. Skilled players will time their spells so that each component may be used for multiple spells at the same time. The game ends as soon as one player's hand is empty when the round ends.

Game Contents

Status Tokens x40

Used to track status effects. 5 different types:



Sick Tokens x8



Weak Tokens x8



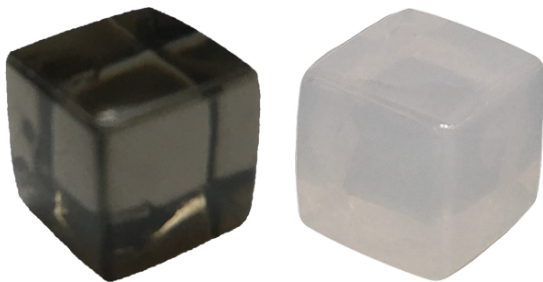
Dazed Tokens x8



Sealed Tokens x8



Cursed Tokens x8



Progress Cubes x40

Placed on Spell Cards to indicate how much progress has been made toward completing the spell. Alternate between colors to keep track of which spells still need to be woven in the current round.



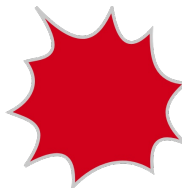
Spell Cards x180

Spells that players may cast each turn. Divided into 10 sets of 18 cards each.

Note: Effect Tokens and Progress Cubes are not limited. In the unlikely event that the supply of any of these runs out, use an appropriate substitute as necessary.



Shield Tokens x15



Damage Tokens x15



Healing Tokens x6

Choosing a Class and Spellbook

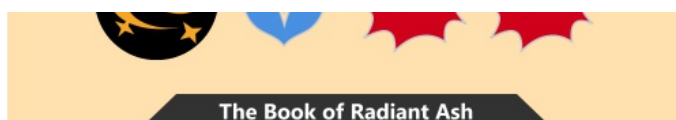
The 180 Spell Cards included in this game are divided into 10 sets. The set to which a Spell Card belongs is printed along the bottom edge of the card.

Five sets are "Class" sets, and five sets are "Spellbook" sets. Class cards on average tend to be easier to complete but less powerful than Spellbook cards.

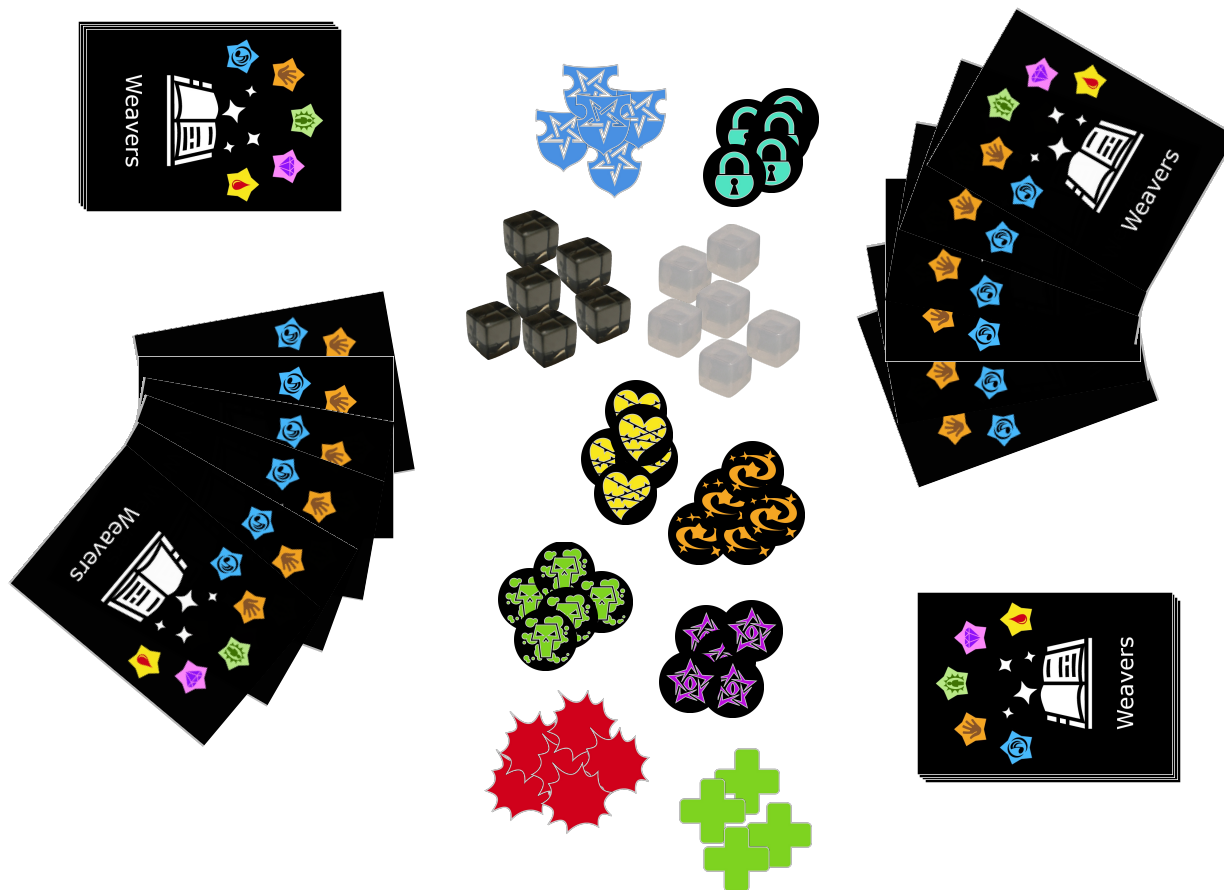
Before starting a game of Weavers, **choose 1 Class and 1 Spellbook**. Add **all** 18 cards from each chosen set to your deck, for a total of 36 cards in your deck.



The names of class cards are printed against a brown background.



The names of spellbook cards are printed against a gray background.



Setup

Place all Effect Tokens and Progress Cubes within reach of both players to form the supply.

Shuffle your deck, place it facedown, and draw 6 cards from the top. The cards in your hand are hidden information and are never shown to your opponent.

You may now begin the first round. **Do not choose a first player; play is simultaneous.**

Gameplay

Weavers is divided into rounds. In each round, both players execute the following phases in order, with **each phase resolved simultaneously by both players**:

1. Draw Phase

- a. Bury Cards
- b. Draw Cards

2. Casting Phase

- a. Play a card
- b. Resolve Instant Effect

3. Spellweaving Phase

- a. Weave spells from previous rounds
- b. Resolve Delayed Effects
- c. Discard unwoven spells and Wild magic

4. Effects Phase

- a. Resolve damage
- b. Resolve healing

5. End Phase

- a. Discard half remaining shields (Shield decay)
- b. Check victory conditions

These phases will be handled in detail below.

1. Draw Phase

Your maximum hand size is 6 cards, although Status Tokens can modify this value.

First, you may **bury** any number of Spell cards of your choice from your hand by placing them face-down on the bottom of your deck in any order.

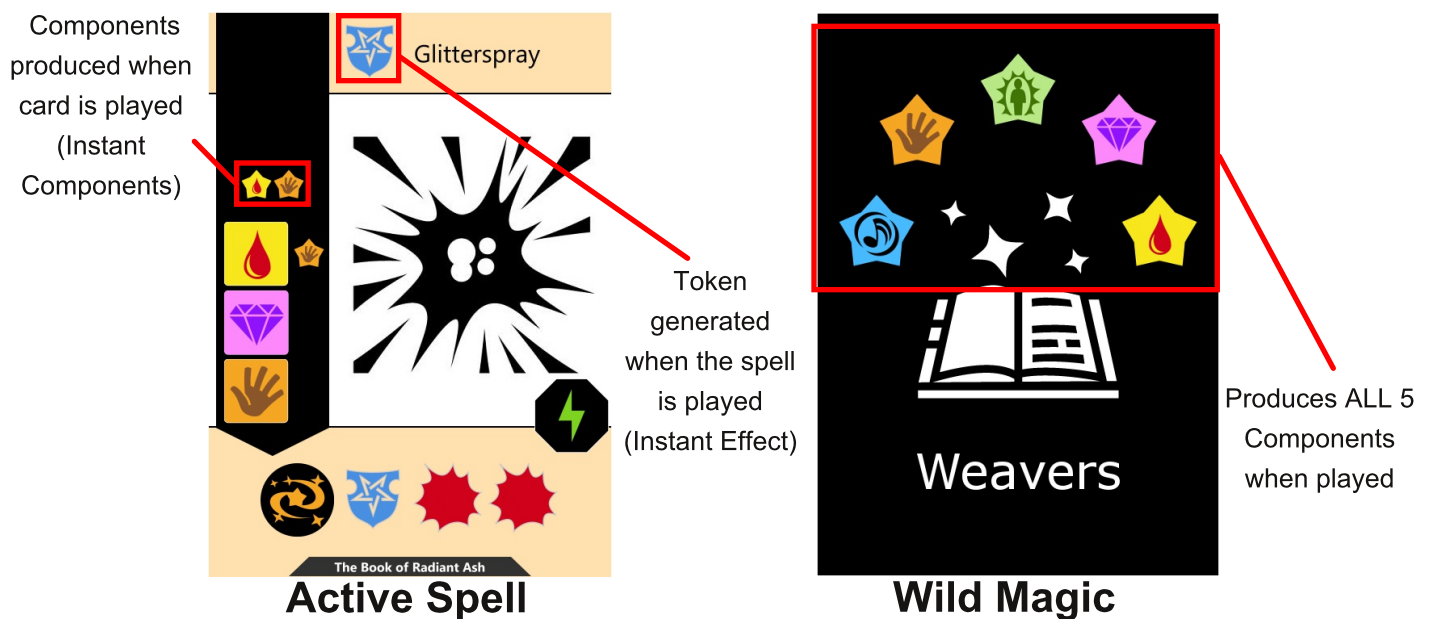
Once you have finished burying spell cards, you must draw. If you have fewer cards in hand than your maximum hand size, draw spell cards from the top of your deck until you reach your maximum hand size. If you run out of cards in your deck, do not draw any more cards.

2. Casting Phase

Choose any spell card in your hand. When your opponent has chosen their card, you both play your cards simultaneously. You may play your card face-up or face-down.

If you play your card face-up, it becomes an **active spell**. You immediately **resolve its Instant Effect by generating the pictured Token** and also **produce its Instant Components** for use during Phase 3 of the current round.

If you play your card face-down, it is considered to be **Wild Magic** and its effects will not be resolved. However, **it produces each of the five Components**, which will help you to complete your active spells from previous rounds.

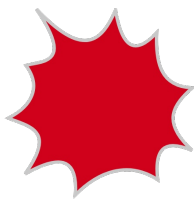


Assigning Tokens from Instant and Delayed Effects

Whenever you play or complete a spell, you generate one or more Effect Tokens, which may be Status Tokens, Shield Tokens, Damage Tokens, or Healing Tokens. When you generate a Damage or Status token, give it to your opponent. When you generate a Healing or Shield token, keep it for yourself.



Give To Your Opponent



Keep for Yourself



3. Spellweaving Phase

Each spell has a Formula along its left side listing the Steps of the spell - the Components you must produce to complete the spell and the order in which they must be produced.

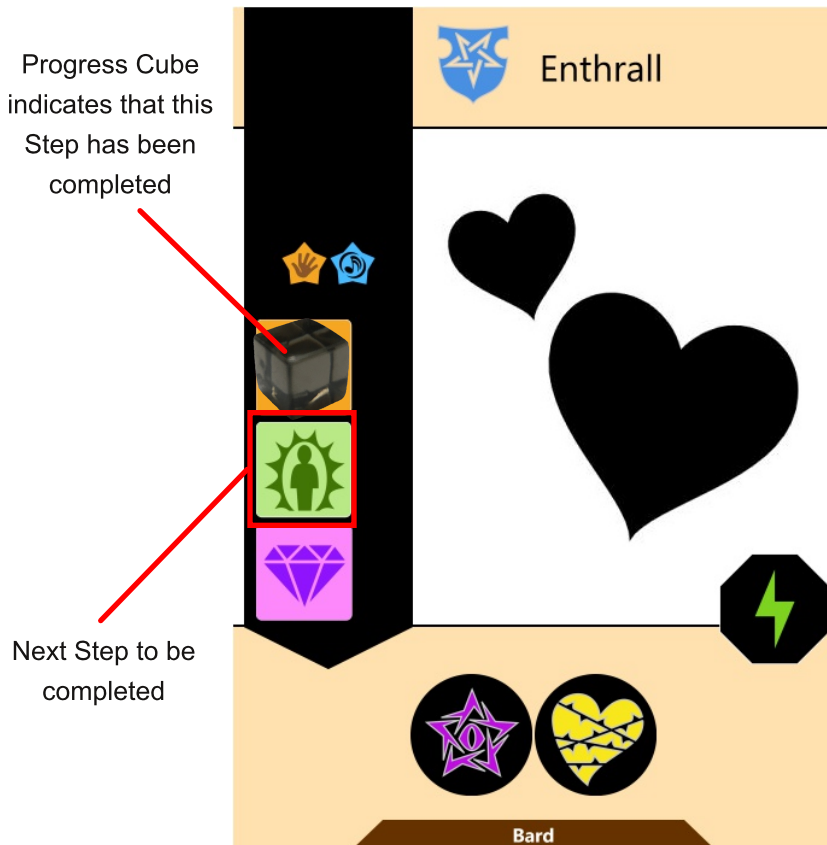
For each active spell that you played **on a previous round**, determine the next Step. This will be the uppermost Step in the Formula Bar that is not covered by a Progress Cube.

If you produced the Component matching the next Step this round, you must **weave** the spell by covering that Step with a Progress Cube to indicate that the Step is complete. There are two colors of Progress Cubes; use only one color each round and then switch colors for the next round to avoid forgetting which spells you have already woven.

You may weave your active spells in any order, subject to the following rules:

1. **You cannot weave the same spell more than once per round.**
2. **You cannot weave a spell that you played this round.**
3. **If you cannot weave a spell from a previous round, you must immediately discard it.**

Note that **Components are NOT consumed when weaving a spell** - you can use the same Component to weave multiple active spells. Components last only the current round.



Spell Components

Each Component represents a different method of calling upon magical powers:

Word



Incantations, commands, and words of power from an arcane language

Gesture

Hand signs, full body motion, stances, and physical strikes



Focus



Thoughts, concentration, mental clarity, and the channeling of ambient power

Item

Ingredients both natural and unnatural, powders, crystals, and ancient artifacts



Blood



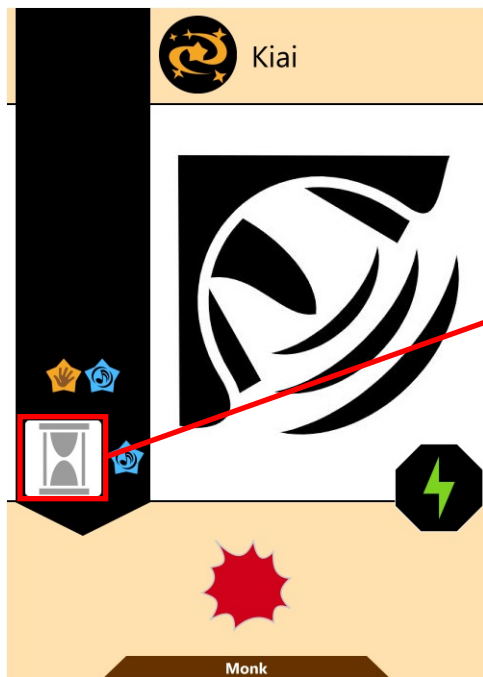
Methods requiring a personal sacrifice of body, mind, and/or soul from the caster

Residual Components

Sometimes a Step will have a small Component symbol to its right. This is its **residual** - a Component produced as a byproduct of completing that Step.

Whenever you complete a Step, you immediately **produce the Component indicated on its residual** (if it has one). You may use this Component to weave other active spells in the same round.

On the round that you complete this Blood Step, you will gain the residual Gesture Component which you can use to complete Gesture Steps that same round.



Time Steps

A Step with the Time symbol is a special type of Step that **does not require any Components to complete**.

Time Steps still require 1 round to complete and are bound by the normal rules of completing a Step.



Completing Spells

When you complete the final Step of an active spell, that spell is considered to be **complete**. **Resolve its Delayed Effects by generating the pictured tokens.**

After resolving the Delayed Effects of a spell, remove all Progress Cubes from that spell. **If it is a Temporary spell, discard it; if it is a Repeatable spell, it remains in play** and may be woven again (see next page).

This spell is completed on the round that the Gesture Step is completed

Tokens generated when spell is completed (Delayed Effects)





After removing the progress cubes from a repeatable spell, ***you may continue weaving it next round as though you had played it this round***. However, you do NOT produce the Instant Components again and you do NOT resolve the Instant Effect again. There is no limit to the number of times you can complete (and subsequently remove the Progress Cubes from) a Repeatable spell.

Ending the Spellweaving Phase

Once you have finished weaving your spells, discard any spells that you did not weave. Also discard Wild Magic if you played it.

4. Effects Phase

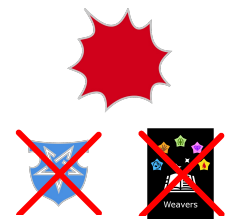
Now you and your opponent resolve the effects of any Damage and Healing tokens that you received.

Effects are resolved simultaneously by both players in the following two **Effect Stages**:

1) Inflict Damage

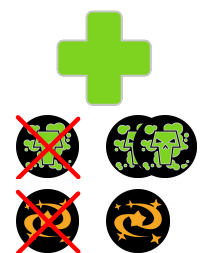
For each Damage Token you received, ***you must discard one Shield Token (blocking that Damage)***.

Once you have no Shield Tokens remaining, ***discard a card of your choice from your hand*** for each Damage that was not blocked.



2) Heal Status Effects

For each DIFFERENT type of Status Condition you have, ***discard 1 Status Counter of that type*** per Healing Token that you have, returning it to the supply.



Discard all Damage Tokens and Healing Tokens after completing this stage. Damage and Healing do not carry over to the next round.

5. End Phase

Count your shield tokens. **Discard half your Shield Tokens, rounded down** (i.e. rounded in your favor). For example, if you have 5 Shield Tokens, discard 2. The remaining Shield Tokens will carry over into the next round. This is called **Shield decay**.

Finally, **determine whether the game has ended**. If it has not, return to Phase 1 and start a new round.

Ending the Game

The game ends if, at the end of a round, at least one player has no cards in their hand.

If only one player has no cards in their hand, then that player immediately loses and his or her opponent wins.

If neither player has any cards in their hand, then both players tie and no player wins.

Note: The victory condition is only checked at the end of each round. If you have no cards in your hand at any other point during the round, it does not cause your loss.

Most Common Rules Mistakes

1. Heal removes 1 of EACH type of Status Token, NOT 1 Token total (unless it is a Cursed Token).

2. Spell Components only last the round they are created. Spells from previous rounds do NOT continue to produce their Instant Components (but they may produce Residual Components).

3. Healing does not happen until AFTER damage is resolved. If you have any Status Tokens that trigger an effect when you are damaged, that effect will still happen even if they are Healed that round.

Strategy Tips

1. If you are having trouble weaving all of your spells, don't forget that you can play a spell card face-down as Wild Magic to produce every Component.

2. Try to synchronize your damage so it all occurs on the same round to overcome your opponent's shields.

3. Don't be afraid to allow spells to fail. Gaining Shields on a turn when your opponent is not attacking, dealing Damage when your opponent has a lot of Shields, or Healing when you have no Status Tokens is a waste.

Status Token Effects

Status Tokens inflict a negative effect on a player for as long as they have that token. You may have multiple copies of the same status, but the only additional effect is that it will take more Healing Tokens to remove them (they do not otherwise stack). Below are the rules for each Status Token as they apply to the player with that token:



Sick

When you receive 1 or more unblocked damage, you must discard the top card of your deck. This may happen at most once per round and is in addition to the cards discarded from your hand due to unblocked damage.



Weak

Your maximum hand size is 5 (instead of 6). When drawing cards, you only draw up to 5 cards.



Dazed

When you discard half your shields at the end of the round, round up instead of down. For example, if you have 5 shields, discard 3 instead of the normal 2.



Sealed

You cannot play Wild Magic. When playing a spell, you must always play it face-up.



Cursed

You cannot heal other Status Tokens. When resolving Healing Tokens, you must remove one Curse Token per Healing Token until you no longer have any Curse Tokens. Only then may you heal your other Status Tokens.

Glossary

Bury

When you "bury a card", place a card from your hand facedown on the bottom of your deck.

Instant Components

Components that are produced on the round a spell card is played. Printed at the top of the spell's Formula.

Complete

A Step is complete when it has been covered by a Casting Cube. A spell is complete when the last Step in its Formula is complete. If a spell has no Steps, it is completed as soon as it is played.

Discard

Place all your discarded cards in a pile off to the side of the play area and return any Progress Cubes that were on them to the supply. Discarded cards will never re-enter play and have no further effect on the game. When you discard Tokens, return those tokens to the supply.

Shield Decay

At the end of each round, you must discard half of your shields, rounded down.

Step

Each Formula Bar comprises 0-5 Steps which must be completed in order over the same number of rounds (one Step per round) to resolve the Delayed Effect of the spell. The Next Step to complete is always the uppermost Step not covered by a Casting Cube.

Residual Components

Components associated with a specific Step of a spell that are produced when that Step is completed. Printed to the right of the associated Step.

Time Step

A special Step that does not require a Component to complete (but is otherwise like any other Step).

Unblocked Damage

Any damage inflicted on a player that has no Shield Tokens is considered to be Unblocked, and forces that player to discard cards from their hand.

Weave

To weave a spell, you must produce the Component that matches its Next Step. If you do, mark that Step as completed by covering it with a Casting Cube.

Wild Magic

When you choose to play a spell face-down instead of face-up, it produces all 5 types of Component (but any effects that were printed on the card cannot be resolved). Cards played as Wild Magic are discarded during the Cleanup Phase.

Anatomy of a Spell Card

3. Instant Components

Components that are produced when the spell is played

2. Instant Effect

Effect that occurs when spell is played

1. Name of Spell

4. Steps

Components that are required to complete the spell, displayed in the order in which they must be produced

5. Residual Component

Component that is produced when the associated Step is completed

6. Delayed Effects

Effects that occur when the spell is completed


7. Set

Set of 18 cards to which this spell belongs (class or spellbook)




8. Duration

Indicates whether the spell may be completed once or multiple times



Square-shaped icons are Steps that represent magical costs. Each Step may only be completed by producing the matching Component on the correct round.



Star-shaped icons are Components that may be used to complete matching Steps in other spells. Their placement indicates the round that they are produced.

Round Overview

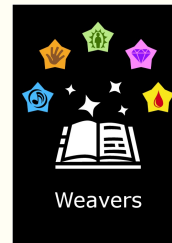
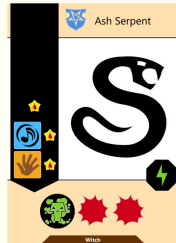
Each phase is completed by both players simultaneously.

1. Draw Phase (Replace Cards)

Bury any number of cards from your hand, then draw up to your maximum hand size (6).

2. Casting Phase (Play Card)

Choose a card from your hand and play it face-up (Active Spell) or face-down (Wild Magic). If you play it face-up, generate its Instant Effect Token.

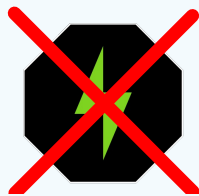


3. Spellweaving Phase (Weave Spells)

Complete the Next Step of any previously played spell for which you produced the matching Component. Discard any spell for which you did NOT produce the matching Component.

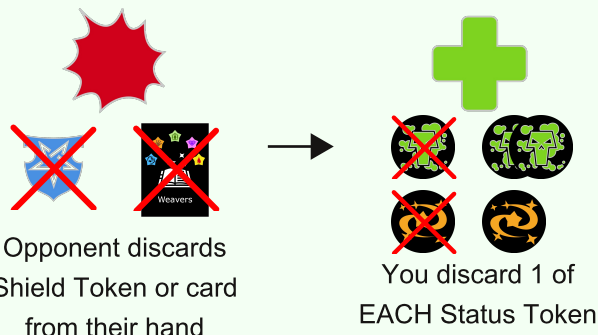


If you completed a spell, generate all Delayed Effect Tokens and remove all progress cubes. Discard it if it is a Temporary spell, or leave it out if it is Repeatable. Discard Wild Magic.



4. Effects Phase (Resolve Tokens)

Resolve all Damage Tokens first, then resolve all Healing Tokens.



5. End Phase (Shield Decay)

Discard half your Shield Tokens (rounded down). If your opponent has no cards in their hand, the game ends and you win.

