Mistywell

A cooperative game for 1-3 players
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Game Rules

Overview

Mistywell is a game for 1-3 players where you play as characters living on the outskirts of the titular city. Each of the 3 player characters is striving to make themselves known and preserve their culture in the face of the oppressive Temple of the Golden Covenant and its brutal Enforcers.

Over the course of the game, you'll each complete Requests for the various residents of Mistywell, allowing you to gain influence and foster unity across the districts of the city. Meanwhile, the Enforcers of the Temple will be prowling the streets attempting to sew disunity and instill fear in the people. If you successfully place 6 Unity tokens in the city's districts, you win! But if the Temple places 6 Fear tokens, you lose!

Components and Setup

Components

Each player's starting components are:
- A player board
- 10 cubes of their color (purple for Witch, orange for Tinker, green for Forester)
- 11 Action cards

The game also includes:
- the Map of Mistywell
- the Resource board (containing the Fate Track and Cube Reserve)
- the Temple Influence board
- 84 Request cards
- 6 Covenant cards
- 21 Fate cards
- 30 brown Reserve cubes
- 10 red Bane cubes
- 10 double-sided Fear/Unity tokens
- 1 Enforcer pawn
- 1 Fate tracker pawn
- 1 double-sided Day/Night tracker token

Game Setup

1. Give all players their cards and components. Shuffle the Fate and Request decks and place them on their respective spaces on the Resource board.
2. Shuffle the Covenant deck and draw the top card. Place the Enforcer on the district listed on that card. Then reshuffle the Covenant deck and place them on the Resource board.
3. Place the Fate tracker pawn at the start of the Fate Track. Place the brown Reserve cubes in the Cube Reserve.
4. Players perform the initial draft to set up the starting board. (see below)
5. Flip the top 3 cards of the Request deck and place them face-up on the Job Board. Put the red Bane cubes in their space near the Job Board.
6. Each player adds their starting Supply Pool cubes from the Cube Reserve:
   a. Witch: 1
   b. Tinker: 3
   c. Forester: 2
7. Players perform the initial draft, then play starts with the Witch, then proceeds to the Tinker and Forester.

The Initial Draft

Neither the players nor the Temple start the game from square one. To set the stage for the conflict, the players perform a 2-round draft from the Request deck.

For each round:
1. 6 cards are drawn from the top of the Request Deck and laid face-up for all players to see.
2. Starting with the Witch, then the Tinker, then the Forester, each player drafts one card. That card is discarded and the player who drafted it puts a cube on that group on the Map as if they'd completed the Request.
3. After all 3 players have drafted, the Temple takes the remaining 3 cards. A cube is placed in each card's group on the Temple Influence board, and the 3 cards go into the Temple Influence discard.

After 2 rounds of drafting, the initial state of the Map is set and the remaining setup is completed.

How to Play

The game plays out over multiple rounds where the players use their Action cards to complete Requests from townsfolk and push back against the corruption and overreach of The Temple of the Golden Covenant.

Basics

The main loop of the game is:
Use your Project Actions to complete Requests and place cubes on the Map
THEN
Use your Unity Actions to remove cubes from the Map and place Unity tokens on the city's districts.

If the players place 6 Unity tokens on the Map, the culture of the town turns against the Temple and the players win. However, if the Temple places 6 Fear tokens on the Map first, the players immediately lose.

The Clock

The Clock token has two sides: **day** and **night**. Some cards have text or symbols that correspond to a specific time of day: **orange text for day** and **blue text for night**. If the time of day doesn't match the color of text or symbols on a card, those things are ignored and treated as if they weren't on the card.

The Clock token only flips between day and night when a card says "Flip the Clock.

Playing Turns

During each turn, you do 2 things: **tick down Actions** and **play a card**.

At the start of each turn, the active player *ticks down their Actions* by removing a cube from each Action on their player board, then they resolve any card that they removed the last cube from. (That player chooses the order if multiple cards resolve.) After a card resolves, it goes to the proper discard pile.

To resolve a Project Action, you check to see if you **complete the Request**.
- If you don't succeed, **the Project fails**.
- If you do succeed, you **get paid**, **gain influence**, and **resolve effects**.

You complete the Request if you meet 2 conditions:
First, your Project Action card has to match one of its **output symbols** to one of the **need symbols** on the Request.
- If you complete a Request, but it's not the right time of day for your Project Action to use any of the required outputs, *the Project fails*.

Then, either the Enforcer must not be present in the Request's district, OR you must have a Unity token in the Request's district (which nullifies the Enforcer's effect).

When a Project fails, the Request and Project Action card are discarded, and you gain 1 Supply for your trouble. ("Gain 1 Supply" is shorthand for "Add 1 Cube Reserve cube to your Supply Pool.)

When you **get paid**, you match the **output symbols** on the Project Action to one of the **need symbols** on the Request, and you collect the number of cubes (from the Cube Reserve to your Supply Pool) that the Request will pay for that symbol. You can only collect the payment for 1 need symbol per completed Request.

When you **gain influence**, you put a cube from your Effort Pool on your square for that Request's group on the Map. (If you have an Effort Pool cube, you *must* place one on the Map.)

When you **resolve effects**, you first resolve any effects written on the Request, then you resolve any effects written on the Project Action. Both cards are discarded as you resolve them.

When you resolve a non-Project Action, you simply do the effect on the card, then discard it.
- Be mindful of additional costs on cards! If the effect of a card has an optional cost like "If you discard 1", the card might not do anything if you don't pay the additional cost as it resolves.

Then you have to *play an Action card* from your hand. To play a card, you have to **pay the Cost (crate symbol)** and **set the Timer (hourglass symbol)**.

- To *pay the Cost* on a card, you remove that many cubes from your Supply Pool. Those cubes return to their pool of origin. (Colored cubes go to their player's Effort Pool, brown cubes go to the Cube Reserve).
- If the Timer value of a card is more than 0, you have to place the card on your player board with that many cubes from your Effort Pool. The Timer value is how many turns the Action will take to complete. You can only have up to 3 Actions in progress (on your player board with Timer cubes on them) at a time. You can't play a card if you don't have enough Effort Pool cubes to set the timer!
- Actions with a Timer value of 0 resolve as soon as they're played, so you can play them even if you have 3 Actions in progress.

For Project Actions, you also choose a Request card from your hand or from the Job Board to complete and place it on your player board on top of the Project Action card. Your Project Action must have at least one output symbol matching a need symbol on the Request.

- Whenever a Request is taken from the Job Board, all Requests slide to the right and a new Request is always added to the far left space.

If you have no cards in your hand you can or want to play on your turn other than Recuperate, you must Recuperate. When you Recuperate, you:

- Gain 1 Fate (move an Effort Pool cube to your Fate Pool)
- Flip the Clock (from day to night, or vice versa)
- Recover all (put all the cards in your discard pile back into your hand)
- Accept your Fate (see below)

Accepting Your Fate

To Accept your Fate, you advance the Fate Track by 1 for each Fate Pool cube you have, then return all non-Bane cubes in your Fate Pool to their pool of origin. Bane cubes have to be placed on one of your empty squares on the Map

When you advance the Fate Track, you draw a Fate card when you pass the Fate symbol (the crystal ball), and you draw a Covenant card when you pass the Covenant symbol (the gold ring). If you have to draw a Covenant card and

there are none left in the deck, you reshuffle the Covenant discard and it becomes the new deck.

Bane Cubes

A Bane cube acts like a negative cube: if you would add a cube to one of your squares on the Map with a Bane cube already on it, you remove the Bane cube instead.

If you ever have to gain Fate, but you have no cubes in your Effort Pool, you add a Bane cube to your Fate Pool instead. When you Accept your Fate, you place any Bane cubes in your Fate Pool onto any of your empty squares on the Map.

- If you have to place a Bane cube and have no empty squares, you replace one of your non-Bane cubes with the Bane cube, then you put the cube you replaced into your Fate Pool.

If you would gain influence but you have no Effort Pool cubes, you have the option to add a cube from your Fate Pool instead, replacing it with a Bane cube. Otherwise you just don't place a cube.
Effects that have you move or remove Fate Pool cubes don't affect Bane cubes.

The Enforcer

While the Enforcer is present in a district, any Requests that would be completed for groups in that district fail instead. Additionally, players can't use the ability of a friendly district where the Enforcer is present.

- Players *can* still place cubes in the Enforcer's district via methods other than Request completion. Examples of this are abilities of requests completed in other districts that optionally allow you to place another cube in a related district, or Standard Action cards like the Forester's *Hush Hush*.

If the players have a Unity token in the district where the Enforcer is present, you ignore its effects.

Each Covenant card will have you move the Enforcer to a new district and have you place a Fear Token on an empty space in that district. If there is no empty space, flip any one Unity Token in that district to its Fear Token side.

Friendly Groups and Districts

Some cards refer to "friendly groups" or "friendly districts". Any group where a player has a non-Bane cube placed on a square of their color is a friendly group, and its district is a friendly district for that player. Any district that has a Unity token is a friendly district for *all players*.

Completing Each Round

Each round has 4 turns, in order: Witch, Tinker, Forester, and Temple.

During the Temple turn, you place the rightmost card on the Job Board in the Temple Influence discard, then you place a cube from the reserve on that group on the Temple Influence board. When a group has 3 cubes on the Temple Influence board, those 3 cubes are returned to the reserve, then that group gains a Fear token on the Map.

If the players place 6 Unity tokens on the Map, the culture of the town turns against the Temple and the players win. However, if the Temple places 6 Fear tokens on the Map first, the players immediately lose.

Mechanics

Doing Your Best

When resolving card effects, you are expected to **do your best**. This means that *you have to do as much of a card's mandatory effects as you can*.

There are two types of effects on cards: *optional* and *mandatory*.

For an optional effect, it will say "You can [do this effect]" or "Another player can [do this effect]". If you choose not to do the effect, you ignore it.

Some effects have an optional cost. These will say "You can [pay this cost]. If you do, [do this effect]".

- If you choose not to pay the cost, you ignore it. If you can't pay the cost for an optional effect, you can't use the effect. There is no *doing your best* for optional costs: you either do all of it or you don't.
- However, if you pay an optional cost, the effect is always mandatory.
- For an optional cost that has both an "If you do" and an "If you don't" effect, one of the effects is mandatory based on whether or not you paid the cost.

For a mandatory effect, you have to do as much of the effect as you can. For instance, if you complete a Request with the effect "Discard 1, then recover 1.", you must discard a card if you have one in your hand. (You can't discard Recuperate!) If you only have Recuperate left in your hand, you ignore the discard, but you're still able to recover 1.

- When resolving mandatory effects, you do each part in order as written. In the previous example, you discard, then you recover.

Discard and Recover

The words "discard" and "recover" are all about cards in your hand. If an effect says to "discard 1", it means to take 1 card from your hand and put it in the proper discard pile. "Recover" is the opposite of discard and makes you return cards to your hand, and you only recover cards from your own discard pile.

Unity/Fear tokens

When a card would place a Fear or Unity token in a district, it always goes in an empty space if there is one available. If

there is not one available, one of the opposite tokens is flipped instead.

- For instance, if the one space on Chalkboard Way has a Unity token on it and the Temple completes a third Academia Request, the Unity token is flipped over to the Fear side since there is not a second circle in that district to hold an additional Fear token.

If someone would place a Fear token, but there is neither a Unity token to flip nor an empty space to place the Fear token in that district, the Fate Track is advanced by 1 instead.

- This may cause a player to have to draw a Fate or Covenant card.
  - If it happens during a player's turn (from the use of Chalkboard Way's ability, for instance), the active player is the one who advanced the Fate track, so they draw the card.
  - If it happens during the Temple turn, the Forester advances the Fate Track and draws the card.

Cubes and Pools

Various effects in the game will have you add and remove additional cubes from each pool. When removing cubes from things, each cube has an origin determined by its color.

Each player has 3 cube pools on their board: a Supply Pool, a Fate Pool, and an Effort Pool. At the start of the game, each player has 10 cubes of their color in their Effort Pool, their "player cubes". *The origin of a player cube is the Effort Pool of the player that owns it.*

The Resource board has a Cube Reserve of brown cubes that players pull from for various effects. These cubes are used for the Temple Influence board, and the Reserve serves as the place that players gain Supply or Effort from.

- "Gain 1 Supply" means "Move 1 Cube Reserve cube to your Supply Pool." When you pay the Cost for an Action card, lose Supply from a card effect, or otherwise remove a brown cube from anywhere, it goes back to the Reserve.
- "Gain 1 Effort" means "Move 1 Cube Reserve cube to your Effort Pool." This can then move into your Fate Pool, onto the Map, or onto an Action card

There is also a separate pool of red Bane cubes. Bane cubes are normally gained when you need a cube that you don't have.

Effects that have you move or remove Fate Pool cubes don't affect Bane cubes. When you Accept your Fate, you have to place each Bane cube in your Fate Pool on one of your open spaces on the Map. If you'd put a cube on a group that has a Bane cube, you remove the Bane cube instead. Then, and only then, you return the Bane cube to the pool.

Effort Pool, Fate Pool, and Supply Pool

Any non-Bane cube can end up in your Effort Pool. When you complete a Request and put a cube on the Map, or when you put Timer cubes on an Action card, you use cubes from your Effort Pool. All Fate is gained from your Effort Pool.

Since all Fate Pool cubes are moved there from your Effort Pool, any color cube can end up in your Fate Pool. Bane Cubes always go straight to your Fate Pool. When you lose Fate or "Accept your Fate", you move the non-Bane cubes in your Fate Pool back to their origin.

Any non-Bane cube can end up in your Supply Pool. When you gain Supply, you add cubes from the Cube Reserve to your Supply Pool. When you pay a cost for an Action card or when a card effect has you lose Supply, you remove that many cubes from your Supply Pool and return them to their pool of origin.

Any effects that refer to moving cubes between pools always refer implicitly to the player using the card unless specified otherwise.

Player Action cards

Each player has their own set of 11 Action cards, and each player has to play a card on every turn. After an Action card resolves, it is discarded (excluding Recuperate).

There are 4 different types of Action cards: Project Actions, Standard Actions, Rest Actions, and Unity Actions. Only Project Actions and Rest Actions are mechanically distinct from the others.

The only Rest Action is Recuperate, which can't be discarded and which each player has an identical copy of. Since it can't be discarded, it's always in your hand, so it's functionally just a nice-looking reminder card, but one that doesn't make it so the player has one action they can take that doesn't involve playing a card.

To play a card with a non-zero Timer value, the player pays the card's Cost from their Supply Pool, then sets the Action card on their player board, then they place a number of cubes on it from their Effort Pool equal to the Timer value on the card.

- For a Project Action, the player also chooses a Request from the Job Board and places the associated Request on top of the Action card.

To play a card with a Timer value of zero, the player simply pays the card's Cost and then resolves the card's effect.

When the last Timer counter is removed from an Action card, its effects are resolved.

Player Action cards will only ever be in the player's hand, the player's player board, or the player's discard pile.

If a player can't afford to pay the cost for any card in their hand on their turn, or if they are out of slots on their player board and only have cards with timers left in their hand, they have to play their Recuperate card on their turn.

The Fate Pool & the Fate track

Many cards, including all 12 Project Action cards, require a player to gain or lose Fate.

To "gain 1 Fate", a player moves 1 cube from their Effort Pool to their Fate Pool. To "lose 1 Fate", a player removes 1 non-Bane cube from their Fate Pool and returns it to its pool of origin.

All players have the Recuperate card, which instructs them at the end to "Accept your Fate", which has that player advance the Fate track by 1 for each cube in their Fate Pool.

If the player lands on the Fate symbol (the crystal ball) or the Covenant symbol (the gold ring) while advancing the Fate track, they immediately draw a card from that deck and resolve it before continuing.

Fate cards & the Fate deck

Fate cards are drawn by multiple effects in the game. They all have effects that resolve immediately when drawn, then the card is discarded. The ratio of effects in the Fate deck is about half good, half bad.

Fate cards will only ever be in the Fate deck or the Fate discard pile: they can't go into players' hands.

Covenant cards/the Covenant deck

Covenant cards are only drawn when a player advances the Fate track to or past the Covenant space. All Covenant cards have powerful negative effects that will set the players back in their development of Unity across the Map.

Covenant cards will only ever be in the Covenant deck or the Covenant discard pile: they can't go into players' hands.

Request cards/the Request deck

If an effect refers to a "Request", it is referring to a face-up card on the Job Board or a player board.

There should be 3 face-up Request cards on the Job Board at all times. When one is discarded or placed on a Project Action card, all remaining Requests on the Job Board are slid to the right, then a replacement is drawn from the top of the Request deck and placed in the far left slot. New Requests always go in the far left slot on the Job Board, and Requests in the far right slot don't move when one of the other 2 are removed.

Request cards can be in six different places: the Request deck, the Job Board, the Request discard pile, the Temple Influence discard pile, player boards, and players' hands.
- Some effects will have a player draw a card from the Request deck and put it in their hand. This card can be discarded for another card's effect, or it can be played with a Project Action card.

Whenever a Request is associated with a Project Action, it is placed on top of the Project Action card on the player's board. When the Project is completed and the Request is resolved, it is discarded.

The Temple Influence board

At the end of each round, the Temple "completes" the oldest Request on the Job Board. This means the rightmost Request on the Job Board is placed into the Temple Influence discard pile, then a Reserve cube is placed on that Request's group on the Temple Influence board.

When a group on the Temple Influence board has 3 cubes, they are immediately removed (and returned to the Reserve) and a Fear token is placed on that group's district on the Map.

The Map

The Map of Mistywell, referred to as "the Map", is the main game board. The Map is divided into 6 **districts**, each of which contains 1 or 2 **groups** and contains squares to represent each player's ability to influence the people in that district. Each square belongs to the player whose symbol is written on it. The pink squares are wild: any player can put a cube on them and they belong to all players.
Each cube on the Map belongs to the player who owns its square. This means that all players own a Bane cube placed on a wild square, so any player can opt to remove the Bane cube by completing a request for that district.

Each district has a gold ring space for the Enforcer pawn, as well as 1 or 2 spaces for Fear/Unity tokens. Each district also has its own ability that can be used by players under various conditions.

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