

At first, there was one...

Mana gradually began to develop a will and split into two.

"There should only be one Mana in this world."

The Mana, now divided into two, mutated further and multiplied.

However, they were fragile—so delicate that they could not sustain themselves alone.

Sometimes they would go out of control, sometimes devouring other Mana.

Overview

This is a two-player game where the goal is to manipulate mutated and proliferated Mana while blocking the opponent's Mana geysers.

Unlike chess or shogi, a board (grid) is not needed. The game can be played using two sets of eight Mana each.

You can create the Mana world, which exists everywhere, right at home, in the office, or anywhere else.

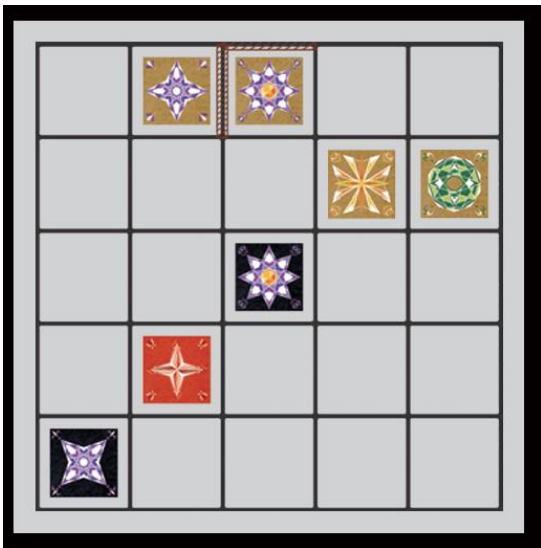
Mana Field

Mana battles occur within a field called the Mana Field, an invisible space.

The Mana Field is a maximum 5x5 grid formed from the edges of Mana, representing the survival boundary of Mana.

It is a variable field where, when the edge Mana moves, the field's boundaries also shift accordingly.

The boundaries of the Mana Field can also block the Mana geysers, which is one of the victory conditions.



Types of Mana and Placement Rules

There are eight types of Mana, each moving differently.

You can flip each type of Mana into Burst mode to enhance its movement.

■ Placement and Movement Rules

Placement: You must place Mana adjacent either horizontally, vertically, or diagonally to your own Mana.

Movement: Mana must move adjacent, either horizontally, vertically, or diagonally, to your own or the opponent's Mana.

Mana cannot exist disconnected from other Mana after moving, and it cannot move into an occupied space, except in Burst mode (discussed later).

Game Setup and Flow

Choose your preferred Mana color and receive eight different types of that color.

Then, place the Mana geyser in the center of the table, keeping the remaining seven Mana as your hand.

The player who recently felt a mystical influence goes first.

On your turn, choose one of the four actions below, taking turns one at a time until a victory condition is met:

- A. Place Mana
- B. Move Mana
- C. Retrieve Mana
- D. Burst Mana

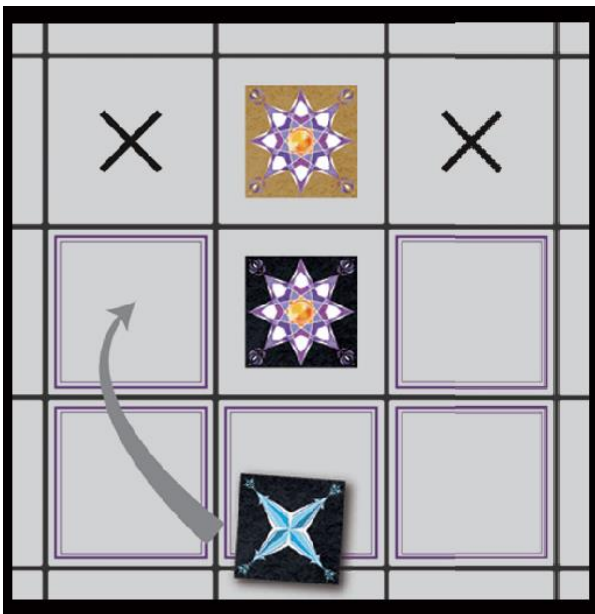


■ A. Place Mana

Place a Mana from your hand into the Mana Field.

You must follow the placement rules and place it adjacent to your already placed Mana.

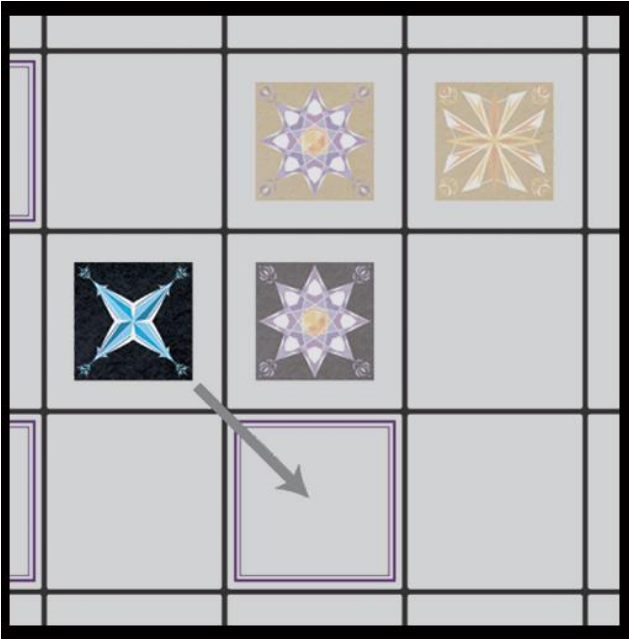
However, you cannot place it immediately adjacent (either vertically or horizontally) to the opponent's Mana geyser.



■ B. Move Mana

Move the placed Mana according to its type's movement characteristics (explained later).

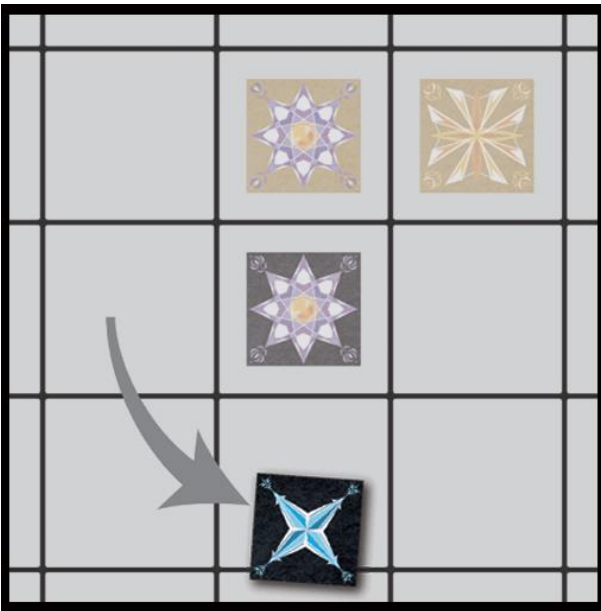
You must follow the placement rules when moving.



■ C. Retrieve Mana

Retrieve one of your placed Mana back into your hand.

As a result, no Mana can remain disconnected from other Mana.

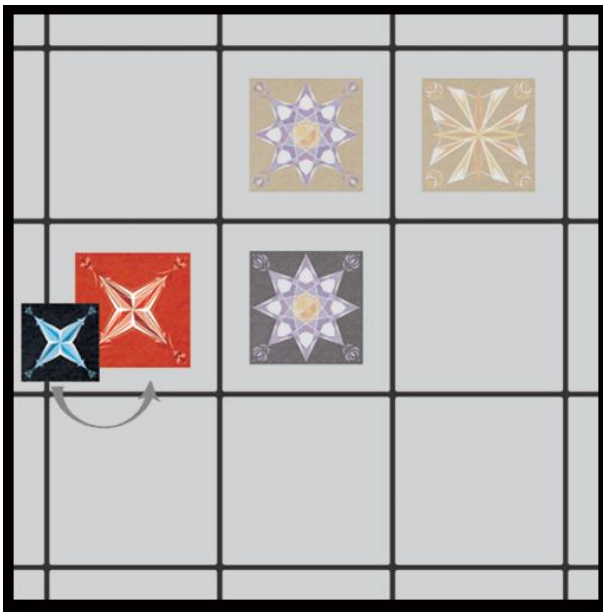


■ D. Burst Mana

Flip your Mana to activate Burst mode, unlocking new abilities.

After using a Mana in Burst mode, flip it back to normal, ending Burst mode.

*Bursting takes one action, so movement is allowed on the next turn.



Victory Conditions

The game ends, and the player wins if they meet any of the following conditions during their turn:

Block the opponent's:

- Mana geyser by covering its four sides (vertically and horizontally)
- Mana geyser by devouring it

Note: Your own Mana, as well as the boundaries of the Mana Field, can also block the geyser.



Movement Methods of Each Mana

■ Purple Mana

Normal Mode: Moves 1 square in any direction (vertically, horizontally, or diagonally).

Burst Mode: Can push other Mana ahead as it moves. Multiple Mana can be pushed at once. However, Mana cannot be pushed outside the Mana Field.

通常モード	1マス移動		バーストモード
Mana Gran <small>マナ・グラン(噴出孔)</small>		縦横斜め	
Mana Goetia <small>マナ・ゲーティア</small>		縦横	
Mana Noa <small>マナ・ノウア</small>		斜め	

先にいるマナを
押して移動可能
複数まとめて
押す事も可能
マナフィールドの外に
マナを押し出す事は
出来ない

■ Blue Mana

Normal Mode: Can move in a straight line as far as desired, up to the edge of the Mana Field, according to the movement rules. If other Mana is present, it moves up to just before that Mana (vertically, horizontally, or diagonally).

Burst Mode: Can jump over your own or the opponent's Mana.

直線上にすきなだけ移動			
移動ルールに従ってマナフィールドの端まで移動可能			
Mana Raziel <small>マナ・ラジエル</small>		縦横斜め	
Mana Paulina <small>マナ・パウリナ</small>		縦横	
Mana Salomonis <small>マナ・サロモニス</small>		斜め	

自分または相手の
マナを飛び越えて
移動可能

※途中にマナが存在する場合はその手前まで移動可能

■ Yellow Mana

Normal Mode: Moves 2 squares vertically or horizontally, then turns to move to an adjacent square.

Burst Mode: If there is Mana at the destination, it devours that Mana. Even if there is no Mana, movement is possible. Devoured Mana returns to its owner's hand. If the Mana geyser is devoured, you win.

■ Green Mana

Normal Mode: Cannot move.

Burst Mode: If there is Mana within one square in any direction (vertically, horizontally, or diagonally), it devours that Mana and moves. If no Mana is present, it cannot move. Devoured Mana returns to its owner's hand. If the Mana geyser is devoured, you win.

特殊な移動

<p>Mana Theurgia マナ・テウルギア</p> 	<p>縦横方向に2マス進み その隣の位置に 曲がって移動</p>		<p>移動先にマナがいる場合 そのマナを食らう <small>※マナが居なくとも移動可能</small></p> <p>食われたマナは持ち主の手札へ戻す マナ噴出孔を食らえば勝利</p>
<p>Mana Abramelin マナ・アブラメリン</p> 	<p>通常モード時 移動不可</p>		<p>縦横斜め1マスに マナがいる場合 そのマナを食らいながら移動 <small>※マナが居なければ移動不可</small></p>