

STORY



This is the Abyss Grow Magic Academy.
You are students of the Academy.



You are brilliant students,
and you have finally mastered the great magic, MAGICATIVE.
Now the time has come for you to demonstrate
your achievements at the magic competition of the Academy.

In the magic competition,
you will actually compete in a practical skills with MAGICATIVE.
You sense the flow of magic,
collects the pieces of magic,
and finalizes them as a magic formula.
MAGICATIVE requires a deep understanding and knowledge of magic.

But it's OK. You are all very good magicians.
You can sense how much mana is in space.
You can see who is trying to weave magic and with what intention.
You know what you are good at and what you are apt at.
And you know that you can awaken even more in MAGICATIVE.

Now, Who will be the greatest MAGICATIVE master?

Drawing out the sorcery, alchemy,
and astrology you have learned so far,
finalize the magic formula,
and complete the great magic.

Now, the story begins.

COMPONENTS

- ★ MAGICA cards 128 pieces
 - sorcery(red) 42 pieces
 - alchemy(green) 42 pieces
 - astrology(blue) 42 pieces
 - innocent 2 pieces



- ★ Aptitude cards 21 pieces



- ★ Magic tools of the Three Wise Cats 3 pieces

Magic tools of the Three Wise Cats



- ★ Cauldron 4 pieces

- ★ Place board for magic chips 1 piece



- ★ Magic chips 45 pieces
 - 1 point 24 pieces
 - 2 point 8 pieces
 - 3 point 5 pieces
 - 4 point 5 pieces
 - 5 point 3 pieces

- ★ List of magic formula(summary) 4 sheets

- ★ Manual(this book) 1 book



List of magic formula(summary)

GOAL



Welcome players. This is a game in which the goal is to build a great magic MAGICATIVE and become the No.1 MAGICATIVE master. You can get Magic chips by weaving magic cards, which are pieces of magic, as a formula. These Magic chips are stored in the Cauldron, and the player who collects the most Magic chip point in the end becomes the No.1 MAGICATIVE master.

AT THE END OF CONDITION

When all player has completed the specified number of rounds.(P5 ※1)
If all players do the Magic Awakening three times in total, the game will be considered a draw.

Magical Awakening → P7 Game Flow : 2 Magical Awakening

GAME PREPARATION

Preparation 1

- 1 Prepare MAGICA cards, which are pieces of magic floating in the air. Shuffle the MAGICA cards with magic power and stack them face down in the center as a deck.

MAGICA card (back)



- 2 Put a Place board for magic chips in the center. And Magic Chips are collected and placed in their corresponding places by the Place board.



Place board for magic

- 3 Set up the three cards of Magic Tools in the center.



Magic Tools of the Three Wise Cats

- 4 Place one Cauldron per person at the designated location, which is a vessel for storing magical power. Each time magic chips is acquired, they are placed here. Use face up at the start of the game. Face down is used when the 10-point special formula is established.



Cauldron (face)

- 5 Bundle each summary individually.



List of magic formula (face)

- 6 Aptitude cards are the secret cards that tell you the magic that works best with you. The number of Magic chips is further increased by the number of corresponding to the Aptitude cards in the final equation. The Aptitude cards are turned face down, shuffled well, and placed in a non-cluttered place.



Aptitude card (back)

Preparation 2

- 1 The person who recently had the mysterious experience will be the starting player, and the process will proceed in a clockwise direction. From the MAGICA cards placed in the center, two cards are taken from each player's hand, one at a time, until everyone has six cards in their hand. All cards in each player's hand are placed in front of him or her, with all cards exposed.
- 2 The Aptitude cards are taken, two per person. These should not be shown to anyone, and the unwanted one of the two cards is returned to the original deck. When everyone has put them back, shuffle them aside.

Placement of your area

Cauldron



Aptitude card



Leave an area clear for discarding cards.

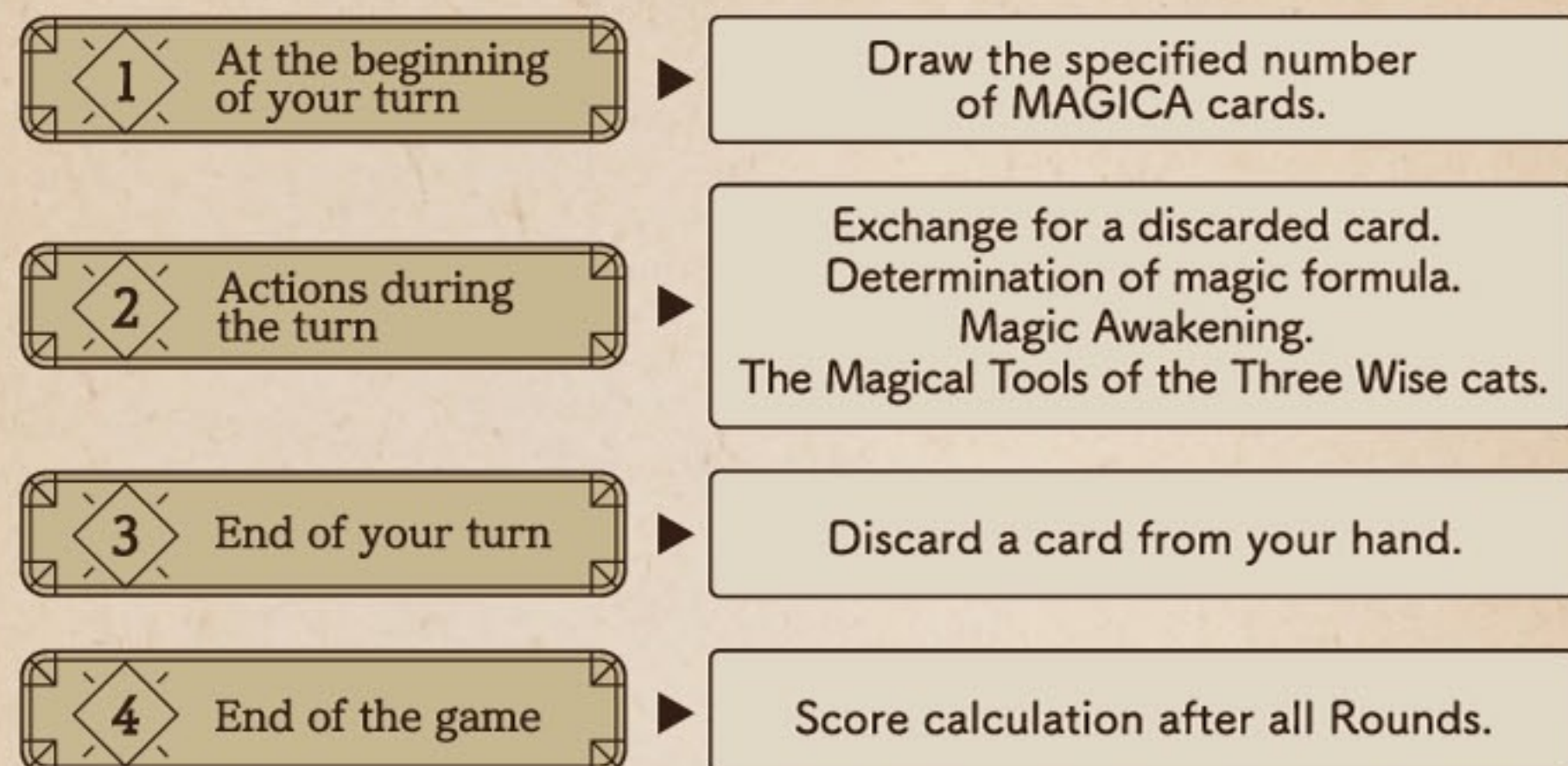
Area for lining up determined cards.

Space will be spacious.



GAME FLOW

Outline of the game



The number of rounds to play and the timing of when to draw more MAGICA cards depend on the number of players in the game.

※1

Round	1	2	3	4	5	6	7	8	9	10
3Players	1piece			2pieces			3pieces			

Round	1	2	3	4	5	6	7
4Players	1piece		2pieces			3pieces	

When it is a your turn, you perform the following 1 2 3

1 At the beginning of your turn

1 Draw the specified number of MAGICA cards(above※1) and add them to your hand.



Draw the number of cards corresponding to the number of rounds.



+1piece



+2piece



+3piece

2 Actions during the turn

2 You can perform as many of the following actions as possible, in any order.

★ Exchange for a discarded card.(only once during your turn)

You may replace only one card in your hand with the last MAGICA card discarded by another player or yourself. However, you cannot replace it on your first turn immediately after the game starts.

Card discard area



Can be exchanged for the last discarded card.



discarded card → P8 3 End of turn Area to set up the cards in hand

★ Determination of magic formula. (it can be done any number of times during your turn)

Once the combination on the List of magic formula is made in the hand, it can be determined as a magic formula. Separate the three cards to be used for the magic formula from the cards in your hand and place them face up on your right side. The hand is then refilled with two cards from the deck of MAGICA cards.

Area for lining up determined cards.



Area to set up the cards in hand

Determination



+two cards from the deck

Refill



+two cards from the deck

In addition, the player gains a Magic chip. If a special formula is also completed at this time, the corresponding Magic chip is also acquired. The Magic chip you get should be placed in your Cauldron.

magic formula • special formula → P10 List of magic formula

★ Innocent MAGICA card ★

An innocent MAGICA card can be used as a MAGICA card for any art and any number you want. Declare art and number you want art and number before using it.



Innocent MAGICA card

★ Rare Magical Awakening

Only players with good luck with their cards can trigger a Magical Awakening. By releasing four MAGICA cards of the same art and the same number and awakening them with magical power, you can add an aptitude card and add a MAGICA card to be drawn on your next and subsequent rounds. Once the magic awakening is performed, three cards are refilled from the deck of MAGICA cards to the hand.

※If you have a Innocent MAGICA card, you can also use it for Magical Awakening.



Benefit Addition of aptitude cards

Draw one card from the deck of aptitude cards and add it as your aptitude. The added aptitude card and the four released MAGICA cards are placed as shown on the right. This MAGICA cards do not count as a magic formula and cannot be used until the end of the game.



Try not to mix them with other cards.

Benefit Additional MAGICA cards that can be drawn on your turn

Starting from the next turn, the first MAGICA cards to be drawn can be increased by one. If the number of MAGICA cards to be drawn has increased over the course of the turn, it is further increased.



Attention If all the players have performed the Magical Awakening a total of three times, the game will be considered no game.

After the cards have been replenished by confirming the magic formula and awakening the magic power, if there are more combinations, the magic formula can be confirmed and the magic power awakened again.

★ The Magic Tools of the Three Wise Cats.

Anyone can perform three special abilities, called the three wise cats' magical tools, only once. You can perform them at any time on your turn, as long as it is before you discard the MAGICA card in your hand. After using the Magic Tool of the Three Wise cats, you take back the card in your hand.

※Adjustment of fate can be used just before the start of your turn.

Alteration of the past	Imitation of innocence	Adjustment of fate
<p>Insert 3 cards of your hand into the left side of the discard pile and add 3 cards of your choice from the rest to your hand.</p>	<p>Use one of the cards in your hand as an innocent card and immediately confirm it in the magic formula.</p>	<p>Look at five cards from the deck of MAGICA cards, change them in any order and return them to the top or bottom of the deck.</p>

Restrictions

- Once used, the Magic Tools of the Three Wise Cats cannot be used by others.
- The Player who has used the Magic Tools of the Three Wise Cats may not use the other Magic Tools of the Three Wise Cats.
- The player who uses the Magic Tools of the Three Wise Cats loses 2 Magic Chip point at the end of the game.



End of turn

Discard one card from your hand with the card revealed. The discarded cards are placed in a stack with the numbers visible, starting from the left. When your turn is over, it is the next player's turn. A turn ends when all players have finished their Rounds.










When you are unsure of the number of turns or your turn, check the number of cards each player has discarded.

4 End of game

- 4 The game ends when the specified number of rounds (P5) have elapsed. Put additional Magic Chips into the Cauldron according to the art composition and aptitude cards. Those who used the three wise men's magic cards will have their final score deducted by 2 Magic Chip points.

Confirmation 1 Arts Composition

Depending on the combination of the arts that make up the magic formula, additional magic chips are acquired.

+2	Use all arts in the confirmed magic formulas				
<div>FAQ P13</div> +7	All single art only, 4 or more confirmed magic formulas				

Confirmation 2 Aptitude Cards

Reveal all your aptitude cards and count the same MAGICA cards from the confirmed magic formula. For each MAGICA card written on the Aptitude card, add 1 Magic Chip point. MAGICA cards used to Magical Awakening are excluded.

Aptitude card (face)



1 point is added for the number of cards.

Confirmation 3 Magic Tools of the Three Wise Cat

Players who use the Three Wise Cat's magic tools during the game will have 2 points deducted from their final score.



When the magic formula includes an innocent card, the decision as to what MAGICA card is to be treated as an innocent card must not be changed from the time the magic formula is finalized.
















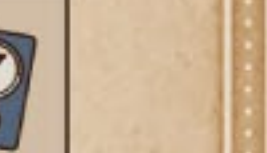
The player with the highest total of Magic Chip point in the Cauldron is the best MAGICATIVE master. Congratulations!

LIST OF MAGIC FORMULA







★ Check! Magic formula It can be fixed with three MAGICA cards of the

1	three consecutive numbers, for example 1-2-3, 5-6-7			
	Three equal numbers, for example 1-1-1			

★ Check! Special formula A special formula that is formed by multiple

2	Three identical sequential numbers, two with the same art.	
3	Three identical sequential numbers, one for every art.	
FAQ P13 4	The same art, including all numbers (1-7) The magic formula used can be sequential or the same number.	  
FAQ P13 5	Three identical sequential numbers in three pieces with the same art.	  
Cauldron (back) 10	All arts, three cards of the same number each.	  
	One technique, all sequential numbers.	    

★ Check! Arts composition To be determined at the end of the game.

+2	Use all the arts in a definite magic formula.				
<div>FAQ P13</div> +7	All with only a single art, and 4 or more magic formulas to be determined.				

When the magic formula includes an innocent card, the decision as to what MAGICA card is to be treated as an innocent card must not be changed from the time the magic formula is finalized.

HISTORY OF MAGIC AND THE THREE WISE CAT

Before MAGICATIVE was born, there were only three kinds of magic on the planet: sorcery, alchemy, and astrology.

Magic that makes promises to the world and borrows events in advance in exchange for a compensation. Alchemy is the art of combining and separating things to create new things. Astrology, which turns coincidence into inevitability and attracts the possibility of a desired future.

Now, about 100 years ago,
three wizards appeared in this academy.

Ellis the Sorcery

This cat was born from a distinguished lineage and was recognized for its talent from an early age, entering the Academy of Magic with an exceptional skip in Ellis's class. The sorcerer left behind numerous magical discoveries and countless anecdotes, including one in which the sorcerer single-handedly vanquished a pack of destructive magical beasts.



Olive the Alchemist

Born in a farming village rich in nature, The cat taught itself alchemy while helping out in daily life and entered the Academy of Magic as a special student. With extremely high powers of imagination and concentration, The alchemist created various alchemical medicines and many new techniques, which saved many lives.



UV40RL022#*5*+0[]
SVL#2L24V

UVZ4R+R5*22*5R[]
22L#*L24R+R5*02*5R[]
52L52*24R+R5*22*

Ray the Astrologer

Although it is said that the cat had an eye that could see into the distant and complex future, Ray's birth and upbringing were unknown, and it remained a mystery during its school years. The Astrologer is credited with changing the face of astrology, and no one has ever been able to approach the depths of Ray's art.



The MAGICATIVE was created by these three wizards who were called the Three Wise Cats.

The MAGICATIVE has brought about a great leap forward in magical technology, and has brought great wealth to the planet of the cat.

However, the Three Wise Cats suddenly disappeared after they had established the MAGICATIVE as a system and handed it down to the Academy.

Why did the Three Wise Cats disappear?
Where did they go?
And what is the meaning of this monument?

We are curious, but for now, let's just hone our magical skills. Perhaps the MAGICATIVE is the key to all this.

INDEX

◆ Adjustment of fate	P8
◆ Magical Awakening	P7
◆ Determination of magic formula	P6
◆ Alteration of the past	P8
◆ Specified number of rounds	P5
◆ Exchange for a discarded card	P6
◆ Aptitude card	P4、P7
◆ Refill from the deck of MAGICA cards	P6、P7
◆ Magic formula, Special formula, Surgical composition	P10
◆ Magic Chips	P3、P6
◆ Innocent card	P6、P9
◆ Imitation of innocence	P8

FAQ

✕ 7 to 1 cannot be combined as a sequential number.(6-7-1)(7-1-2)



Q. I performed Magic Awakening with sorcery cards and the others for astrology alone to form four magic formulas. Is this "All with only a single art, and 4 or more magic formulas to be determined"?

A. Yes. The cards used for Magic Awakening does not count as a magic formula, so they can be ignored.

Q. What happens to the score when the 5-point magic formula "Three identical sequential numbers in three pieces with the same art." is established?

A. Calculated separately from "Three identical sequential numbers, two with the same art." In other words, you can earn an additional 5 Magic Chip point in addition to the 2 Magic chip point you have already earned.

Q. In the 4-point magic formula "The same art, including all numbers(1-7)The magic formula used can be sequential or the same number.", can there be duplicate numbers like 123 234 567?

A. It only needs to have the numbers 1 through 7 somewhere in it, which of course is not a problem.

Q. Great!!! I got five identical cards! Is this some kind of magic formula?

A. Congratulations! Nothing special.

THE MAGIC TOOLS OF THE THREE WISE CATS



Alteration of the past



Insert 3 cards of your hand into the left side of the discard pile and add 3 cards of your choice from the rest to your hand.

Imitation of innocence



Use one of the cards in your hand as an innocent card and immediately confirm it in the magic formula.

Adjustment of fate



Look at five cards from the deck of MAGICA cards, change them in any order and return them to the top or bottom of the deck.

*We hope you will enjoy.
Have fun!!*

Published by Match Dandyism