

Schuman
Family
Games proudly presents

Kill Merlin!™

Merlin is the most powerful wizard in the land, and he has cornered the market on all mana and magical ingredients. His impetuous and unpredictable nature has made life for an aspiring magic user a challenge. As long as Merlin lives, you and your fellow wizards must hide in the shadows and follow his every whim. You know that there is only one way to end his megalomaniacal reign.

YOU MUST KILL HIM

Use your wits, magical ingredients, and the very elements of nature to assemble a mystical spell that can bring Merlin down. However, as you pursue your dreams of power, so too do the other magical beings of the realm. And the only thing more dangerous than a crafty old wizard is an ambitious young one. Actually, all wizards are terrifying, so be careful.

Buy ingredients, learn spells, cast spells to thwart your opponents, and be the first to defeat Merlin so that all may revere your glory!

For 2-4 players Ages 13 and above 30-120 minutes

Equipment

The Spell Board

Deal out the spells with random placements each time you play. The spaces are connected, indicating the order in which spells can be learned.

Merlin Cards (32)

After each round of gameplay, Merlin takes his turn. Sometimes his actions will benefit you, but don't count on it.

Mana Tokens

This is your currency, on loan from the Bank of Merlin.



Secret Formula Cards (20)

These cards show you the combination of spells you'll need to defeat Merlin.

Fire Spells (6)

Earth Spells (6)

Wind Spells (6)

Water Spells (6)



Wizard Pawns (20)

Wizard tokens have a charged side and a depleted side. Wizard pawns are charged when their hats are on, depleted when their hats are off. Either set can be used to play the game.

Wizard Tokens (20)

Ingredient Cards (40)

You'll need to buy ingredients from Merlin in order to learn the spells you'll need to defeat him.

Dice (Self explanatory)



Merlin's Turn Card

This helps you remember when it's Merlin's turn, and also reminds you of the order of play (which occasionally gets reversed by Merlin).

Setup

In 5 Easyish Steps

1 Shuffle each deck of elemental spells - fire, wind, earth, water. Deal the spell cards face up onto their matching elemental quadrants. Each of the 24 spell card spaces should have a spell card on it.

4 Shuffle the Merlin cards and put the deck in its spot on the board.

Shuffle the secret formula cards. Deal 1 face down to each player. This represents the unique combination of spells each player must learn in order to defeat Merlin.

3

If there are ever any duplicates among the revealed ingredient cards, discard them all and reveal the next 3 cards. Repeat until there are no duplicates.

2½

5

Each player takes 5 mana from the mana pool.

2

Shuffle the ingredient cards. Deal 3 ingredient cards face down to each player. Reveal 3 ingredient cards and place them face up on their corresponding spots on the board.



Starting the Game

*Roll the dice to see who goes first.
During gameplay, play proceeds clockwise
around the table (unless the order of play is
reversed by a card).*

*Place the "Merlin's Turn" card to the right of
the first player, pointing toward the first
player. This indicates the position of Merlin
as well as the order of play.*

Each Turn

1. Cast up to 1 "Beginning of Turn (B)" spell (mana cost is on the card).
2. Roll the dice and take that many mana tokens from the pool (mandatory).
3. In any order:
 - a. Buy up to 3 ingredients.
 - b. Learn spells (each spell costs 2 ingredients indicated on the card plus 3 mana).
4. Cast up to 1 "End of Turn (E)" spell (mana cost is on the card).
5. Cast "Kill Merlin!" spell (if you can... requires all 4 secret formula spells and mana).

*Each round, after all the player wizards have had their turns, then it's Merlin's turn!
Reveal the top card of the Merlin deck and carry out the actions stated on the card.*

Buying Ingredients

You may buy up to 3 ingredients per turn.

5-card hand limit: Whenever you have more than 5 ingredients in your hand, immediately discard down to 5. Clarification: you may not resolve a hand-limit overage by playing cards, you must discard down to 5.

Blind picks from the deck cost 1 mana token, revealed cards cost 2.

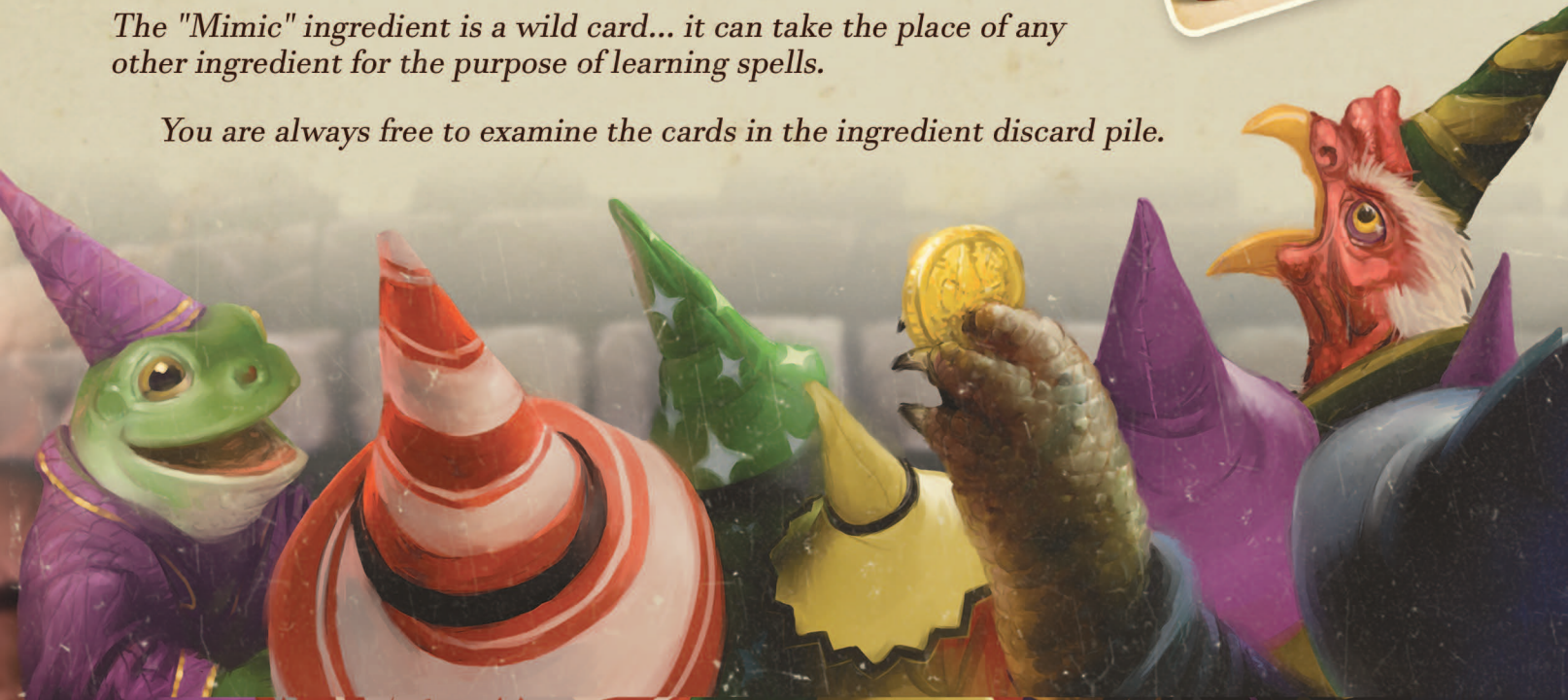
If a revealed card is taken, the top card of the deck replaces it immediately.

Any time there are any duplicates among the 3 revealed ingredients, immediately discard all 3 and reveal 3 new ingredient cards.

When the ingredient deck is empty and you need to draw a card from it, shuffle the discard pile to replace the empty deck.

The "Mimic" ingredient is a wild card... it can take the place of any other ingredient for the purpose of learning spells.

You are always free to examine the cards in the ingredient discard pile.

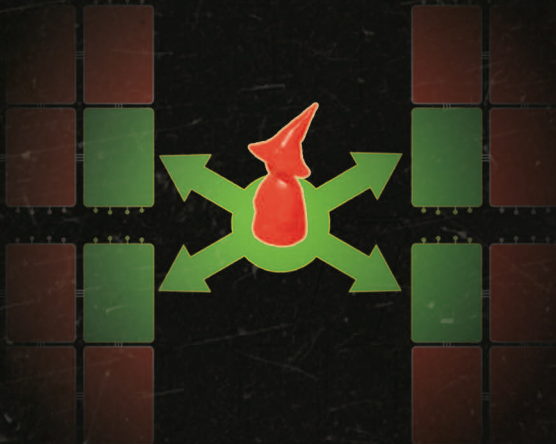


Learning Spells

Your secret formula indicates which 4 spells you need to learn in order to defeat Merlin. "Learning a spell" means moving your pawn or wizard token in front of its space on the board.

The primary way that you move pawns and wizard tokens is by learning spells.

Learn a spell by discarding the ingredients indicated on the spell card, paying 3 mana, and placing a wizard token on one of the dots next to the spell card.



To learn a spell in an elemental quadrant in which you do not already have a wizard token, you must first learn the spell in that quadrant which is closest to the center of the board (unless you are learning the spell using another spell, e.g. "Air Walk", or due to a Merlin card, e.g. "Knowledge Transfer")



3 mana to learn a spell

Lady of the Lake



Until the start of your next turn, you are king. Whenever anyone would get mana tokens, you get them instead. If another wizard casts *Lady of the Lake* before your next turn, they become king.



1st ingredient

37E

casting cost



2nd ingredient

cast at Beginning and/or End of turn

Anatomy of a Spell Card

Adjacency

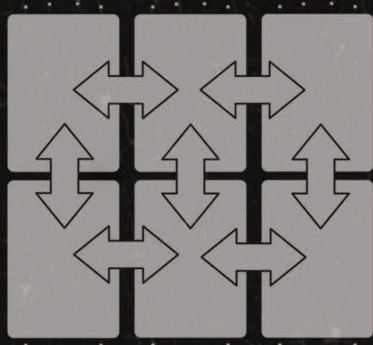
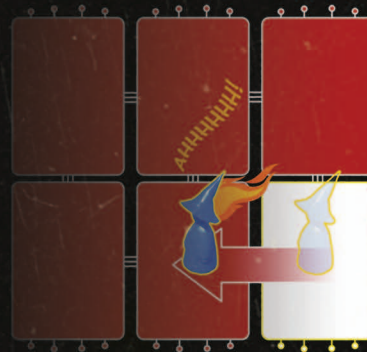
To learn a spell in an elemental quadrant in which you already have a wizard token, you may place a wizard pawn next to any spell adjacent to another spell you currently occupy.



<or>



You may **NOT** simply move the existing wizard token to an adjacent space, the adjacent spell must remain **learned**.



To be considered adjacent, spells must be within the same quadrant and connected on the board - **never diagonally**.

Moving Around the Board



You may pick up any wizard token currently on a spell in order to learn a new spell. Your wizard will forget the old spell in order to learn the new one.

Once the wizard token is picked up, it no longer counts toward adjacency for learning a new spell.



The Fine Print

Once a spell is learned, it does not need to remain adjacent to another learned spell in order to be remembered.

When a wizard token from off the board is used to learn a spell, it is always placed on the board charged.

If the wizard token is already on the board, then its charged status does not change. For example, if a depleted token on the board is used to learn another spell, it remains depleted. See "Casting spells" for more information about charged and depleted wizard tokens.

One wizard may never have 2 tokens on the same spell card, but different wizards can share spells.

You may never completely remove a wizard token from the spell board unless Merlin or a spell instructs you to.

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Casting Spells

Casting a spell costs an amount of mana tokens indicated on the card.

Spells marked **B** can only be cast at beginning of turn.

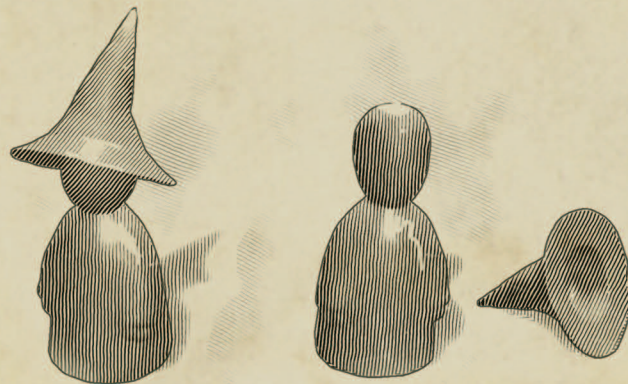
Spells marked **E** can only be cast at end of turn.

Spells marked **B** and **E** can be cast either time.

You must have a charged wizard token on a spell in order to cast it.

When playing with pawns, hat on means charged and hat off means depleted. When playing with chits, the side with multiple colors indicates charged.

When a spell is cast, deplete the wizard token that was used to learn the spell. (Take the hat off the pawn or flip the chit.) Depleted wizard tokens cannot be used to cast spells.



Charged

Depleted



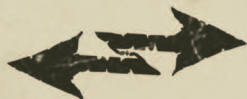
Merlin's Turn

Reveal the top card from the Merlin deck.
Carry out the actions. Discard the Merlin card.

When a Merlin card needs to be revealed but there are no more cards in the deck, shuffle the discard pile and replace the deck.

When a Merlin card is stamped with "Don't Forget!", this means that it has properties that affect subsequent wizard turns that round (e.g., "Dice Trick", "Powerful Mana", etc...).

When a Merlin card is stamped with arrows and says "Reverse the order of play", flip the Merlin's Turn card and reverse the order of play.



Don't forget Merlin's turn, it makes him very ornery!

Killing Merlin (aka "Winning the Game")

At the end of a player's turn, if that player has:

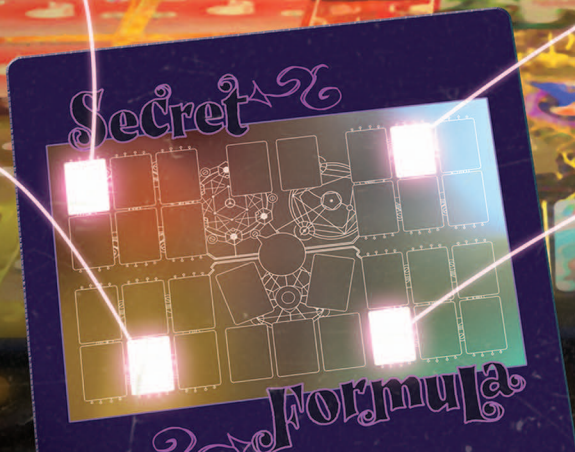
- a) a wizard pawn on each of the spells indicated on the secret formula card - they do not need to be charged - and
- b) 20 mana tokens

Then that player may cast "Kill Merlin!" by paying the 20 tokens and revealing the secret formula card.

When revealing the secret formula card, the player wizard must say,

**"AND WITH THAT, I HAVE
KILLED MERLIN!"**

This wizard should look very smug at this moment, because this wizard has won the game!



For Bonus Karma: Take a short video clip of the winner saying, "And with that, I have killed Merlin!" Post it and tag #KillMerlin.

Fairly Annoying Questions **FAQs**

How do I recharge a wizard token?

1. There are a few Merlin cards that cause a wizard token to be removed from the board. When that token is subsequently used to learn a spell, it enters the board charged again. (Whenever a wizard token is played from off the board, it enters the board charged.)
2. There are a few Merlin cards that specifically enable a token to be recharged.

There is intentional scarcity of spell-casting, so you need to be judicious about which spells you choose to cast and when. You could have a game in which no tokens ever get recharged, depending on which Merlin cards come up during the game. But that's unusual.

How do I gain mana?

You gain mana each turn by rolling the dice. You can also gain mana through certain spells and Merlin cards. You can also lose mana through spells and Merlin cards, so hoarding may not be the best strategy.

How many ingredients are there?

There are 9 ingredients plus the Mimic (wild card), so 10 types altogether. There are 4 of each ingredient card.

How is it fair when all the secret formulas are different?

All the secret formulas represent 12 steps from the middle of the board. So, even though the secret formulas are all different, they all require players to travel an equal distance on the board. During the game, you can "keep score" by counting how many steps each person is from the middle, quadrant by quadrant. That way, you know who is close to winning, which may inform who you should torment with your evilest spells.

Is there a place I can get the latest information about *Kill Merlin*?

Yes! Visit <https://www.killmerlin.com> for all the latest information about *Kill Merlin*!





Credits

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Please visit <https://www.killmerlin.com> to learn more.