

Evocabulary

An engine building spell crafting game



Dan Bate



DALL-E 2

In Evocabulary you will take the role of a wizard managing a team of **familiars**. Your goal is to experiment with and refine your craft to have the most **spells** published in the most reputable and prestigious journal around, Evocabulary.

Players will use their **letter** cards to create and manipulate **spells** that will activate a team of familiars based on the new length of the **spell**. Eventually, players will be able to publish a **spell** in order to gain the points printed on each of the **letter** cards in the **spell** and compete for a set of **achievements**.

COMPONENTS

- 24 team leader cards
- 72 familiar cards
- 126 letter cards
- 34 achievement cards
- 1 score pad

LETTER CARDS



1. The letter or letters provided by the card. Wild cards have a "?" and can be used as any single letter.
2. Letter index showing the letter(s) and **points** provided by the card.

TEAM LEADER CARDS



1. Flag/banner showing the number of letters the ***spell*** must contain in order to activate the ***leaders*** team. This is also the maximum number of ***familiars*** the team can contain (in addition to the ***leaders***).
2. The action performed when the ***team*** is activated. These are described in detail in the "**Familiar Actions**" section.

FAMILIAR CARDS



1. The action performed when the **team** is activated. These are described in detail in the "**Familiar Actions**" section.
2. The backs of the cards are always the "Draw cards" **familiar**. When gaining a **familiar** it can be placed either side up.

ACHIEVEMENT CARDS



1. The requirement needed to take the ***achievement.***
2. The ***points*** awarded when claimed.
3. The player count needed to include this card (this is shown on the back of the cards).

GENERAL SETUP



1. Select the **achievement** cards relevant for the number of players in the game. Separate them into distinct piles based on their requirement and sort them into decreasing point values. The requirement types are 5 letter spell, 6 letter spell, 7 letter spell, 8 letter spell, 2 syllable spell and 3 syllable spell.

2. Shuffle the **familiar** deck and deal out 3 face up to create the **familiar** market.
3. Place the remaining **familiar** cards face down next to the market to form the **familiar** deck.
4. Separate the **wild letters** from the rest of the **letter** cards.
5. Shuffle the normal **letter** cards and place them face down in the middle of the table where all players can reach them.
6. Place the **wild** cards face up in a pile next to the normal letter deck.
7. Leave space next to the deck for the discard pile.

PLAYER SETUP



1. Each player takes one of each **team leader** (these are double-sided numbered from 3 to 6+). They should be placed in a line in front of the player in ascending numerical order.
2. Each player takes 7 **letter** cards to form their hand.

GAME PLAY

Starting with the player who last published an article and continuing clockwise around the table, each player will take an action until the **letter** deck has run out and no further **spell** can be **published** and no **letters** can be **burned**.

On a player's turn they can take 1 of 3 actions.

- Start a new **spell**.
- Modify a **spell**.
- Discard any number of **letters** then draw back to 7.

Each action is described in more detail below.

If at any point during a player's turn they have no **letter** cards in their hand they immediately draw 7 new **letters** before continuing with their turn.

STARTING A NEW SPELL

To start a new **spell** you must play **letters** from your hand to make a word of 3 or more **letters**. Place the **spell** above the appropriate **team leader** according to **spell** length.

Only one **spell** can be next to each **team** at a given time.

After playing the **spell**, perform the action on each **familiar** in the **team** in any order. The various **familiar** actions are described in full below.

All familiar actions are optional.

MODIFYING A SPELL

To modify a **spell** you must add and/or remove **letters** from the **spell**. Then, if necessary, the **spell** is moved to the **team** that matches the new length and the actions of the **familiar** familiars in this **team** are performed (even if the **spell**

hasn't changed in length). The various **familiar** actions are described in full below.

Letters in the **spell** may be rearranged and the player may select new letters for any **wild letters** in the **spell**.

This can create the same **spell** again as long as at least one new **letter** replaces an old one.

FAMILIAR ACTIONS

Draw a letter card (🃏⁺): Draw a **letter** from the top of the face down **letters** deck.

Draw a wild letter (🃏⁺): Take a **wild letter** from the **wild card** stack into your hand.

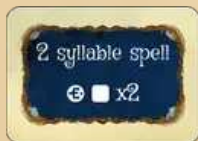
Burn (🃏^x > 🃏³): Discard one of the **letter** cards in your hand and gain its **points** value.

Publish (🃏^x > 🃏³): Publish one of your **spells**. To do this, add the **points** printed on each **letter** card in the spell (other than **locked letters**) to your total and discard each **letter** card in the **spell** (other than **locked letters**).

If any of the **achievement** cards match the published **spell**, which includes **no more than 1 wild letter**, you may take one and immediately score it. If you meet the criteria on multiple **achievement** cards you may only select one of them to score. There are 2 types of achievement:



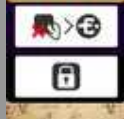
Achievements like this gain a set number of **points** when claimed. In this example 5 **points** are gained when publishing a 5 **letter spell**.



Achievements like this multiply the **points** gained by one of the **letters** in your published **spell**. In this example, one of the **letters** in the spell is worth double **points** when a 2 syllable **spell** is published.

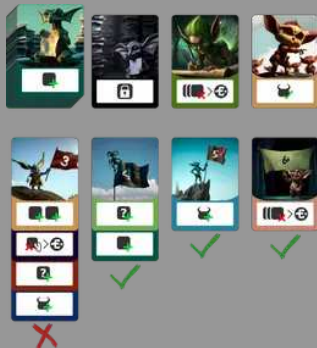
Lock (🔒): When you gain this *familiar*, tuck a *letter* card from your hand under it. This *letter* may be used when creating/modifying a *spell* for the *team*. When *publishing* a *spell* all locked *letter* provide no *points* and are not discarded.

In this example, the player can play an "S" and "T" using the "A" locked in the 3 team to create the spell "SAT". They would then get to draw 2 letters and a wild letter using the team leader and other familiar cards in the team.



Hire a familiar (🐉): Take a ***familiar*** from the market and add it to any ***team***, ***familiars*** are double-sided and may be added to your ***team*** either side up (one side has a special ability the other is draw a card). Each ***team*** can have a maximum number of ***familiars*** equal to the number on the ***team leader*** card (in addition to the ***leader***).

Below, the player can take any of the 3 market cards and add it to the 4, 5 or 6+ teams. They cannot add it to the 3 team as the team already contains 3 familiars.



Teamwork (👥): Take the action of another *familiar* from any *team*. This cannot activate *team leaders*.

Pickup (👉): Take any of your *spells* back into hand.

ENDING THE GAME

The game ends when the deck of *letter* cards is empty and no player can *burn* a *letter* or *publish* a *spell*.

If a player should draw and letter cards once the deck is empty they do not draw any cards instead.

Once this condition is met, the player with the most *points* is declared the winner. In the case of a tie, the player who has claimed the most *achievements* is the winner. If there is still a tie, all tied players share the victory.

KEY TERMS

Achievement: A bonus earned when publishing a spell.

Burned: A letter discarded for points.

Familiar: Workers who activate as part of a team.

Letter: Cards that show one or two letters, used for building spells.

Locked: A letter that adds to the spell but is never discarded or gives points.

Points: Gained throughout the game. The player with the most wins.

Published: A spell discarded for points.

Spell: A word used to activate a team.

Team: A group of familiars and a team leader who are activated when a spell matching their team is created.

Team leader: One of the starting familiars who dictate the length of spell and maximum number of familiars who can belong to the team.

Wild Letter: A letter card that can be used as any single letter for 0 points.

Designed by: Dan Bate

Art and graphic design by: Dan Bate and Dall-E 2.

Dall-E 2 is an online platform that uses artificial intelligence to generate art created by Open AI. All the art in this game was created using Dall-E 2 with input and modifications by Dan Bate.

From time to time these rules may be updated. To keep up to date checkout the Evocabulary page on dwarvenhoard.com.





Draw a card from the top of the face down letters deck.



Take a wild card from the wild card stack into your hand.



Take the action of another familiar from any team. This cannot activate team leaders.



Lock a letter into this team that may be used in future spells.



Take a familiar from the market and add it to any team.



Take any of your spells back into hand.



Discard a card to gain the printed points.



Publish one of your spells.



The number of players in the game.



Gain victory points.