

About The Art Work

The art used in the game are our photographs of fine art in various museums. The box cover features a stylized *Book of Shadows*. The artwork on the Book and Spell Cards are cropped and/or otherwise modified versions of our photos of original art work as follows.

Standard Book and Spell Cards

Book of Shadows: Van Gogh - *Still Life with Bible, 1885*; **Other Books:** Van Gogh - *Parisian Novels Yellow Books, 1887*; **Scry*:** photo of *Cup with Gilded Manikin Handles* by Unknown, c1550 in the Galeria Palatina, Firenze; **Obfuscate*:** Fragonard - *The Magician, c1800*; **Charm:** Brickdale - *Natural Magic, 1905*; **Gust of Wind*:** Friedrich - *Drifting Clouds, 1820*; **Body Snatch/Transfer & Banish:** Goya Y Lucientes - *Witches in the Air, 1797*; **Mind Erase:** Gardner - *The Three Witches from Macbeth, 1775*; **Cast Doubt:** Stom - *Old Woman Praying, 1638-45*; **Auger*:** Brewtnall - *A Visit to the Witch, 1882*; **Link Minds:** La Tour - *The Dream of St Joseph, 1628-45*; **Heaven's Wrath:** Cranach - *Die Melancholie (Allegory of Melancholy), 1532*; **Devil's Gambit:** Goya Y Lucientes - *Witches Sabbath, 1798*; **Dispel:** Martin - *Manfred and the Alpine Witch, 1837*; **Phantasmic Library:** Crespi - *Bookshelf with Music Writings, 1725-30*; **Row Marker:** Gheyn - *Vanitas Still Life, 1603*; **Column Marker:** Claesz - *Vanitas Still Life, 1630*;

Kickstarter Acknowledgments

We would like to acknowledge all of our backers without whom *Find It & Bind It* would not have been published. Those listed below supported us with pledges above \$10.

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Bolded names indicate those that backed above the minimum amount in the reward tier.

Find It & Bind It

Object of the Game

Find It & Bind It is a fast-paced card game for 2-6 players where each player controls two witches, who happen to be sisters, that are attempting to find the elusive *Book of Shadows*. They must bind it before anyone else arrives and does the same.

With one real *Book of Shadows* in a field of fakes, can your sisters be the ones to find it & bind it first in this game of spell casting and an ever-changing landscape?

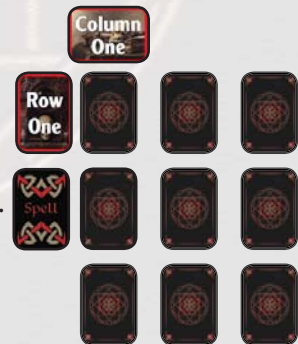
Contents

- 12 Witch Tokens (2/player/color)
- 6 Player Reference Cards (color-coded)
- 9 Book Cards
- 37 Spell Cards
- 1 Row Marker
- 1 Column Marker
- 1 Rulebook (You're reading it now.)

The Spell Card distribution is roughly 1/3 Scry (look), 1/3 Obfuscate (look & shuffle) and 1/3 "thwart others."

Setup

1. Shuffle and place the 9 Book Cards face down (without looking) in a 3x3 grid per the diagram. **This is the "field" of Book Cards.**
2. Use the provided Row & Column Markers to ensure everyone can identify Row & Column One.
3. Shuffle the Spell Cards, deal out **3** to each player, and place the deck within everyone's reach. **This is the base game's hand limit.**
4. Starting with the first player (2nd oldest player) and proceeding clockwise, place 1 witch on any Book Card. Repeat for the second witch. Related (the same color) witches cannot be placed at the same location at setup. Unrelated witches **can** share any location.
5. Once all witches have been placed, the first player begins her turn as described below and on the color-coded Player Reference Cards. Play proceeds clockwise.



How To Play

Casting spells determines what happens and what you learn during the game. Almost as important, if not more so, casting spells allows you to thwart other players in their attempt to find and bind the **Book of Shadows** before you.

When learning the game or introducing it to new players, consider reviewing several of the Scry, Obfuscate and “thwart others” Spell Cards to familiarize yourselves with the various spells that are possible.

With **at least one witch** in play (not banished), you can perform one of the following sequences:

- **Movement, Movement, Spell Preparation**
- **Movement, Action, Spell Preparation**
- **Action, Movement, Spell Preparation**
- Return Banished Witch to the Field of Book Cards

If **both** of your witches have been banished, you **must** use your next full turn to return **1** witch to the field of Book Cards.

- 1. Movement:** You **may** move **ONE** witch to an adjacent Book Card. (Up, down, left or right. No **diagonal** movement.)
- 2. Action:** You **may** perform **ONE** of the following:
 - Perform another movement (as above).
 - Cast **1** spell following the directions on the Spell Card played.
 - Discard **1** Spell Card to Scry **1** Book Card where either of your witches is currently located. This action cannot be dispelled.
 - Discard all Spell Cards and draw up to your current **hand limit**.
 - **Attempt to Bind the Book of Shadows!** **Both of your witches** need to be at the Book Card location you wish to bind. Declare it, chant something that rhymes, and reveal the Book Card.
- 3. Spell Preparation:** You **may** perform **ONE** of the following:
 - Draw **1** Spell Card if under your current hand limit.
 - Discard and replace **1** Spell Card if at or above* hand limit.

*You must discard Spell Cards until you are **1** under your hand limit before you replace.

Winning the Game

To win, you must be the first to find and bind the **Book of Shadows**.

Once you think you have found the **Book of Shadows** and have both of your witches at its location, you must hope no one interferes before you can use your action to bind it. When revealed, if you were right, you win.

Not Quite Winning the Game (Failing to Bind It)

If you've attempted to bind the **Book of Shadows** and it turns out to be just “Other Books,” you're not completely out of the running.

However, both of your witches are banished—removed from the field.

Returning from Banishment

Your first witch **must** return to the field on the turn immediately following the banishment of both of your witches. You can choose any location.

If only one of your witches has been banished, you may return it to the field **at your leisure**. When you do return it to the field, it can be placed at any Book Card location **except** with your other witch. (Yes, an adjacent Book Card is fine.)

Do you have questions not addressed here?
Go to: www.craycraygames.com for the **FAQ**.

Icons on Spell Cards

Unless otherwise specified, Spell Cards can only be played during your turn.

Some Spell Cards have icons that indicate various situation-specific rules or uses as follows:



Can be played out-of-turn



Return to the box after the Spell Card's text is played. It remains in the game if the Spell Card is discarded or used for any other reason. It does count as played even if dispelled by another player.



Can be used out-of-turn to react to **The Demon** (if in play). In the base game, shields are only relevant when playing the **Devil's Gambit** Spell Card.

