

About The Art Work

The art used in the game are our photographs of fine art in various museums. The box cover has the game logo over a forest backdrop (Van Gogh - *Edge of Wood*, 1882) with additional blended illustration by Michael K. DeMole. 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:** *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:** De Gheyn - *Vanitas Still Life*, 1603; **Column Marker:** Claesz - *Vanitas Still Life*, 1630;

Demon Expansion Cards

Demon Book Card: Doré - *Satan Resting On The Mountain*, c1866; **Blink:** Friedrich - *Woman before the Rising Sun*, 1818-20; **Demon Obliteration:** Goya Y Lucientes - *Saturn Devouring One of his Children*, 1819-23; **Avoid Obliteration:** Goya Y Lucientes - *Fire at Night*, 1793-94; **Move Demon:** Stock - *Dante & Virgil Encounter Lucifer in Hell*, 1923; **Send Demon:** Goya Y Lucientes - *Two Monks*, 1821-23; **Thwart Binding:** Goya Y Lucientes - *The Spell*, 1798.

We'd like to thank everyone who helped play test and provided feedback on this game helping to make it what it is today!

Find It & Bind It

Find It & Bind It is a fast-paced card game for 2-6 players where each player controls two witches, coven sisters, that are attempting to find the elusive Book of Shadows. They must bind it before another coven arrives and does the same. With one real Book of Shadows in a sea of fakes, can your sisters be the ones to **Find It & Bind It** first in this game of spell-flinging and an ever-changing landscape?

Contents

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

Object of the Game

Find It & Bind It supports 2-6 players.

Each player controls a pair of witches who are searching for the Book of Shadows. It must be found and then bound to your coven.

You must do this before any of the other witches learns of its location, binds it before you or moves it away from you before you can bind it.

Setup

1. Shuffle and place the 9 Book Cards face down (without looking) in a 3x3 grid. This is "the field" of Book Cards.
2. Using the provided Row/Column Markers, ensure everyone can identify Row One and Column One.
3. Shuffle the Spell Cards and deal out 3 to each player. This is the hand limit.
4. Starting with the first player (second oldest player), and proceeding clockwise, place one Witch on a Book Card. Repeat for the second Witch. The second Witch cannot be placed on the same Book Card as your first.
5. Once all Witches have been placed, the first player begins their turn as described below (and on Player Reference Cards).

How To Play

Casting spells (using Spell Cards in the 3 ways described below) 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.

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.

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

- **Movement, Action, Spell Preparation**
 - **Action, Movement, Spell Preparation**
 - Return Your Other Banished Witch To The Field
1. **Movement:** Move 1 Witch 1 Book Card space. (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 by doing **ONE** of the following:
 - » Play 1 Spell Card following the directions on the Spell Card played.
 - » Discard 1 Spell Card (**at random**) to Scry 1 Book Card where either of your witches are currently located.
 - » Discard all Spell Cards and draw 3 new Spell Cards.
 - Bind the Book of Shadows! Both of your Witches need to be on the Book Card you wish to bind. Declare it, chant something that rhymes and flip over the Book Card.
 3. **Spell Preparation:** You may perform **ONE** of the following:
 - Draw 1 Spell Card if under the hand limit.
 - Discard and replace 1 Spell Card if at hand limit.

Winning the Game

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

Once you have found The Book of Shadows **AND** have managed to get both of your witches to its location, you must hope no one interferes before you can bind it (using your Action).

Almost Winning the Game (Failed Bindings)

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 get banished. Your next turn must be spent returning one Witch to the field of Book Cards. You cannot cast or replenish Spell Cards or do anything else.

Your second witch will remain banished until you spend another full turn returning it to the field but that can be done at your leisure. When you do return it to the field, it must be placed on a different Book Card from your other Witch's location.

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



Can be used out-of-turn to hide from the Demon (if that expansion is in play). This does not protect against the **Demon Bomb** Spell Card.



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.

