

Mages, welcome to the Arcane Egg Carnival!

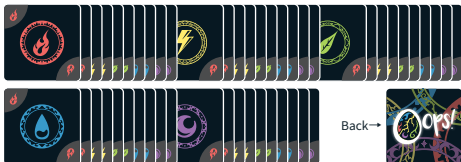
Join forces with your partner and be the first team to hatch your Arcane Egg. But beware—the dreaded “Oops Element” can unravel even the best-laid plans.

Hatch your Egg, confound your rivals, and claim victory!



Components

▼ 50 Element Cards



▼ 20 Arcane Egg Cards



Card Overview

▼ Element Card



Hatching Element

An element used to meet a Hatching Goal.

Oops Element

When played, it forces a matching Hatching Element out of a Hatching Field.

▼ Arcane Egg Card



Hatching Goal

A set of 5 Hatching Elements.

Objective

Be the first team to collect all the Hatching Elements shown on your Arcane Egg Card in either your own Hatching Field or your teammate's.

Teams and Seating

Players form teams of 2. Sit as shown below.

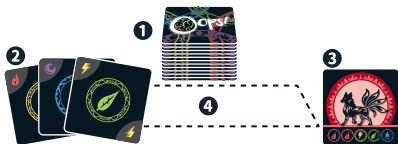


For your first game, we recommend playing with 4 or 6 players.

Once everyone knows the basic rules, try the variant rules for 2, 3, or 5 players.

Setup

- 1 Shuffle all Element Cards and place them face down in the center of the table as the draw pile.
- 2 Each player draws 3 cards.
- 3 Shuffle the Arcane Egg Cards. Each team draws 1 card and secretly looks at it together. Return the rest to the box face down.
- 4 Set aside a space in front of each player as their Hatching Field.



How to Play

The player who most recently saw an egg takes the first turn. Play proceeds clockwise. On your turn, do the following actions in order:

1 Draw 1 Element Card

Draw the top card from the draw pile and add it to your hand.

2 Play 1 Element Card

Choose a target player; you may choose yourself. Play 1 Element Card from your hand into that player's Hatching Field.

3 Check for "Oops!"

Check whether the played card's **Oops Element** matches any **Hatching Element** in the target player's Hatching Field.

- Match: Cover one matching card with the card you played and trigger "Oops!". If more than one card matches, choose one.
- Not match: Place the played card in the target player's Hatching Field.

The card you played



"Oops!" What's next?

The target player shouts "Oops" and places the 2 cards involved into 2 different other Hatching Fields. This does not trigger "Oops" again.

4 Check Hatching Fields (All players check their own Hatching Fields at the same time!)

If your Hatching Field has more than 5 Element Cards, choose 1 and place it face down on the bottom of the draw pile.

Your turn then ends.

End of the Game

At the end of any turn, if the 5 **Hatching Elements** in your Hatching Field match the **Hatching Goal** on your team's Arcane Egg Card, you and your teammate may immediately reveal your Arcane Egg Card and declare victory—even if it is not your turn. If multiple teams meet their **Hatching Goals** at the same time, they all win.

Variant Rules

(Any rule not mentioned below stays the same as in the basic rules.)

▼ Mentor & Apprentice

In this mode, each team has 1 Mentor and 1 Apprentice.

During **Setup 3**, only the Mentor looks at the Arcane Egg Card. The Apprentice may not look at it.

The Mentor may not give the Apprentice hints in any way.

If the Mentor or the Apprentice's Hatching Field meets the **Hatching Goal**, the Mentor reveals the Arcane Egg Card and declares victory.

▼ Virtual Teammate

In a 3-player or 5-player game, the unpaired player gets 1 Virtual Teammate.

During **Setup 2**, the Virtual Teammate does not draw cards. The unpaired player and the Virtual Teammate share one hand.



- The unpaired player takes all actions for the Virtual Teammate.
- The unpaired player owns the Virtual Teammate's Hatching Field.

▼ Two-Player Duel

In this mode, there is 1 shared Hatching Field in addition to each player's own Hatching Field.

If "Oops!" is triggered in the shared Hatching Field, the other player decides where to place the 2 cards.

During **4 Check Hatching Fields**, the other player also checks the shared Hatching Field in addition to their own.

You can win by meeting the **Hatching Goal** in either your own Hatching Field or the shared Hatching Field.

Credits

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