

WITCHLING ACADEMIA

ー 見習い魔法のゴーアウト ー

👤 3-7 Players 🕒 20-30 minutes 🏠 8+

Story

This is a prestigious magic academy where apprentice witches from around the world gather to study the seven schools of magic that shape the world. They train every day in hopes of becoming full-fledged witches.

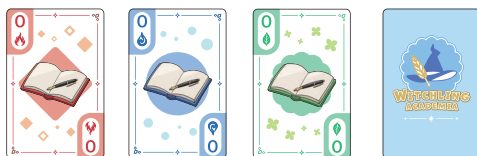
And today is finally the day of the promotion exam! Show what you've learned and cast your very best spells! Be careful - fail the exam twice, and you will not be promoted to the next rank!

Pass the exam and take one step closer to becoming a full-fledged witch!



Components

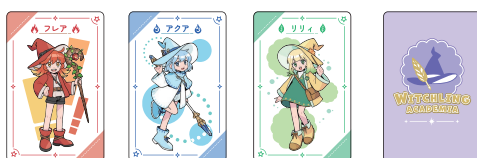
- 77 Magic Cards
 - One 0-9 card and one X card for each of the 7 attributes: Fire, Water, Grass, Light, Dark, Ancient, and Moon



Front

Back

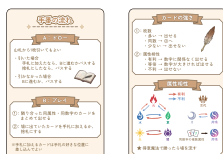
- 7 Witch Cards



Front

Back

- 7 Reference Cards



- 8 Broken Broom Tokens



Reading the Cards

【Magic Cards】

These are the cards used during the game. The number and attribute are used to determine which cards can be played together and how strong they are compared with the cards on the field.



【Witch Cards】

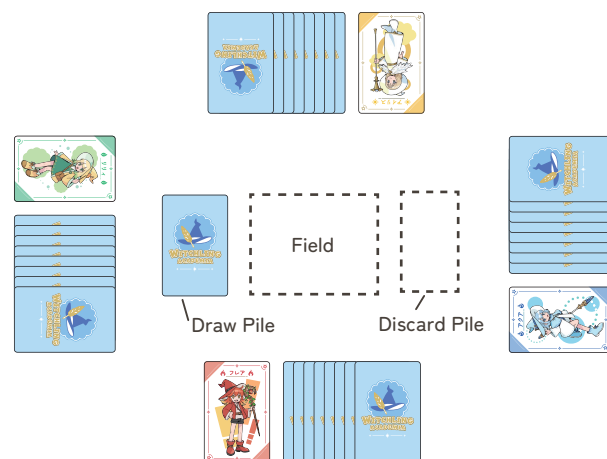
These cards show which witch you are playing as. Each witch's Specialty Magic indicates her specialty attribute and is used to determine when she can clear the field.

Specialty Magic



Setup

1. Each player chooses a witch and takes the corresponding Witch Card.
2. Shuffle all 77 Magic Cards to form the draw pile.
3. Deal 8 cards to each player as their starting hand.
⚠ Do not rearrange the cards in your hand after they are dealt.
4. In the center of the table, leave space for the field and the discard pile.
5. Choose the starting player by rock-paper-scissors or another method, then begin the game.



Game Flow

1. 【Start of a Round】
The starting player chooses the direction of play (clockwise or counterclockwise), then begins the round.
2. 【Playing the Round】
Players take turns in the chosen direction.
⚠ Do not rearrange your hand at any time during the round.
3. 【End of a Round】
A player goes out when they play all the cards in their hand. Continue the round until only one player still has cards in hand. That player fails the exam and takes one Broken Broom Token.
4. 【End of the Game】
The game ends when any player fails the exam for the second time. That player is not promoted, while all other players are promoted.

Turn Sequence

On your turn, resolve A: Draw, then B: Play.

A: Draw

Choose whether or not to draw 1 card from the draw pile.

【If You Draw】

Look at the card you drew, then choose to add it to your hand or discard it.

- Add it to your hand: Insert it anywhere in your hand. Then proceed to Play or pass.
- Discard it: Your turn ends and you **pass**.

【If You Do Not Draw】

Proceed to Play, or pass.

※Passing does not remove you from the round. When your next turn comes around, take your turn as normal.

※If the field is empty, you must Play.
If you drew a card, you must add it to your hand.

B: Play

Resolve B1: Play Cards, then B2: Recover Cards.

【B1 : Play Cards】

Play a valid combination of cards from your hand onto the field.

【How to Play Cards】

You may play a single card, or multiple adjacent cards from your hand. To play multiple cards together, they must meet one of these conditions:

- All cards have the same attribute
- All cards have the same number

If cards with the same number have different attributes, the combination's attribute is **Resonance**.

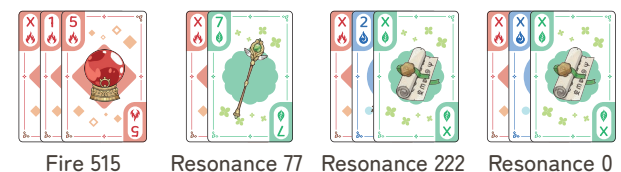
【Reading Numbers】

When you play multiple cards, read their upper-left numbers from left to right as a single combined number.



【Using X Cards】

An X card takes the value of the highest-numbered card played with it. If you play only X cards with no 0-9 cards, each X is treated as 0.



【Card Strength】

If the field is empty, you may play any combination that meets the normal play conditions.

If there are cards on the field, you may only play a combination that is stronger than the field. Determine strength in this order: ① Number of Cards → ② Attribute Matchup.

① Number of Cards

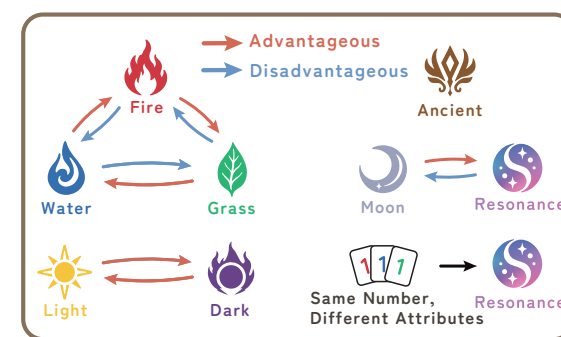
- More cards: You may play them regardless of number or attribute.
※ As long as you play more cards than are on the field, there is no upper limit to how many you may play.
- Same number of cards: Check ② Attribute Matchup.
- Fewer cards: You cannot play them.

②Attribute Matchup

- Advantageous: You may play regardless of number.
- Neutral: You may play only if your number is higher than the field.
- Disadvantageous: You cannot play.

【Attribute Matchups】

Each of the 8 attributes has advantageous, neutral, and disadvantageous matchups. The red and blue arrows indicate 'attribute being played → attribute on the field.'
Any matchup not shown by an arrow is neutral.



【Clearing the Field】

If no one plays a stronger combination over your cards before the turn comes back to you, place all cards currently on the field face up in the discard pile.

After clearing the field, you start a new field.

If you have already gone out, the next player starts instead.

【Specialty Magic】

If you beat the cards on the field using a card of your Specialty Magic attribute, immediately clear the field.

Playing your Specialty Magic onto an empty field does not clear the field. when you beat the cards on the field with your Specialty Magic, first resolve B2: Recover Cards. Then discard the cards you played to clear the field.

【B2: Recover Cards】

When you beat the field by playing cards, recover the cards that were previously on the field.

For each recovered card, choose one of the following:

- Add it to your hand: Insert it anywhere in your hand.
- Discard it: Place it face up in the discard pile.

End of a Round

【End Condition】

- When a player has 0 cards in hand, they go out and skip all future turns.
- The round ends when only **one player** still has cards in hand. That player fails the exam and takes 1 Broken Broom Token.

【Preparing the Next Round】

- Gather all Magic Cards, shuffle them well, and set up the game again as described in Setup.
- Keep the same Witch Cards; do not change witches.
- The player who failed the previous round becomes the starting player and chooses **the direction of play (clock-wise or counterclockwise)**.

End of the Game

The game ends when any player fails the exam **for the second time**.
That player is not promoted.
All other players are successfully promoted.

Additional Rules

【Passing】

- If there are cards on the field, you may pass even if you have a playable combination.
- Passing does not remove you from the round.
Take your turn as normal when it comes around again.

【Draw Pile】

- If the draw pile is empty when you attempt to draw, shuffle the discard pile to form a new draw pile.
- If both the draw pile and discard pile are empty when you attempt to draw, proceed to Play or pass.
However, if the field is empty, you must proceed to Play.

【X Cards】

- When combining X with other cards, the combination must still satisfy the normal same-attribute or same-number condition.
- X does not allow you to freely combine cards with different attributes and numbers.



Numbers: “2, 1, 2”; Attributes: “Fire, Fire, Water”
Because the cards are neither all the same attribute nor all the same number, they cannot be played together.

【Going Out】

- You go out as soon as your hand reaches 0 cards during B1: Play Cards.
- If you go out, do not resolve B2: Recover Cards. Instead, discard the cards that were on the field immediately before your play.
- The cards you played to go out remain on the field.

Character Profiles



Flare

Specialty Magic: Fire
Likes: Trying new things
Dislikes: Waiting, losing
Hobbies: Practicing magic, flying through the sky on a broom

“Why waste time hesitating?
Let's just give it a try!”



Aqua

Specialty Magic: Water
Likes: New scenery, maps
Dislikes: Bugs, spicy food
Hobbies: Exploring, collecting unusual things

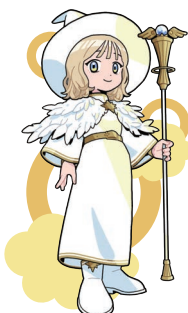
“Hey, let's go check over there too!
We might find something interesting!”



Lily

Specialty Magic: Grass
Likes: Flowers, small animals, sunny spots
Dislikes: Loud noises, being rushed
Hobbies: Caring for flowers, taking walks

“It's such a nice day ♪
The flowers seem happy too!”



Iris

Specialty Magic: Light
Likes: Tea, neatly arranged things
Dislikes: Arguments, messy rooms
Hobbies: Reading, brewing tea

“Hehe, it's lively again today.
I'm glad everyone seems to be having fun.”



Noxie

Specialty Magic: Dark
Likes: Staying up late, sweets
Dislikes: Waking up early, summer
Hobbies: People-watching, visiting cafés
“...Hm? Need something? You didn't think I'd notice you staring at me, did you?”



Noel

Specialty Magic: Ancient
Likes: Antique books, unusual magic
Dislikes: Exercise, speaking in front of people
Hobbies: Researching magic, visiting libraries
“I've never seen that spell before...!
Could you show it to me one more time?!”



Luna

Specialty Magic: Moon
Likes: Starry skies, quiet places
Dislikes: Crowds, strong sunlight
Hobbies: Stargazing, late-night reading
“...The stars are beautiful tonight.”

Item Profiles



0 : Notebook

A brand-new magic notebook,
its pages still completely blank.



1 : Quill

An essential tool for apprentice witches,
used to write down magical knowledge.



2 : Magic Broom

A trusty means of transportation that
lets witches soar freely through the sky.



3 : Witch Hat

Put it on, and you might feel just a little
closer to becoming a full-fledged witch.



4 : Magic Potion

A magical potion brewed from mysterious
ingredients, with a variety of effects.



5 : Crystal Ball

A mysterious crystal ball that reveals
glimpses of the future.



6 : Grimoire

A book filled with magical knowledge
and a wide variety of spell formulas.



7 : Magic Staff

A staff that guides magical power with
precision, helping shape spells exactly as
imagined.



8 : Magic Ring

A special ring that draws out the
wearer's hidden potential.



9 : Magic Key

A key imbued with powerful magic,
capable of opening the way to
sealed-off places.



X : Scroll of Secret Arts

A scroll containing powerful secret arts
passed down only among a select few
witches.

Epilogue

Great work on the promotion exam!
Whether you earned your promotion this time or not, there is
still plenty more magic to learn.
Becoming a full-fledged witch takes lots more study and
practice.
Take what you learned today with you into your next lesson.
The apprentice witches' academy days are only just
beginning.
Until next time—see you again at the magic academy!



Credits

Game Design: Ringo Neko
Graphic Design: Ringo Neko
Illustration: Tomii
Special Thanks: Everyone who participated in playtesting
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2026 pikora games
Witchling Academia - 見習い魔女のゴーアウト - Rulebook ver. 1.0