

Scroll & Write

1 – 5 Players | 30 Minute Playtime | Ages 10+ | Created by Michael Posada

A world of magic and wonder awaits as you take your first step into your very own arcane academy, where the dice hold the key to your success. The color of your combined dice determines the classes you will take, the benefits you will earn, and the number of points you will gain! After 16 rounds, the player with the most points is the winner!

Game Contents

- 2 Sets of School pads (1 Primary Pad and 1 Secondary pad)
- 1 Red, 1 Blue, 1 Yellow, and 1 White dice
- 5 Pencils
- 15 Double Sided Tarot Sized Scenario Cards
- 1 Active Player token/card
- Rulebook

Setup

1. Each player receives a pencil as well as 1 Primary and 1 Secondary School pads.
2. Randomly choose a starting player and give them all 4 dice and the active player token.
3. (Optional) Give each player a copy of the same scenario card, chosen randomly.

Gameplay

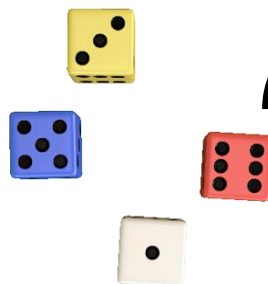
Scroll & Write is played over a series of 16 rounds. Once all 16 rounds are completed, the player with the most points is the winner! At the start of the round, each player marks off the respective round number on their school pad before the current active player rolls all 4 dice to the center of the table.

Using these 4 dice, all players will make 2 different combinations by choosing two dice to become a pair. You will be writing the sum of the paired dice in the class that matches its created color (for example, a Yellow 3 and a Blue 5 would create a Green 8, while a Red 6 and White 1 would create a Red 7).

[HERBOLOGY] Grow plants by filling in ascending numbers. Place a 10, 11, or 12 in a composter to write a "4" in this class immediately. Earn VP/Rewards for each space.

B + Y

: Give one combination up to +2 or -2



[BEAST TAMING] Surround a Beast with the required numbers to earn VP. Surrounding a Tamer Bonus allows you to immediately place that number in any other game.

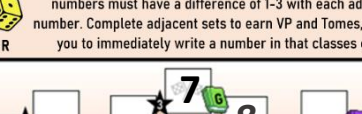
: Give one combination up to +2 or -2


During each Round, there will be one Active Player – each other player will be considered an Inactive Player. This distinction is important, as it determines how these players interact with the 4 dice:

The Inactive Players must split the dice into distinct pairings of color combinations, allowing them to put numbers into a specific pair of classes (the class pairings are *Ancient Runes + Astrology*, *Beast Taming + Herbology*, and *Potions + Alteration*, when you choose one pair, the other pair must be taken as well, creating the 3 different distinct pairings of colors listed above). Inactive players may not use the same dice more than once. For example, if an inactive player combines the white dice and red dice to put that sum in Monster Taming, they must also use the sum of the yellow and blue dice in Herbology.


In the example below, Robbi rolls the dice for the 5th round – as the active player, he may create any 2 combinations of his choice. His opponents Brandon and John, must split the dice:

[ALTERNATION] Fill numbers within the interconnected circles. All numbers must have a difference of 1-3 with each adjacent number. Complete adjacent sets to earn VP and Tomes, allowing you to immediately write a number in that classes color.

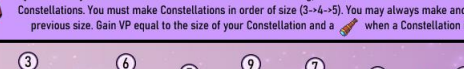


 : Immediately choose an adjacent number to the Tome and fill that number in the class matching that Tomes color.


Robbi takes this opportunity to place a low 4 in **Herbology**, while also finishing one of his **Potions** with the 5 result.

[ASTROLOGY] Fill stars based on the number rolled. After filling, draw a line to another filled star to create Constellations. You must make Constellations in order of size (3→4→5). You may always make another of the previous size. Gain VP equal to the size of your Constellation and a  when a Constellation is made.

B + R




3 → ☆ 4 → ☆ 5 → ☆

● ○ ○ ○ ○ ○ ○  Duplicate an already used combination


Brandon can place the 8 next to his 7 in **Alteration** which unlocks a bonus – since he chose to make the orange combination, he must also place the 5 in **Potions**, if possible.

[POTIONS] Brew potions by filling in numbers that match the recipe. Gain VP and fill a Vial on each completed Potion.

B + W

Spend a Vial  to change a Combination to any color.


3 different even numbers



--	--	--

★


4 sequential numbers



5

★


3 different odd numbers



--	--	--

★


Sum of 25 or more



11	
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★

Sum of 12 or less



--	--

★

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▼

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▼

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▼



John sees the opportunity to start making a constellation, so he opts to take the yellow and purple split, writing a 7 in **Ancient Runes** as well as a 6 in **Astrology** to score some extra Victory Points.

The Score Sheet

A round ends when all players have written in their numbers, and the next round begins by passing the dice to the player on their left to become the Active Player for the next round (in a 3 and 5 player game, ALL players are the Active Player that round and make any 2 combinations).

2

[POTIONS] Brew potions by filling in numbers that match the recipe. Gain VP and fill a Vial on each completed Potion.

+ W

Spend a Vial to change a Combination to any color.

3 different even numbers

--	--	--

3 different odd numbers

--	--	--

Sum of 25 or more

--	--	--

Sum of 12 or less

--	--	--

4 sequential numbers

[VICTORY POINTS & ARTIFACTS]

Fill when you get an Artifact. Score the last claimed Star at game end.

[ANCIENT RUNES] Fill boxes with a number. You may not place a repeating number in the same Row or on the same Stone. Gain Rewards when all boxes around a symbol are filled.

Y + W

Make a new combination

[BEAST TAMING] Surround a Beast with the required numbers to earn VP. Surrounding a Tamer Bonus allows you to immediately place that number in any other game.

R + W

Only Even or Only Odd Numbers	Numbers 7 and lower	Sum of 60 or greater	Tame 2 Different Beasts:	
★	★	★	★	

There are two separate School Sheets given to the players, each one has 3 classes to explore. These School Sheets can be swapped with additional expansion sheets to vary the gameplay:

- 1 Brew concoctions in **Potions** class, enabling you to change the color of any combination
- 2 Carve stones in the **Ancient Runes** class, allowing you to create new combinations throughout the game
- 3 Keep track of Victory Points and Artifacts obtained throughout your classes
- 4 Calm savage monsters in the **Beast Taming** class, allowing you to place numbers in other classes

Magic Source

When you see this icon, any number placed in that class must start at a Magic Source. Any further numbers must be adjacent to a previously written number or start from another Magic Source. A number may be written in any space in a class if a Magic Source icon is not present in that class.

Class

Bonuses

Most of these bonuses are filled at the bottom section of that class to either use immediately or to be saved for a later turn. Refer to the next section or each individual class for an example on its bonus and how it's claimed and utilized.

Victory Points

Whenever you gain a Black Star, cross it off and fill in that many bubbles in the VP section of your sheet. Gold Stars are NOT added to your VP section and are only scored at the end of the game.

Artifacts

Artifacts are powerful items found in each class. You will gain an increasing number of bonus points at the end of the game based on how many Artifacts you have collected! Fill in Artifacts as they are obtained, scoring only the points of your highest unlocked Artifact.

THE DRAGON CHALLENGE

You and your classmates have been chosen to enter the annual Dragon Challenge tournament, but only one of you will be crowned champion!

When the Dragon is completed, you may place a "4" in one class, then place an "8" in another.

DRAGONS RAGE: The Dragon requires a sum of 70 instead of 60.

CHALLENGE OF THE HEART: Gain 2 VP for each Health you have remaining, then place the following number in any class based on how much Health you have remaining:
 0 Health: 2 4-5 Health: Any #
 1-3 Health: 7 or less 6 Health: Any # twice

CHALLENGE OF THE BODY: You may lose 1 Health to immediately gain two of the following bonuses:

CHALLENGE OF THE MIND: Lose 1 Health for each Class you haven't progressed in.

CHALLENGE OF THE SPIRIT: Lose 2 Health unless you have collected an Artifact. Make only one combination this round.

CHALLENGE OF THE SOUL: Lose 1 Health or erase all your unused bonuses.

[ASTROLOGY] Fill stars based on the number rolled. After filling, draw a line to a filled star to create Constellations. You must make Constellations in order of size (3->4->5). You may always make another of the previous size. Gain VP based on size (shown below) and a when a Constellation is made.

[HERBOLOGY] Grow plants by filling in ascending numbers. Place a 10, 11, or 12 in a composter to write a "4" in this class immediately. Earn VP/Rewards for each space.

[ALTERATION] Fill numbers around the ring. All numbers must have a difference of 1-3 with each adjacent number. Complete adjacent sets to earn VP and Tomes.

[POTIONS] Brew potions by filling in specific ingredients. Complete sets to earn VP and Tames.

Keep track of your characters Health here. **Health is only used when using a Scenario card.** If a player loses all their Health, they will lose -15VP after finishing their calculation at the end of the game

Scenario cards can be optionally added to the top of the Round Tracker at the start of each game. These cards augment the gameplay, offering new abilities and challenges to the game

Mark off each space on the round tracker to keep track as you play. Scenario cards attach to the Round Tracker for varying effects throughout gameplay

Chart the stars in **Astrology** class, allowing you to duplicate combinations you've already used

Show your green thumb in **Herbology** class, growing plants that allow you to adjust the value of a Combination

Convert your numbers into rewards in the **Alterations** class, earning the ability to put one of your changed numbers into a specific class

Each class utilizes a unique way to use your dice. Herbology for example wants you place ascending numbers in columns, while Potions requires specific ingredients to brew a Potion and gain Victory Points. In addition, each of these classes provides a special bonus that you can utilize the turn you acquire them (with some being able to be saved for later use):



Obtaining a **Rune** allows you to create a new Combination from the available dice



Obtaining a **Vial** allows you to change the color of any combination to any other color.



Obtaining a **Tamer Bonus** allows you to place its number in ANY game.



Obtaining a **Tome** allows you to place any number adjacent to it in that Tome's specific class



Obtaining a **Herb** allows you to augment the value of a combination by up to +2 or -2



Obtaining a **Telescope** allows you to duplicate a combination you've already used this turn.

Class Overview

Ancient Runes - Yellow

Carve out the spaces along your stones to craft powerful magic runes and score victory points. When filling in this class, the sum of the yellow and white dice will be used.

[ANCIENT RUNES] Fill boxes with a number. You may not place a repeating number in the same Row **or** on the same Stone. Gain Rewards when all boxes around a symbol are filled.

○ ○ ○ ○ ○ ○ : Make a new combination

You must place your first number on a Magic Source icon. Any subsequent number must be adjacent to another number or start at another Magic Source.

In Ancient Runes, fill a box with any number. You may not have the same number present in the same row, or on the same Stone (each Stone is comprised of 8 boxes in a 2x4 column, with a small gap between the left and right stone). Placing a number in any of the 4 corners immediately earns you 2VP. To claim the other rewards, fill in all boxes surrounding that reward, either scoring more VP, or unlocking a Rune (some rewards require 2 numbers to unlock, while others require 4 numbers to unlock).

When you unlock a Rune, outline the circle in the corresponding section at the bottom of the class. You may spend a Rune by filling in that bubble to create a new additional combination (one you have not used yet) from the current available dice. For example, if a player chose to fill numbers in the red and green class this round, they may spend a Rune to create an additional combination. This combination will be for another different class available on the current dice, marking that combination as well.

Unlock the Yellow Artifact by filling in the four center boxes in this class.

Astrology - Purple

Chart the stars and create constellations to duplicate your combinations and score victory points. When filling in this class, the sum of the red and blue dice will be used.

[ASTROLOGY] Fill stars based on the number rolled. After filling, draw a line to another filled star to create Constellations. You must make Constellations in order of size (3→4→5). You may always make another of the previous size. Gain VP based on size (shown below) and a when a Constellation is made.

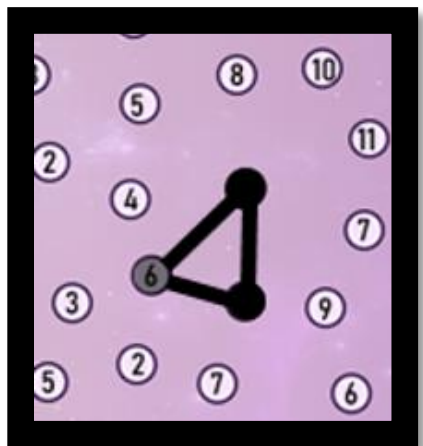
3

4

5

○ ○ ○ ○ ○ ○ : Duplicate a used combination

In Astrology, fill in the star that matches the chosen combination. Whenever you fill in a star, you must immediately draw a line from it to another filled star if available (you begin with one filled star in the center of your class). Once your third star is drawn, it must immediately be connected to both other stars and closed in a triangle shape (3 sides). This will form your first 3-Star Constellation.



When drawing lines, you may draw over unfilled stars, however those stars and any stars “trapped inside” of your closed constellation cannot be used for the remainder of the game. In addition, drawn lines between filled stars may never touch or cross one another.

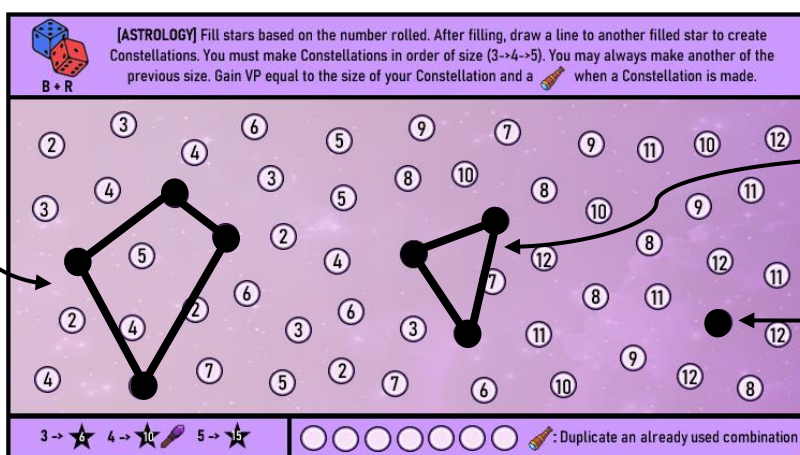
A player must first create a 3-star constellation before they can make a 4-star constellation, and they must make a 4-star before creating a 5-star. A 6-star Constellation may not be created.

When beginning a new Constellation, your first star does not need to be connected to another filled star, however, that star must immediately be connected with a line to the next star you fill in.

Upon completing your third filled star of your new constellation, you have a choice:

- You may choose to connect it in a closed shape with your other filled stars to form another 3-Star Constellation
- You may draw one line as normal. If you did not connect your stars, your next star filled must immediately be connected to the other three stars and closed in a square/rectangle shape (4-sides). This will form your first 4-Star Constellation.

A 4-Star Constellation (the 5, 4, and 2 are all unusable in future Constellations here)



A 3-Star Constellation (the 7 is unusable in future Constellations here)

The start of a new Constellation

Follow this same process when you are creating a 5-Star Constellation – you may always choose to close it early for another size 3 or size 4, or immediately close it when you draw your fifth star.

Whenever you create a Constellation of any size, you unlock a Telescope, outlining the circle in the corresponding section at the bottom of the class. You may use this bonus at any time by filling in the circle to duplicate a combination you’ve already used. For example, if you rolled a 10 in Beast Taming, you would mark the first 10, fill in your Telescope, then mark another 10 anywhere in that same class.

Unlock the Purple Artifact by making your first 4-star constellation.

Beast Taming - Red


[BEAST TAMING] Surround a Beast with the required numbers to earn VP. Surrounding a Tamer Bonus allows you to immediately place that number in any other game.












R + W

Only Even or Only Odd Numbers **7**

Numbers 7 and lower **8**

Sum of 60 or greater **20**

Tame 2 Different Beasts: 

Surround Beasts with their required numbers to tame them, scoring victory points! When filling in this class, the sum of the red and white dice will be used.

In Beast Taming, fill in a space with any number. There is no Magic Source in this class, so you may place your number anywhere. Different Beasts need to be surrounded by different types of numbers to gain Victory Points (both orthogonally and diagonally). Even if a Beast is fully surrounded by numbers, you will not receive VP from them if those numbers do not meet their specific requirements:

- **Goblin:** All even numbers or all odd numbers (3 spaces to surround) (Worth 7VP)
- **Griffin:** Only numbers 7 and lower (3 spaces to surround) (Worth 8 VP)
- **Dragon:** Needs a total of 60+ on all surrounding numbers (8 spaces to surround) (Worth 20 VP)
- **Tamer Bonuses:** Any numbers (5 spaces to surround) (Allows you to place that number in another game)

Once you surround a Beast, cross it off and gain VP based on the type of Beast tamed (7 VP, 8 VP, or 20 VP).



Tamer bonuses are also present in this class - surrounding one of these Tamer Bonuses with any 5 numbers will allow you to immediately cross that bonus off to put the associated number into any other class. Each Tamer Bonus may only be claimed once.

Unlock the Red Artifact by taming any 2 Beasts (Tamer Bonuses are not considered to be Beasts).








Herbology - Green

[HERBOLOGY] Grow plants by filling in ascending numbers. Place a 10,11, or 12 in a composter to write a "4" in this class immediately. Earn VP/Rewards for each space.

B + Y

Give one combination up to +2 or -2

Tend to your plants to help them grow, gaining victory points and the ability to adjust the value of your combinations. When filling in this class, the sum of the blue and yellow dice will be used.

You must place your first number on a Magic Source icon. Any subsequent number must be adjacent to another number or start at another Magic Source.

In Herbology, fill a box with any number. Use any bigger number to fill the box above it, and so on, writing ascending numbers to the top of your chosen plant. Whenever you place a number in Herbology, immediately cross off the reward for that space and gain the VP or mark the bonus at the bottom of the class.

You may place a 10, 11, or a 12 into one of your two composters. When you do this, gain 2VP, then you must immediately place a "4" into Herbology if you are able (this may only be done twice per game).

As a player grows their plants, they will gain Herbs. When you unlock an Herb, outline the circle in the corresponding section at the bottom of the class. You may use this bonus at any time by filling it in to add a +1 or +2 or subtract a -1 or -2 from a single combination. For example, if you rolled a 10 in Potions, you could mark off an Herb to change that 10 to an 8, 9, 11, or 12 instead (a combination can never be less than 2 or more than 12).

Unlock the Green Artifact by growing your middle plant to the highest level.


Potions - Blue

Follow the required recipes to brew wondrous potions with color changing abilities! When filling in this class, the sum of the blue and white dice will be used.


In Potions, fill any box with any number if that number matches the recipe for one of the 5 different Potions. No Magic Source icon is present in this class, so you may place your numbers anywhere. Once you have filled in the required numbers, you will gain VP listed next to that Potion as well as fill one of your Vials.





When you unlock a Vial, outline the circle in the corresponding section at the bottom of the class. You may use this bonus at any time to change the color of any combination. For example, if you rolled a Red 8 (corresponding with Beast Taming), you could treat that combination as any other color, such as an Orange 8 for use in Alteration.






Unlock the Blue Artifact by brewing any two Potions.


[POTIONS] Brew potions by filling in numbers that match the recipe. Gain VP and fill a Vial on each completed Potion.


B + W

Spend a Vial  to change a Combination to any color.

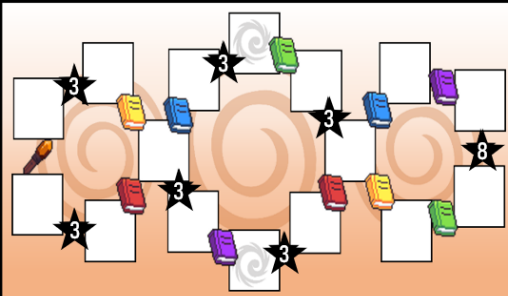
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Alteration - Orange


[ALTERATION] Fill numbers around the ring. All numbers must have a difference of 1-3 with each adjacent number. Complete adjacent sets to earn VP and Tomes.

R + Y



 : Immediately choose an adjacent number to the Tome and fill that number in the class matching that Tome's color.

Shift the form of numbers placed into Alteration, changing them to VP or numbers for use in other classes! When filling in this class, the sum of the red and yellow dice will be used.

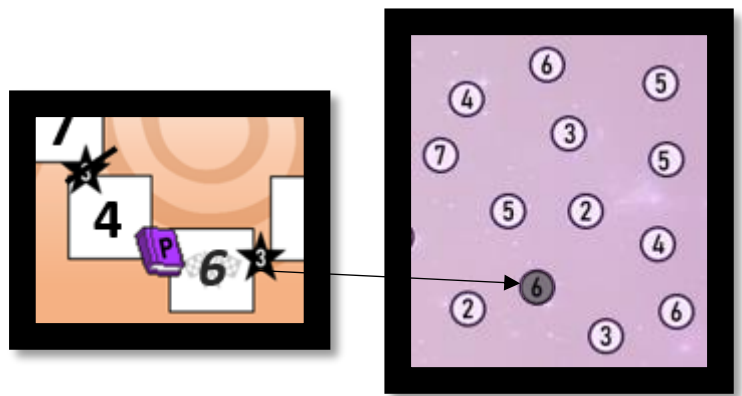
You must place your first number on a Magic Source icon. Any subsequent number must be adjacent to another number or start at another Magic Source.

In Alteration, fill a box with any number. Any number adjacent to another must have a difference of 1, 2, or 3. For example, you may not place an 8 next to an 8, as it has a difference of 0. However, a 5, 6, 7, 9, 10, or 11 can all be played, as they each have a difference of 1, 2, or 3.

When a number is placed, check for any rewards between those two numbers and claim it, either gaining VP or unlocking a Magic Tome.

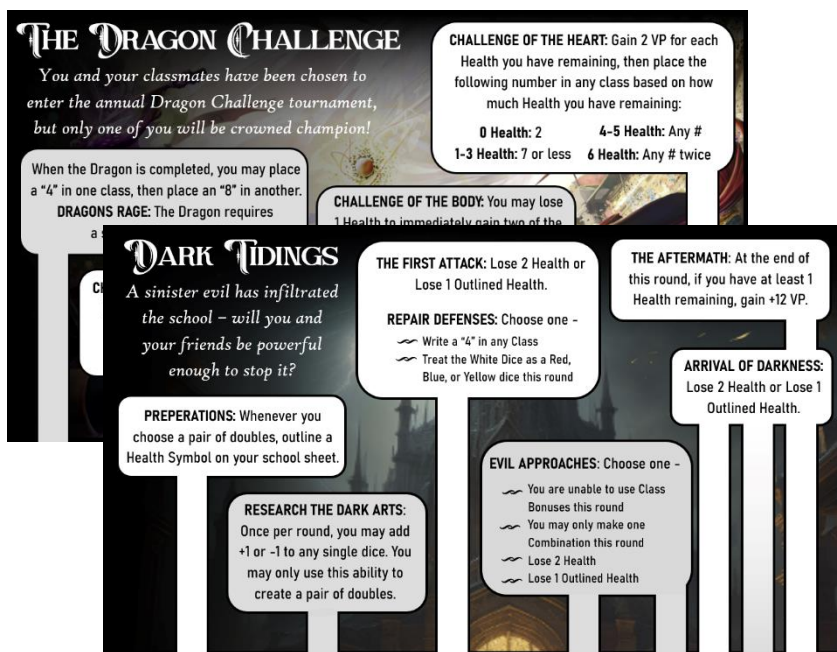
When you unlock a Magic Tome, choose one of the two numbers adjacent to it and immediately mark one of those numbers into the class that shares a color with the Tome, if possible. Cross off the Tome to show that it has been used. For example, if you place a 4 next to a 6, unlocking the Purple Tome, you will immediately cross it off to place a 4 or a 6 in Astrology if there is a 4 or 6 available to mark off there.

Unlock the Orange Artifact for completing the adjacent set of boxes at the left end of Alteration.



Scenario Cards

To add additional challenges and variety to the game, you may optionally include one of five Scenario cards while you play. These Scenario cards are placed above your round tracker on your school pad, lining up with the round tracker to unlock different effects and abilities as the game progresses.



Many of these Scenario cards will cause you to Lose Health, or give you the ability to Outline a Health symbol.

When you lose a Health, fill in one of the hearts on your school sheet. At the end of the game, refer to your scenario card for what happens depending on your Health total.

To outline your Health, draw a circle around a Heart symbol on your school sheet. Outlined can be used to activate positive effects or reduce the amount of health you lose from negative effects. Refer to your Scenario card for how Health works in that challenge.

Game End

The game ends after the 16th round (in a 3 player and 5 player game, every player will act as the Active Player for the 16th and final round of the game). After this, players will add the total number of Victory Points they've obtained plus the points of their highest unlocked Artifact. The player with the most VP is the winner! In the event of a Tie, the player with the most unused bonuses is the winner. If there is still a tie, whoever has the most Artifacts will win. If a Tie is still present, both players share in the Victory!

Solo Gameplay

The goal of the solo game is to score as much as points as possible. The solo game is played over 16 rounds just like a 2-player game, however you will always be rolling the dice.

You will take the role of the Active Player on the first turn of the game and swap between being the Active Player and the Inactive player each round – thus giving you 8 rounds as an Active Player, and 8 rounds as Inactive Player (you will be Active on odd numbered rounds, and Inactive on even numbered rounds). There are no extra rules for the solo mode – you may still choose any 2 combinations as an Active player and must still split the dice if you are an Inactive player.

When playing the solo game, any available Scenario Card may be used. Refer to the chart below to check your score:

121+	Master Sorcerer	An exceptional display of magical prowess! You have showcased an unparalleled mastery of the arcane arts. Your magical abilities are awe-inspiring, and you are hailed as a true sorcerer supreme within the school and the greater magical community.
111-120	Supreme Enchanter	Your magical performance is truly extraordinary! With a deep understanding of mystical energies, you have enchanted the entire school with your brilliance. Your spells and charms are powerful, leaving everyone in admiration of your magical finesse.
101-110	Illustrious Mage	Your skills are highly respected, and your name is whispered across the halls. Your proficiency in spellcasting and the magical arts sets you apart as an illustrious mage within the school.
91-100	Accomplished Wizard	Your magical achievements are noteworthy, showcasing your dedication and talent. You have proven yourself as a capable wizard, proficient in various magical disciplines. Your classmates and teachers recognize your potential and look up to your magical prowess.
81-90	Adept Magician	You have shown great promise in the magical arts! You are on the path to greatness, and your teachers have high hopes for your future magical endeavors.
71-80	Novice Spellcaster	You are steadily learning the ways of magic! While there is room for improvement, your determination and enthusiasm show great promise in your magical studies.
>70	Practice Needed	You have made a start on your magical journey, but there is much to learn and practice. With more dedication and effort, you can improve your magical abilities.

Contact