

◆ Resonance ◆

THE FORBIDDEN RITUAL

GAME RULES

Introduction to the pernicious rules **Resonance**

TABLE OF CONTENTS

INTRODUCTION	P.03	P.17	DEMONS
INGREDIENTS	P.04	P.18	SPELLS
SETUP	P.06	P.20	WITCHES
COURSE OF A ROUND	P.08	P.22	TEAM MODE

**This grimoire is none other
THAN THE ENTRY POINT INTO AN EVIL WORLD
WHERE THERE ARE NO FRIENDS.**

Be prepared!

MOPING ABOUT YOUR FAILURES WON'T HELP YOU
ACHIEVE YOUR GOAL, WITCH!

This is a warning!

YOU ARE RESPONSIBLE FOR THE DEMONS, SPIRITS
AND CURSES YOU INVOKE
USING THE FORMULAS CONTAINED
IN THIS BOOK.

With precise description and detailed presentation

Formulas found within have been compiled from many centuries of black magic practice.



State your purpose...
Witch!

An Imminent Revenge

Resonance is a card and black-magic game for 3 to 5 players (and up to 8 in Team mode). Each player embodies a dangerous and determined Witch who is trying to summon a Demon to take revenge for an offense and appease her grudge.

To summon your
, you must validate **3 combinations of Ritual Objects** placed on the
playing area.

Box Ingredients

✦ 8 WITCH CARDS ✦



✦ 8 DEMON CARDS ✦



✦ 8 SPELL CARDS ✦



Each of the Spell cards is different and matches a Witch card.

✦ 8 MOON CARDS ✦



The Moon cards are numbered from 1 to 8 and must be placed in the correct order!

✦ 80 RITUAL OBJECTS CARDS ✦



x32 Herb cards

x26 Mineral cards

x22 Potion cards

✦ 18 TRANSIENT OBJECT CARDS ✦



x7 Herb cards

x6 Mineral cards

x5 Potion cards

✦ 13 ARTIFACT CARDS ✦



Artifact cards are numbered with values from 1 to 13.

✦ 21 INCANTATION CARDS ✦



Incantation cards are numbered with values from 1 to 21.

✦ 6 HELP CARDS ✦



✦ THIS RULE BOOK ✦

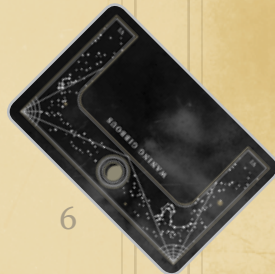


Setup

- 1 Players sit in a circle around the playing area. Each player receives a Help card.



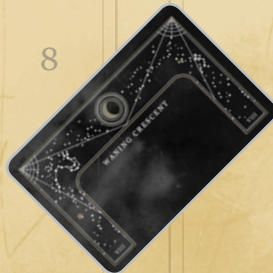
5



6



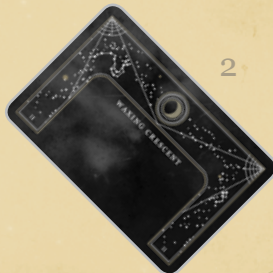
7



8



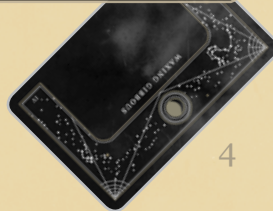
1



2



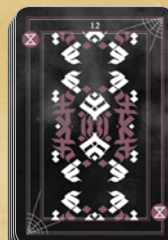
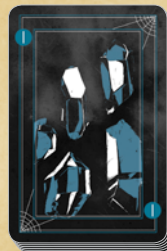
3



4

- 2 Place the Moon cards to form a circle in the center of the playing area; the **New Moon** card will be the first Moon to be locked.

- 5 Form 3 face-up decks for each of the 3 types of Ritual Object cards (purple back).



- 4 Shuffle the 13 Artifact cards and form a face-up deck.

- 5 Shuffle the 21 Incantation cards and form a face-up deck.

- 6 Shuffle the gold-backed Transient Object cards. Then, place them to the side of the playing area, face down. A Transient Object is revealed each round.



Resonance or the Art of Summoning

3 TO 5 PLAYERS

MULTIPLAYER MODE

Goal of the game

As a Witch, you must **activate three combinations of Ritual Objects during the different Moon phases** (the different game rounds) to summon your Demon.

Each Demon has different combinations of Ritual Objects, which is why each Witch must influence the activation of the Moons to her favor.

To take your revenge, be the first to summon your Demon.

Starting a Game

SELECTING THE DEMON TO SUMMON

Starting with the youngest player and going clockwise, deal 1 Demon card face up to each player.

Players place the Demon card in front of them, visible to all players until the end of the game.

SELECTION OF THE WITCH

Deal 2 Spell cards to the youngest player—that player **chooses and keeps one of the cards** and puts the second under the deck of Spell cards. Continue in this manner for each player, moving in a clockwise direction. **With 5 players**, shuffle the remaining Spell cards before dealing 2 to the 5th player.

Each player also takes the Witch card corresponding to their Spell card and places it on top of it. Unselected Witch and Spell cards are kept to the side of the playing area.

STARTING RITUAL OBJECT CARDS

Each player receives 3 Ritual Object cards, one of each object type, which they add to their hands (not visible to the other players).

The three cards received are:



- ✦ 1 Herb card
- ✦ 1 Mineral card
- ✦ 1 Potion card

STARTING ARTIFACT CARD

Each player receives 1 **Artifact card** and adds it to their hand.

Note: players may have any number of cards in their hand during the game.

ON THE PLAYING AREA



IN HAND



Game Overview

The game is played over a series of rounds. Each round locks one of the 8 Moons which are placed in the center of the playing area. The first round always starts from the New Moon (I), then round after round, play the Moons in order.

I. REVEAL A TRANSIENT OBJECT CARD

At the start of each round, a card from the Transient Object deck (golden back) is revealed and placed in the center of the circle formed by the Moon cards.



II. EACH PLAYER PLAYS AN ACTION

All players play at the same time. They must perform one of the 7 available actions:

- ✦ Play a Ritual Object card from your hand, face down
- ✦ Play an Artifact card from your hand, face down
- ✦ Play an Incantation card from your hand, face down, to cast one of your Witch's Spells
- ✦ Draw 2 Ritual Object cards
- ✦ Draw 1 Artifact card
- ✦ Trade Ritual Objects to break free from a Sigil
- ✦ Trade Ritual Objects to change your Demon card

Note: it is mandatory to perform an action each round.

There is no player order, players will have to be quick to perform an action before an opponent.






Detail of Possible Actions

PLAY A RITUAL OBJECT CARD FROM YOUR HAND, FACE DOWN


Place a Ritual Object card face down in the center of the playing area. Each Ritual Object influences the Moon, which will be locked at the end of the round. The Ritual Object is revealed during the Resolution phase (*see the Resolution section for more details*).

There are 3 types of Ritual Objects::

- ✦ Herb card  ✦ Mineral card  ✦ Potion card 



PLAY AN ARTIFACT CARD FROM YOUR HAND, FACE DOWN

Place an Artifact card  face down in the center of the playing area. **Artifact cards are used to remove all the cards of one type of Ritual Object** (Herb, Mineral, or Potion cards) **from the playing area**.

The Artifact card is revealed and activated during the Resolution phase (*see the Resolution section for more details*).

After use, Artifact cards are permanently removed from the game.


Tip: novices tend to use their Artifact cards in the early rounds, but savvy Witches know that saving them for later rounds is the best decision.

Note: if several players play an Artifact card during the same round, the number indicated on the Artifact card specifies the order of activation, in descending order (i.e. highest to lowest).

If no Ritual Object card is present in the center of the playing area, the Artifact card is immediately discarded.



PLAY AN INCANTATION CARD FROM YOUR HAND, FACE DOWN, TO CAST ONE OF YOUR WITCH'S SPELL

Place an Incantation card  face down in the center of the playing area.






Incantation cards are used to cast the Witches' Spells. Each Witch has 3 different Spells specified on her card. All Spells cost 1 Incantation card.

The Witches' Spells are revealed, announced and activated during the Resolution phase. A player can only use one Spell per round.


Note: if several players play an Incantation card during the same round, the number indicated on the Incantation card specifies the order of activation, in descending order.

DRAW 2 RITUAL OBJECT CARDS

The player immediately draws 2 Ritual Object cards from the 3 available decks and adds them directly to their hand. The player chooses which decks to draw from: Herb cards , Mineral cards  or Potion cards . **It is possible to draw the same type of card twice.**



Note: if the deck of a type of card is empty, the player cannot obtain that card type.


DRAW 1 ARTIFACT CARD

Draw 1 Artifact card  from the Artifact deck and add it directly to your hand. **Artifact cards are limited to 13 per game.**

Note: if the Artifact deck is empty, it is no longer possible to perform this action.




TRADE RITUAL OBJECTS TO BREAK FREE FROM A SIGIL

One of the Spells common to all players is to cast a Sigil on an enemy Witch, which prevents the latter from playing Artifact cards. If a player ends up with their Witch card sealed by another Witch, they can **discard 1 Mineral card  and 1 Potion card  from their hand to free themselves from the Sigil.**

The Incantation card  placed on their Witch card, as well as the Ritual Object cards used, are permanently discarded from the game.

Note: if the player is not blocked by a Sigil, it is not possible to perform this action.

TRADE RITUAL OBJECTS TO CHANGE YOUR DEMON CARD

Immediately **discard 1 Herb card , 1 Mineral card , and 1 Potion card  from your hand to exchange your Demon** and get a new Demon card. The player then chooses the Demon card they wish to take. The previous Demon card returns to the Demon card deck and can be selected again later in the game.

Resonance is a game that does not forgive indecision, so if several players want to change Demons during the same round, it is the first who announces their intention, who selects their Demon first.


Note: your new Demon retains all obtained Summoning levels from your previous Demon.

III. RESOLUTION PHASE

Several actions must be performed at the end of a round to determine which Ritual Object will activate the round's Moon.

To do so, **reveal all the cards placed** in the center of the playing area and then resolve the actions in the following order:

IF INCANTATION CARDS ARE REVEALED

The Incantation cards  activate the Witches' Spells at the beginning of the Resolution phase. Each Spell is specific to each Witch (see *Spells section for more details on Spell effects*).

The active player announces the chosen Spell aloud, even if it is activated at the end of the round. If multiple players played an Incantation card during the same round, the number indicated on the card specifies the order of activation, in descending order.


Incantation cards used during the round are permanently discarded from the game



Example: the Transient Object of the round is a Potion. Blanchefleur plays an Incantation with a value of 11, Thylane plays an Incantation with a value of 5, and Zinnia plays an Incantation with a value of 1. Blanchefleur uses her first Spell and plays 1 Herb card, which value equals the sum of 3 played cards. Thylane also uses her first Spell, which transforms her card into an

Artifact with a value of 0. Zinnia chooses to place a Sigil on Thylane at the end of the round. Thylane uses her Artifact to remove the Herb card. Only the Potion card remains in the center; it will lock the round's Moon.

IF ARTIFACT CARDS ARE REVEALED

The player who played the Artifact card  remove all the Ritual Object cards with the same type (i.e. Herb, Mineral, or Potion).

If multiple players played an Artifact card during the same round, the number indicated on the card specifies the order of activation, in descending order.








Example: in the center of the circle are 2 Potion cards, 1 Mineral card, 1 Herb card, and 2 Artifact cards (numbered 12 and 4). The player who placed the #12 Artifact card takes their turn in the Resolution phase first (since their Artifact card is the highest value) and removes the 2 Potion cards. Next, the player who played the value-4 Artifact card removes the Mineral card. The Herb card is the only card left, which means it will lock this round's Moon.

Artifact cards used during the round are permanently removed from the game.

IF RITUAL OBJECT CARDS ARE STILL PRESENT IN THE CENTER OF THE PLAYING AREA

All Ritual Object cards played in the center of the playing area are separated by type and counted to determine the Ritual Object that will lock the current Moon. The type of Ritual Object with most cards activates the round's moon.

In the event of a tie, Mineral cards  take precedence over Herb cards , and Potion cards  take precedence over both Herb  and Mineral  cards.



Example: In the center of the circle are 2 Mineral cards and

2 Herb cards. Because the Mineral cards take precedence over Herb cards in the event of a tie, a Mineral card will lock the current Moon.

Place one of the most numerous Ritual Object cards on the Moon to lock it. Then permanently remove the other cards for the rest of the game.



Note: the Moons are locked in order, starting with the New Moon (I).

If no Ritual Object card is present in the center of the playing area after using Artifact cards or Spells, end the round. Then, play another round to lock the same Moon. The validation of a Demon or Seals is carried out even if the Moon has not been activated.

Until a Moon is locked, players cannot move on to the next one.

IV. END OF A ROUND

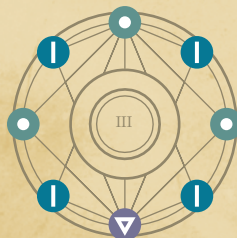
Level I



Level II



Level III



At the end of the round, players must check their Demon card's summoning level. **Demon cards have 3 summoning levels to complete in order to permanently summon them.**

If the symbols of the Ritual Objects placed on the Moons correspond to a summoning level on your Demon, the matching summoning level is activated. To activate a level, the lower level must first be activated on a previous round.

Note: the symbols do not have to be placed in the same order as on the Demon card.

If, at the end of the round, a player's Demon has reached a level, they announce out loud the

level reached. **That player then immediately draws an Incantation card and adds it to their hand.**

A level can only be activated once per game.



It is not possible to activate several Demon levels per round, even if the combinations of 2 levels are present at the same time.

Full Moon

When the 5th Moon (Full Moon V) is locked, all players who didn't validate level 1 of their Demon card immediately draw 1 Incantation card and add it to their hand.



Additional Lunar Month

If the 8th Moon has been locked but no Demons have reached their final summoning level, and if there are still Transient Object cards left, the players will start the process of locking Moons over again, returning to the New Moon (I).

At the start of the round, the Ritual Object previously placed on the Moon to be relocked is discarded. Then the game continues by revealing a Transient Object and player actions.

End of a Game

The game ends if a player activates all 3 levels of their Demon card. Only one Demon card can be summoned at a time, so only one player will be declared the winner and be able to summon their Demon and achieve their revenge.



After the 8th Moon (Waxing Crescent VIII) is locked, if all the Witches except one end up with a Sigil on their Spell cards, the Witch without a Sigil wins the game. **This rule only applies if no Demons are summoned during the round.**

If all Transient Object cards have been revealed, the game ends and nobody wins.

Demons

The 8 Demons of **Resonance** will serve you and meet your needs...
If you pay the price required for their services.



BERITH
DEMON OF LIES



ELIGOS
DEMON OF WAR



FOCALOR
DEMON OF DROWNINGS



GREMORY
DEMON OF LOVE



HABORYM
DEMON OF ARSON



MURMUR
DEMON OF THE DEAD



VALEFAR
DEMON OF THIEVES



VEPAR
DEMON OF DISEASES

Warning: the Demons named **Eligos** and **Harborym** are the hardest to summon. You have been warned...

Spells

There are several types of Spells. The following contains clarifications on some of the terminology.

Place a Sigil on an Opposing Witch to prevent her from playing Artifact cards



Place a Sigil on a Witch. This will block the use of the targeted Witch's Artifact cards on their turn, and also benefits you if no Demon is summoned after the 8th Moon. To cast a Sigil Spell, place the Incantation card used during the round on the Witch card you wish to seal.

A Witch can only have one Sigil at a time.

Change the Incantation Card

Your Incantation card is immediately transformed as indicated on your Spell card. It is not necessary to draw or add another card to symbolize this transformation.

Play a Card from Your Hand

Play a card from your hand to the center of the playing area. Play as many cards as indicated by the Spell.

Remove a Card from the center of the playing area

When it is your turn to activate your Incantation, remove the cards as indicated by your Spell.

A Transient Object is considered a Ritual Object.

Note: a card transformed into an Artifact before the action can also be removed. A card that is worth 3 cards of the same Ritual Object does however count as a single card if it needs to be removed from the center of the playing area.

Change a Card

When a Spell changes Demons and Spell cards, they are not permanently removed from the game; they can be taken back if the Spell is cast again.

A Witch targeted by a Spell card or Demon card change chooses her new card from the reserve on the side of the playing area.

Draw One or More Cards

Perform this action by drawing your card(s) from the indicated face-up deck(s).

If one of the decks indicated by the Spell is empty, the Spell can still be cast, but part of it is lost.

Example: immediately play 1 Ritual Object card from your hand. Then draw an Artifact card - if there are no more Artifacts, this part of the Spell is simply lost.

Discard a Card from your Hand

Cards discarded due to a Spell are permanently removed from the game.

The targeted Witch chooses the cards to discard in her hand.

If a player must discard one or more cards from their hand, but does not have the required cards to discard, the Spell is invalid and nothing happens. Be careful who you target!

Artifact and Incantation cards are not Ritual Objects!

At the End of the Round

The Spells cast at the end of the round are performed when the round ends, after the verification of the summoning of Demons. At the end of the round means after the validation of the levels of Demons and Sigils of the round. The effect of a Sigil on a Witch is taken into account from the next round.



Witches

There are 8 Witches in this region who want revenge;
check out their profiles below.



BLANCHEFLEUR

SOUL CROSSING

« The place is deserted, yet they can feel my presence. »



CALANTHE

BITTER QUEEN

« Let's not end it too quickly; I want to enjoy every moment. »



ÉVANTHE

DUBIOUS HERBALIST

« Let's take care of the weeds. »



MYOSOTIS

WILD SENTINEL

« The call of the forest...No one can resist it for long. »



THYLANE

CRUEL CHILD

« One, two, three—find a casualty. Four, five, six—put it on a crucifix. Seven, eight, nine—under the shade of a pine. Ten, eleven, twelve—in his flesh I will delve. »



VIRÁG

ENTOMOPHAGOUS RECLUSE

« Grind the bones of my enemies to concoct a little pick-me-up. »



VUOKO

SWAMP CREATURE

« There is no age to give me a heart with your tender and juicy flesh. »



ZINNIA

FLORENTINE GYPSY

« I see a decision, a painful end and a prodigious satisfaction. »



Resonance or unity makes despair

FOR 6, 7 OR 8 PLAYERS

TEAM MODE

Team mode allows you to play **Resonance** with a larger number of players. Each team is made up of 2 Witches who join forces to summon the Demon that will allow them to inflict a common vengeance.

If there is an odd number of players, one of the players will play two Witches alone. However, this will not be an easy exercise, so be sure of yourself before starting the ritual.

Goal of the game

Each team of two Witches has one common Demon card. The objective for the team is to activate the 3 levels of the Demon in order to be the first team to summon it and thus achieve victory.

Starting a Game

PLAYERS POSITION

Teammates sit side by side. During the game, players from the same team can talk to each other out loud and show each other their respective cards.

SELECTING THE DEMON TO SUMMON

Deal 1 Demon card face up to each team, starting with the youngest team (add teammates' ages), then continuing clockwise.

Each team keeps the Demon card in front of them, visible to all players, until the end of the game.

SELECTION OF THE WITCHES

Deal 2 Spell cards to each team, starting with the youngest team (add teammates' ages), then continuing clockwise.

Each player chooses the Spell card of the Witch they will play for the game. Each team will also designate a High Witch who will retain that title until the end of the game. The High Witch will receive the Incantation cards when a Demon level is passed. The other player is referred to as the Lesser Witch.

Players place their Spell card in front of them until the end of the game. Each player also takes the Witch card corresponding to their Spell card and places it above their Spell card.

STARTING RITUAL OBJECT CARDS

Each player receives 3 Ritual Object cards and adds them to their hand:



- * 1 Herb card
- * 1 Mineral card
- * 1 Potion card

STARTING ARTIFACT CARD

Each player receives 1 Artifact card and adds it to their hand.



Game Overview

A game takes place in the same way as the multiplayer mode — each round activates one of the 8 Moons located in the center of the playing area.

I. REVEAL A TRANSIENT OBJECT CARD

As in the multiplayer mode, at the start of each round, a Transient Object card is revealed and placed in the center of the summoning circle formed by the Moon cards.



II. EACH PLAYER PLAYS AN ACTION

All players play simultaneously. They must perform an action among the 7 available actions:

- ✦ Play a Ritual Object card from your hand, face down
- ✦ Play an Artifact card from your hand, face down
- ✦ Play an Incantation card from your hand, face down, to cast one of your Witch's Spells
- ✦ Draw 2 Ritual Object cards
- ✦ Draw 1 Artifact card
- ✦ Trade Ritual Objects to break free from a Sigil
- ✦ Trade Ritual Objects to change your Demon card

Note: it is mandatory to perform an action each round.

III. RESOLUTION PHASE

The Resolution phase is similar to the multiplayer mode. When determining which Ritual Object will lock the current Moon, do so in the following hierarchy: Spells, Artifacts, then counting the types and number of Ritual Objects.

Note: in team mode, Spells, which targeted all other Witches in multiplayer, target each of the opposing teams' Witches.

IV. END OF A ROUND

At the end of each round, teams must check their Demon card's summoning level. Demon cards have **3 summoning levels to complete in order to permanently summon them.**

If one of the Demon's summoning levels is completed, that team only receives one Incantation card (X), which is added to the High Witch's hand.



Full Moon

When the 5th Moon (Full Moon V) is locked, all teams that didn't validate the first level of their Demon card immediately **draw 1 Incantation card (X) and add it to the hand of the Lesser Witch.**



Additional Lunar Month

If the 8th Moon has been locked but no Demons have reached their final summoning level, if there are Transient Object cards left, the teams will start the process of locking Moons over once more, beginning once again with the New Moon (I).

At the start of the round, the Ritual Object previously placed on the Moon to be relocked is discarded. Then the game continues with the reveal of a Transient Object and the player actions.

End of a Game

As in the multiplayer mode, **the game ends if a team activates all 3 levels of their Demon card.** Only one Demon can only be summoned at a time, so only one team will be declared the winner and able to summon their Demon to achieve their revenge.

After the 8th Moon (Waxing Crescent VIII) is locked, if all the High Witches but one end up with a Sigil on their Witch, the latter wins the game. This rule only applies if no Demons are summoned during the round.

Note: it is possible to place a Sigil on a Lesser Witch, but this will not affect the victory of the team.

If all Transient Object cards have been revealed, the game ends and no teams win.





Marine, Mathis, Mélanie, Justine, Jérémy, Suzanne, Mickaël, Adrien, Nisah,
Clément, Rémy, Marie, Elise, Pauline, Jo, Violette, Cyril, Morgan, Lina.

**This game was funded through a crowdfunding campaign in 2022.
Thank you to all our backers for their support!**

Game designed by:

Sergio Matsumoto

Illustrated by:

Manon Polier

English editor:

Benjamin Rocher

Discover all our projects:
www.dtda.fr

Send us love mail:
contact@dtda.fr

Keep track of new rituals:

- Facebook: www.facebook.com/DTDAGames/
- Twitter: [@DTDA_Games](https://twitter.com/DTDA_Games)
- Instagram: [@dtda_games](https://www.instagram.com/dtda_games)

Resonance is a game from the indie game studio DTDA GAMES :

DTDA SAS
35 rue des Chantiers
78000 Versailles, France
All rights reserved.