

*What! Of all the places in the world, Poseidon's Pentacle?*

A cry of dismay is heard from a room in the school of magic's dormitory. Lise, an apprentice witch, holds her head in her hands despairingly.

By her side, Umyu, her sea slug familiar, is shaking its eyestalks in disbelief.

But there's no getting around it.

Lise is training to become a witch and has been anxiously waiting to find out what the final test will be. It's just been decided that . . .

# She must retrieve the bounties of the sea from Poseidon's Pentacle!

The fourteen-year-old Lise has been unable to retain her composure. She's been in her room fretting for quite a while now.

*Counterclockwise?*

*Pentagonal?*

*I have to match the numbers?*

*I can only take what I'm supposed to?*

*So many difficulties! What am I to do?*

*First of all, I can't even enter Poseidon's Pentacle.*

にほんごばん うら み  
日本語版は裏から見てください

## Rulebook of Poseidon's Pentacle

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Magical Panel Game  
Number of players: 1 to 4  
Play time: about 20 minutes  
Target age: 10 years and older

### CREDITS

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Time passes and the day of the test arrives.

*Umyu, a human can't enter Poseidon's Pentacle, even one with magic powers. That's why the final test is to see if the apprentice witches can make full use of their familiars. You understand what that means, don't you?*

*I have to retrieve the bounties of the sea from the Poseidon's Pentacle, although I myself can't enter.*

*So you'll have to go instead.*

*I'll command you from outside Poseidon's Pentacle. You'll have to follow my commands to move around, seek out the bounties of the sea, and retrieve them before any of my rivals do. One of the other apprentice witches is Annemarie. She's a real go-getter and just too much in every way. She's bound to say to herself, "I'll have that!" and then brazenly take it with her sea scorpion familiar.*

*The apprentice that's a bit tricky is Lurica. She's a tough cookie, but she has a soft spot for her big brother. And she has a seagull as a familiar, which is strange to say the least.*

*Then there's that lovable goofball Seraphy, who's always getting things wrong.*

*So she's no bother at all. She'll be taking it easy with her sea bream familiar.*

*And with you on my side, Umyu, I don't have to worry about anything. You're the smartest familiar a witch could wish for!*

Only one apprentice witch can pass the final test.

Of course, Lise knows that this is going to be a challenging task.

But that won't stop her. She wants to become a witch as soon as she can.

So she can't afford to fall behind the other apprentice witches.

*Umyu, you have to do your very best. Don't let me down.*

*I'm counting on you to make me a fully fledged witch.*

*Lise the apprentice witch commands you: Umyu, go and retrieve the bounties of the sea from Poseidon's Pentacle for me. Do it before anyone else does.*

*Go now, Umyu!*

Having received his mistress's command, Umyu is transported to the mysterious Poseidon's Pentacle.

## OVERVIEW

The players are apprentice witches Lise, Seraphy, Lurica, and Annemarie, who are taking the final test to become fully fledged witches.

The test takes place in Poseidon's Pentacle, the god of the sea's contrariwise world beneath the waves.

In this mysterious ocean gyre, where the current circulates counterclockwise, or "withershins" as witches say, no human can enter—not even a witch with her supernatural powers.

So, as an apprentice witch tasked with retrieving the bounties of the sea from the pentacle, you must dispatch your familiar to retrieve the bounties for you, commanding your familiar from outside the pentacle.

However, you cannot send your command spells to your familiar immediately.

This is because if you cast a spell on Poseidon's Pentacle at the wrong time, it will be dissipated by the withershins current of the gyre.

To make a command spell work, you have to seal it so that it's only unsealed and cast when the time is right.

Because it takes time for the command spell to be unsealed, you must think carefully about what will happen in the meantime.

And the rival apprentice witches won't just sit back and let things go your way.

It's important to predict carefully what your rivals will do and how they will try to thwart you.

## HOW TO WIN

In the short game, the first player to retrieve the bounties of the sea wins.

In the long game, the player with the highest total number of bounties of the sea retrieved at the end of the game wins.

If you're playing the game for the first time, familiarize yourself with how it works by playing the short game. If noplayer meets the winning conditions at the end of the game, all players fail the test.

## COMPONENTS

4 familiar counters

Sea slug familiar

Sea bream familiar

Seagull familiar

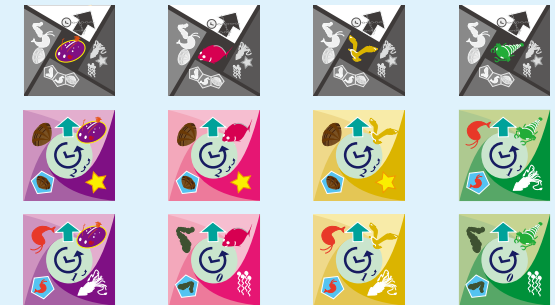
Sea scorpion familiar



12 command panels

sealed side

unsealed side



1 time marker

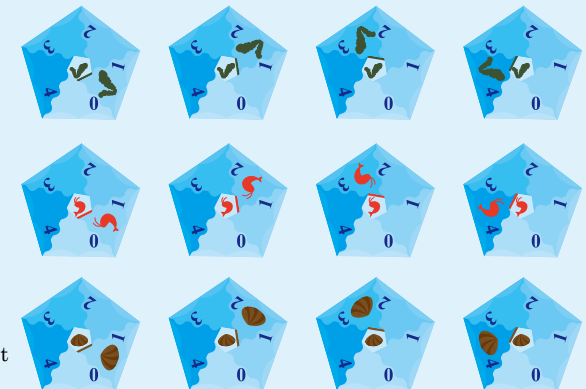


12 pentapanel

Front

Back

Front

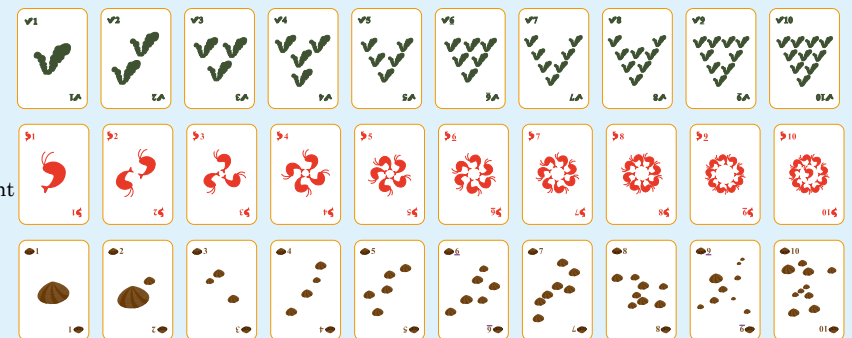


30 bounties-of-the-sea cards



Back

Front



1 copy of this rulebook (English and Japanese)

# GETTING READY TO PLAY (SETUP)

## ▶ Getting the players ready

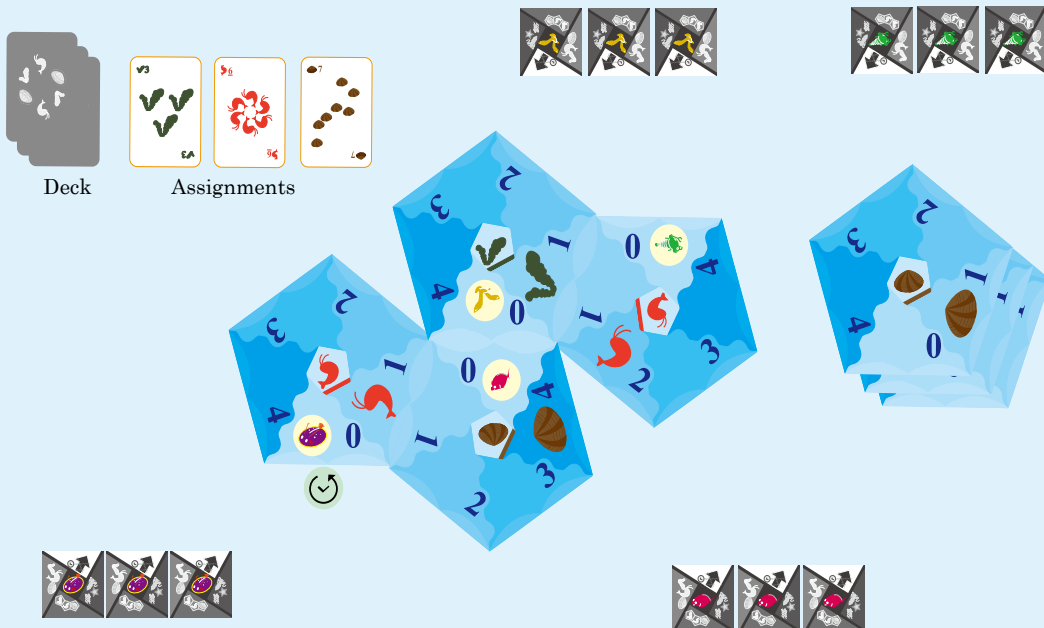
1. Each player chooses and receives one familiar.
2. Take all three command panels corresponding to your familiar, and place them in front of you.  
Make sure that the **sealed side** is facing up so that the **unsealed side** isn't visible to the other players. (The **sealed side** is the one with the oblique arrow wrapped in a watchchain.)  
If you don't do this, your opponents will have the advantage.
3. The player whose familiar is the sea slug is the starting player.

## ▶ Getting the pentacle ready

1. The starting player takes a pentapanel of his or her choice and places it in the center of the table.
2. The starting player puts his or her familiar on sector 0 of the pentapanel and then places the time marker against the edge of sector 0.
3. Each of the other players in turn places one pentapanel of his or her choice on the table, putting his or her familiar on sector 0. The pentapanel is placed in counterclockwise order so that sector 0 of a placed panel is connected to sector 0 of the preceding panel, or sector 1 of a placed panel is connected to sector 1 of the preceding panel. Sectors 2 through 4 may not be connected.
  - The pentapanel must not overlap.
  - Make sure that none of the pentapanel overhangs the edge of the table and can fall off.
  - Take care not to displace the pentapanel during the game.
4. Place the remaining pentapanel at one side of the table and take one when you need it.

## ▶ Getting the bounties-of-the-sea cards ready

1. Place all the cards face-down on the table, shuffle them well, and stack them at one side of the table.
2. Put the top nine cards of the deck face-down in the box.
3. Turn over the top three cards of the deck and place them face-up in a row next to the deck.  
These are the assignments.



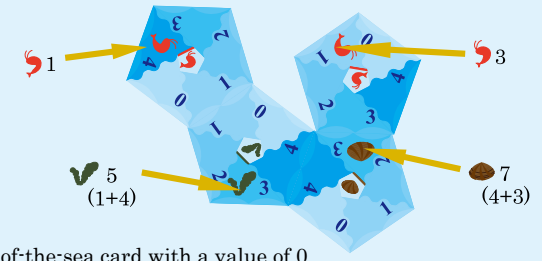
# OBJECTIVES & MEANS

## ▶ Bounties of the Sea

To those on land, the seas of Poseidon's Pentacle may look quite ordinary. But it's said that what can be retrieved from the pentacle will lead to the treasures of the sea god Poseidon himself.

☆ If you retrieve enough bounties, you win! The apprentice witch had passed her witchcraft test. Now she can become a fully fledged witch.

- There are three types of bounties of the sea: , , and . Each type has a value from 1 to 10.
- The type of bounty that can be retrieved from a pentapanel is shown by the symbol on the pentapanel.
- Add up the numbers in the pentapanel that are connected to other pentapanel. That's the number of bounties of the sea that can be retrieved from the pentapanel.



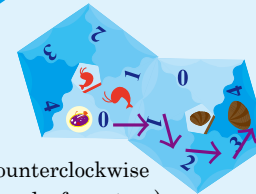
Important: If there's a single unconnected pentapanel on the table, no bounties of the sea can be retrieved since there isn't a bounties-of-the-sea card with a value of 0.

## ▶ Familiar

Usually, each apprentice witch and her familiar are inseparable. But this situation is different, and they must be apart from each other to retrieve the bounties of the sea.

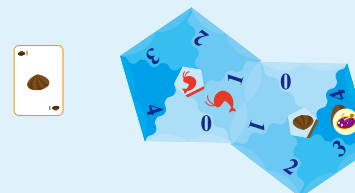
- ☆ Only your familiar can enter the pentapanel. To retrieve the bounties of the sea, you have to rely on your familiar.
- You can place your familiar on any of the pentapanel's five numbered sectors, 0 to 4.
- Where the pentapanel are connected, the player in charge of the familiar can decide at any time which pentapanel the familiar is on.
- The familiar receives commands from the player and **moves**, **explores** and **retrieves**.

### Move



Move counterclockwise (for example, four steps).  
You must move the exact number of steps.

### Retrieve



You retrieve the bounties of the sea.

### Explore



If a new pentapanel is available, connect it next to the familiar's location if there's a room.



Important: You must connect same-numbered sides together.

☆ The basic action taken by the familiar is to **move** and **explore** in order to **retrieve** the bounties of the sea assigned to the player.

## ▶ Command Panel

Command panels are used to cast spells that command the familiars in Poseidon's Pentacle.

☆ Lise and the other apprentice witches use the sealed command spell from outside Poseidon's Pentacle. When the seal is unsealed after a certain time has passed, the apprentice witch's familiar inside Poseidon's Pentacle will act according to the command. As you'd expect, it's a process requiring careful thought and patience, since it's part of the final selection test to become a witch.



Normally, you should keep the **sealed side** of the command panel facing up when the panel is in front of you. Keep it this way up when you place it in play.

**Move** When you want to **move** the familiar, point the arrow to the number on the pentapanel.  
0 1 2 3 4

**Explore** If you want your familiar to **explore**, point the arrow to the pentagonal symbol of the bounties of the sea in the command panel.

**Retrieve** If you want your familiar to **retrieve** the bounties of the sea, point the arrow at the symbol of the bounties of the sea in the pentapanel or command panel.

The key to this game is how to make good use of the command panels of the other apprentice witches. A familiar is told what to do in the **command phase**, and the next **resolution phase** determines whether or not the command can be carried out.

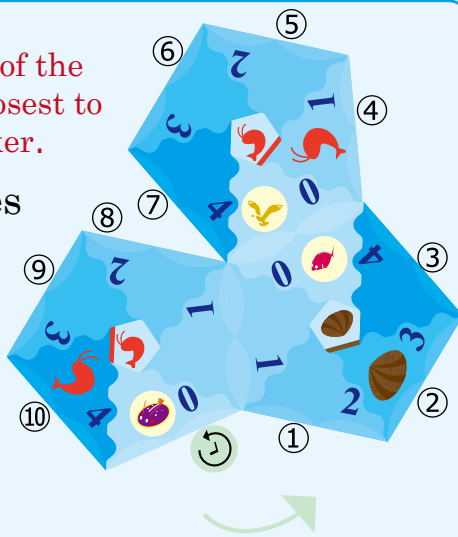
To do so, the state of the command panel needs to change from sealed to unsealed and the time marker needs to arrive there. Controlling a familiar in Poseidon's Pentacle is a difficult task. This will be explained in detail in the next section, GAME FLOW.

## How to use the time marker

The flow of time in Poseidon's Pentacle is represented by the time marker, which moves counterclockwise like everything else in the pentacle.

**Important**  
① is the edge of the pentapanel closest to the time marker.

The time marker moves counterclockwise with the edge of the pentapanel on the left.



# GAME FLOW

The game is usually played over one to six rounds. Each round consists of three phases: A, B and C. Play goes from A to B to C and then on to the next round, and so on.

## Round

A: Start Phase → B: Command Phase → C: Resolution Phase

## A: Start Phase



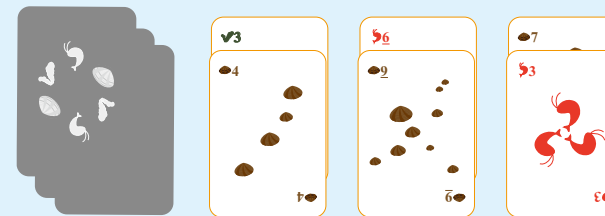
## ▶ Change of Starting Player

From the second round onward, the starting player becomes the next player counterclockwise.

## ▶ Add the Assignments

Take three bounties-of-the-sea cards from the top of the deck and place them face-up in a row on top of the cards already in play.

Make sure that all players can see the symbols and numbers of the cards that are on the bottom.



Connect the pentapanel in such a way that you can retrieve the bounties of the sea of the assignments!

The number of assignments increases from 6 in the first round to 9 in the second, to 12 in the third, and so on until the deck runs out.

Under normal rules, the deck runs out in the sixth round.

© The game ends when no more bounties-of-the-sea cards can be drawn from the deck.

Even if you run out of cards in the **start phase** of the sixth round, the game will go on to the **command phase** of the sixth round, then the **resolution phase**, and will end with the **start phase** of the seventh round.



## B: Command Phase

Think carefully about how your familiar needs to move to retrieve the bounties of the sea.

Once you've decided on your familiar's movements, cast the magic spell of the sealed command.

One by one, the command panels are placed in counterclockwise order.

How to place a command panel

Point the arrow on the **sealed side** at the symbol representing what your familiar has to do: a number, to move; the tiny pentagons, to explore; the bounties, to retrieve.

**Which side up?** Place it in play with the **sealed side** face-up.

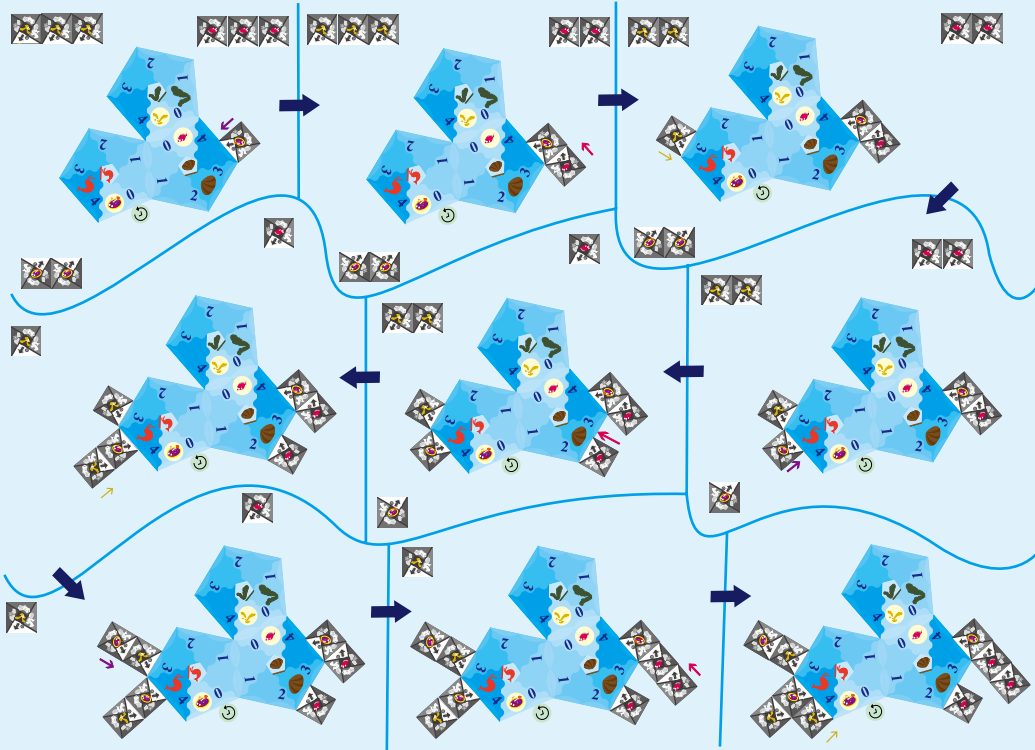
**How?** Align the edge having the arrow with the edge of the panel that is in play.

- In the case of a pentapanel, align the command panel with either the right or left corner.
- In the case of a command panel, align the edges exactly.

It must not be placed on the edge with the time marker.  
It must not be placed so that it overlaps other panels.  
You may not move the other panels of the pentapanel.  
It must not be placed so that it falls off the edge of the table.

1. The starting player places in play one of the command panels in front of himself or herself. No player can pass if they still have a command panel in front of them.
2. Going counterclockwise, each of the other players successively places a command panel in play in the same way.

Repeat until there are no more command panels left.



The **command phase** ends when there are no more command panels in front of the players.

In this phase, you only issue commands. The issued command remains in play, waiting for resolution in the **resolution phase**.

It determines whether the command will be carried out as you expected, whether it will not be carried out as you expected, whether it will be returned to the player without being carried out, or whether it will remain in play until the next round.

## C: Resolution Phase

Will the magic of the commands issued by the apprentice witches be conveyed correctly to their familiars?

The **resolution phase** is the phase in which you resolve the command panels in play one after another according to the rules you have set. The process is as follows:

1. Unseal the **sealed command panel** closest to the time marker by turning it over so that the arrow points in the same general direction.

The sealed spell is now cast.

2. Advance the time marker by the number at the center of the **unsealed command panel**.

The number at the center indicates how long it took to break the seal.

The player whose command panel it is should advance the time marker counterclockwise by that number.

**Assessment** ☆ At this point, check whether the time marker has reached the edge of the pentapanel where the command panel is placed.

←NO YES

3. The command panel returns to the appropriate player and the spell of the **unsealed command panel** is cast.

© When there are no more **sealed command panels**, the **resolution phase** ends and the game moves to the next round.

**Unsealed command panels** that haven't been reached by time marker remain in play.

If no player has a command panel at this point, move the time marker to the edge of the pentapanel with the nearest command panel.

The magic of a command that has been issued doesn't remain forever.

When the time marker reaches the edge of the pentapanel (including its connected command panels), the command panel that has been placed in play finishes its role and returns to the appropriate player.

If the command panel is sealed, the command will not be carried out.

If it's unsealed, the command will be carried out.

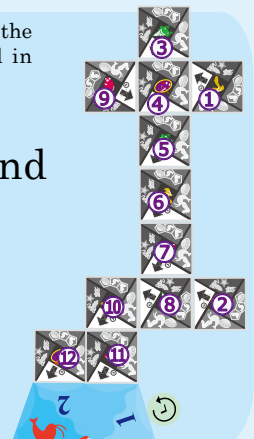
### Resolution Order

In the **resolution phase**, resolve the panels one by one in the order of their closeness to the time marker, not by player.

If there are multiple command panels in a row on the edge of the pentapanel, the order is determined in accordance with the following criteria:  
Both 1 and 3 are in this order.

With the pentapanel at the bottom and the time marker to the right, it will be the rightmost one.

If there is more than one, it will be the outermost one.



# Familiar's Action

Your familiar will act in accordance with the symbol indicated by the unsealed arrow.

This is compulsory.

Unless it's impossible, it must be carried out.

0 1 2 3 4

○ Your familiar moves. (See page 5.)  
You have to move even if you don't want to.



○ Your familiar explores. (See page 5.)  
You can choose any pentapanel you want as long as the symbols are the same. If there are no pentapanel left, you cannot place it.

You mustn't place it overlapping another pentapanel. For the other panels, use the following rules:  
If it overlaps the command panels, the command panel will be returned to the appropriate player.  
The command will not be carried out in any state.  
If it overlaps the time marker, connect the time marker to any edge of the new pentapanel.  
(This also works for setup.)



○ Your familiar will retrieve the bounties of the sea. (See page 5.)  
If the assigned bounty of the sea is available, the player retrieves it. The player should then place the card face-up in front of himself or herself for all to see. If it's a short game, the game ends at this point.



○ Ignore it at this stage.

## Multiple Symbols

○ If there are multiple symbols at the ends of the unsealed arrows, resolve them all in the order the players want.



← If both symbols and numbers are drawn, choose one of the following:

- A) Retrieve the bounties of the sea and then move your familiar four steps.
- B) Move your familiar four steps and then retrieve the bounties of the sea.

Here is an example of the **resolution phase** progression shown on the right page.

- ① Unseal the **sealed command panel** closest to the time marker.
- ② The number in the center is 0, so the time marker is advanced zero steps (no movement).
- ③ Now the number is 2, so advance the time marker by two steps.
- ④ Now that the time marker has passed the edge of sector 2 of the pentapanel on the right and arrived at the edge of sector 3, it's time to resolve the command panels placed on these edges. The command panels on these edges are resolved and the command panels are returned to the respective players.  
The sea slug familiar takes two steps forward.  
The sea slug familiar explores the subsequent area.  
The sea bream familiar does nothing.
- ⑤ The value in the center is 0, so the next **sealed command panel** is unsealed.
- ⑥ This time the value is 1, so the time marker is moved forward one step.
- ⑦ The time marker has reached edge of sector 4 of the pentapanel on the right, so the command panel will return to the appropriate player as soon as it's resolved.
- ⑧ The sea bream familiar tried to explore the subsequent area, but couldn't do so because it overlapped the pentapanel.  
The sea slug familiar will retrieve the bounties of the sea.  
If this is a short game, the game will end at this point.

## Resolution Phase Progress Example

