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# v1

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Game: **JONATHAN STRANGE & MR NORRELL**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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**Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers**



# JONATHAN STRANGE & Mr NORRELL

## SETUP

Place the game board in the centre of the table.

Shuffle each type of card separately to form 7 decks and place them face down near the board.

Sort the **spell element tokens** by type (*birds, hills, rain, stones, trees, and wind*) and place them near the board.

Draw **3 books of magic** and place them in a line faceup near their slots on the edge of the board.

Draw **4 feats of magic** and place them in a line faceup near their slots on the opposite edge of the board.

Draw **2 named connexions** and place them faceup near the board.

Place the **fairy token** on the raven space of the fairy tracker and place the **year token** on the first space of the year tracker.

Each player takes a **magician board** and with the wooden discs and pawn in the matching colour. The area around each player's magician board is their **player area**.

Players should leave enough room around their player board for the books and feats of magic they will acquire.

Each player places 6 discs in the centre of the silver basin on their magician board: these are your **action discs**.

Take another disc from each player and stack them in a random order on the space of the prestige tracker showing the wax seal: these show each player's **prestige** and determine the **turn order**.

The remaining discs are used to gain connexions during the game.

Deal **2 invitations** and **2 introductions** to each player to form their initial hand of cards. Keep them secret.

Deal **3 feats of magic** to each player. These are kept faceup in your **player area**.

## TURN SEQUENCE

The game consists of 12 twelve **years**, starting in 1806 and finishing at the very earliest in 1811 and at the latest in 1817.

Each year, go through preparation as a group, and then individually take player turns. Once every player has taken their turn, continue to the next year.

## PREPARATION

### A. MOVE THE YEAR TOKEN

*Skip this step in the first year of the game.*

Move the **year token** to the next space on the year tracker.

### B. REVEAL A NEW CARD OF MARSEILLES

Draw a **card of Marseilles** and place it faceup near the board, covering the previous year's card to become the current card of Marseilles. You may always check the previously revealed cards.

Immediately move the **fairy token** up a number of spaces equal to the strength at the top left on the current card of Marseilles. The card also determines which elements you can do magic with this year, and how many invitations you will draw at the end of your turn.

### C. DRAW A BOOK OF MAGIC

*Skip this step in the first year of the game.*

Remove the faceup **book of magic** in the slot closest to the prestige tracker (marked red) and discard it onto a faceup discard pile. Reveal a new book of magic from the deck and place it in the slot closest to the fairy tracker, moving the other books down. There will always be 3 available books of magic.

## PLAYER TURNS

Starting with the player with the highest prestige, players take individual turns. If multiple players are on the same space of the prestige tracker, the player closer to the top of the stack takes their turn ahead of any players below them. Whenever you move your disc onto a space with other discs, always place yours on top.

Any cards you acquire which are portrait in orientation are kept secret in your hand. Any cards which are landscape in orientation are kept in the player area in front of you.

Once a player has finished their turn, the next player in the turn order takes their turn, and so on until each player has taken a turn. A new round then begins.

**Casting spells:** During the game, players gain **spells** for completing feats of magic. During a player's turn spells can be played for a one-time benefit, or be discarded to gain 1 prestige per discarded spell. Some spells can be played outside a player's turn, as specified on the card.

### A. CHOOSE AN ACTION OR STILL THE WATERS

First, choose one of the 6 available actions to perform this turn. To do so, move one of your action discs from the centre of the silver basin and place it in the relevant action's **action slot**. That action is now your current action. If an action symbol is covered by a disc you must choose another action.

Instead of choosing an action, you can **still the waters**. When you do so, return all action discs to the centre of the silver basin. On the turn after you still the waters, all actions will be available to you again.

Each action will either have an immediate effect or will grant you a benefit during this turn.

## STANDARD ACTIONS

Each magician has these **standard actions**:



**Acquire book of magic:** Immediately take any of the 3 available books of magic and place it faceup in front of you. Reveal a new book of magic from the deck and place it in the slot closest to the fairy tracker, moving down any other available cards.



**Take the King's Roads:** Once this turn, when you move, you can move to any location on the board when you move.



**Study rain and hills:** When you do magic this turn, you can treat rain and hills as available elements, even if they're not shown on the current card of Marseilles.



**Study birds and stones:** When you do magic this turn, you can treat birds and stones as available elements, even if they're not shown on the current card of Marseilles.



**Study trees and wind:** When you do magic this turn, you can treat trees and wind as available elements, even if they're not shown on the current card of Marseilles.

## UNIQUE ACTIONS

Each magician also has their own **unique action**, as described on your magician board.

### B. VISITS

After you have chosen an action, you move around the board fulfilling social engagements. At this point you may move your magician up to twice, and fulfil up to 2 invitations or introductions. This can happen in any order.

### MOVING YOUR MAGICIAN

You can move your magician to any adjacent location connected by a path. Some effects, like the *take the King's Roads* action or the *Coachman* connexion, may change the way you move.

**For your first move of the game, place your magician on any location on the board.** This counts as 1 move towards your limit of 2.

When you would move onto the London location, instead move to any location in the City of London. When you move from a location in the City of London, you can move to any other location in the City of London or to any location adjacent to the London location.

If you move onto or past one of the marked **connexion spaces** on the prestige tracker, you immediately gain a **connexion**. When you do so, place a disc on any empty connexion space on your magician board. You immediately have access to the associated ability.

When you would gain a connexion, you may choose 1 of the 2 available **named connexions** instead. Place the card faceup in front of you and immediately gain the listed effect. Then place a disc on the connexion space on your magician board indicated by the card. If that space is already filled, you cannot take that named connexion. If you take a named connexion, reveal another card from the deck if possible.

## FULFIL SOCIAL ENGAGEMENTS

If your magician is in the location listed on an invitation or introduction in your hand, you can play it for its effect:

**Invitation:** Immediately draw 2 introductions, or take 2 of the available feats of magic, or draw 1 introduction and take 1 feat of magic. Introductions always go into your hand, and feats of magic are always placed faceup in front of you.

If any feats of magic were taken, reveal new feats from the deck until there are four available again.

**Introduction:** Immediately move your disc on the prestige tracker up the number of spaces indicated by the card. If your disc lands on the same space as other discs, place yours on top.

## C. DO MAGIC

To do magic, you must discard an invitation or introduction from your hand and place an **element token** of the matching type on a feat of magic in front of you. The element shown must either be:

1. An available element on the current card of Marseilles; or
2. An element made available through your current study action (or Jonathan Strange's unique action).

You cannot place element tokens of other types. Element tokens must always be immediately placed on feats of magic where that element is shown. They cannot be saved for a later turn.



## COMPLETING A FEAT OF MAGIC

As soon as a feat of magic has element tokens on it that exactly match the number and type indicated, it is completed. Return all the element tokens to the supply and add the card to a facedown pile in front of you. It now contributes to your magicianship.

Immediately draw a **spell** from the deck. Spells are kept secret in your hand. You may check your completed feats at any time, but you may not check those of other players.

## D. CONFRONT THE FAIRY

*This step only occurs in 1811, 1813, 1815, and 1817. In any other year, skip this step.*

Total your **magicianship** from these sources:

- +2/3/4/5 per completed feat of magic.
- +1 per book of magic.
- +3 for having a pupil.
- +1 per played spell which grants magicianship.

**If your total is less than the current strength of the fairy as shown by the fairy tracker, nothing happens, and you move on to the next step. You do not have to announce your total to the other players.**

**If your total is equal to or greater than the current strength of the fairy, you have defeated the gentleman with the thistle-down hair: announce your achievement to the other players. The game immediately ends, and other players do not get to take their turns this round.**

However, they still have a chance to win if they have outplayed you in an earlier turn. Move to the game end step to compare your scores.

## E. DRAW INVITATIONS & TIDY

Draw the number of **invitations** indicated by the number at the top right of the current card of Marseilles.

If the deck is empty, shuffle the discard pile into a new deck.

If you have more than 5 cards in hand, you must now discard until you have only 5 cards left. Only social engagements (invitations and introductions) count towards this limit. There is no limit to the number of spells, books of magic, feats of magic, or named connexions you may have.

Flip any used books of magic faceup. If there is a disc in one of your action slots, move it so it covers the matching action symbol.

Play passes to the next player in turn order. Skip any player who has already taken a turn this year.

## BOOKS OF MAGIC

When you do magic, you can use any **book of magic** in your player area to enhance your book.

To do so, discard an invitation or introduction of the element specified by the book. Then place the token(s) specified by the book on one or more of your feats of magic. Finally, flip the card facedown as a reminder that you cannot use it again this turn.

The token you are placing must match the current card of Marseilles or your current study action, but the card you are discarding need not match.

There are 3 possible forms a book of magic can take:



Discard a card of a specified element to place 2 tokens of the same element.



Discard a card of a specified element to place a token of any element.



Discard a card of any element to place a token of the specified type.

## GAME END

The moment the fairy is defeated, all players must immediately total their **magicianship**, adding magicianship as follows:

- +2/3/4/5 per completed feat of magic.
- +1 per book of magic.
- +3 for having a pupil.
- +1 per played spell which grants magicianship.

Regardless of who defeated the fairy, **the player with the highest total magicianship wins.**

On a tie, the winner is the player who is highest on the prestige tracker. On a further a tie, the player whose disc is on top of the other wins.

If the gentleman with the thistle-down hair remains undefeated by the end of 1817, he extends his reign over all of England. No player can be considered the greatest magician of the age, but you may still compare magicianship to see who amongst you is the best.

## ADVANCED DIFFICULTY

The fairy token usually starts on the first space (0) of the fairy tracker. If all players are experienced magicians, you can choose to start the game with the fairy token on space 4 of the fairy tracker for an added challenge.

If all players are foolhardy magicians, you can instead choose to start the game with the fairy token on space 8 for a nearly impossible challenge.

When using the advanced difficulty, all players will lose the game if the fairy is undefeated.

## CLARIFICATIONS

Any time a book or connexion would allow you to place one or more spell elements, the type you are placing must be allowed through the **study** action, Jonathan Strange's unique action, or the current card of Marseilles.

If placing a spell element using the *Street Magician* or *Vinivulus* connexion, it must be of a type which would otherwise be allowed this turn. You need not discard a matching invitation or introduction.

You may use the *Daedalus's Rose* spell to place one of the spell types specified, regardless of whether it would otherwise be allowed this turn. You need not discard a matching invitation or introduction.

If you need to draw any type of card but the deck is empty, shuffle all the cards in the matching discard pile into a new deck.

# JONATHAN STRANGE

Mr NORRELL

## PREPARATION

### A. MOVE THE YEAR TOKEN

*Skip the first year.*

### B. NEW CARD OF MARSEILLES

Draw a card of Marseilles and place it faceup near the board, covering the last card. Immediately move the fairy token a number of spaces equal to the card's strength.

### C. DRAW A BOOK OF MAGIC

*Skip the first year.* Discard the faceup book of magic in the red slot closest to the prestige tracker. Place a new one in the slot closest to the fairy tracker, moving the others down.

## PLAYER TURNS

Starting with the player with the highest prestige, players take turns.

Cards portrait in orientation are kept secret in your hand. Cards landscape in orientation are kept in your player area.

During your turn, spells can be played for a one-time benefit, or be discarded to gain 1 prestige per discarded spell. Some spells can be played outside your turn.

### A. CHOOSE AN ACTION / STILL THE WATERS

Choose one of the 6 available actions to perform this turn. Move one of your action discs from the centre of the silver basin to the action's action slot. If an action symbol is covered by a disc you must choose another.

Instead of choosing an action, you can still the waters. Return all action discs to the centre of your silver basin.



**Acquire book of magic:** Take any of the 3 available. Reveal a new one from the deck and place it in the slot closest to the fairy tracker, moving down any other cards.



**Take the King's Roads:** Once this turn, when you move, you can move to any location on the board when you move.



**Study rain and hills:** When you do magic this turn, you can treat rain and hills as available elements, even if they're not shown on the current card of Marseilles.



**Study birds and stones:** When you do magic this turn, you can treat birds and stones as available elements, even if they're not shown on the current card of Marseilles.



**Study trees and wind:** When you do magic this turn, you can treat trees and wind as available elements, even if they're not shown on the current card of Marseilles.

Each magician also has their own **unique action**.

### B. VISITS

After you have chosen an action, you move around the board fulfilling social engagements. You may move your magician up to twice, and fulfil up to 2 invitations or introductions. This can happen in any order.

If you move onto or past one of the **connexion spaces** on the prestige tracker, you immediately gain a **connexion**. Place a disc on any empty connexion space on your board and gain access to that ability. You may choose 1 of the available **named connexions** instead by taking the card and placing a disc on the indicated connexion space. If you do so, reveal another card from the deck.

**If your magician is in the location listed on an invitation or introduction in your hand**, you can play it for its effect:

**Invitation:** Immediately draw 2 introductions, or take 2 of the available feats of magic, or draw 1 introduction and take 1 feat of magic. If any feats of magic were taken, reveal new ones until there are 4 available again.

**Introduction:** Immediately move your disc on the prestige tracker up the number of spaces on the card.

### C. DO MAGIC

To do magic, you must discard an invitation or introduction from your hand and place an **element token** of the matching type on one of your feats of magic. The element shown must either be an available element on the current card of Marseilles; or an element made available through your current study action.

When a feat of magic has element tokens on it that exactly match the number and type indicated, it is completed. Return the tokens to the supply and place the card facedown in front of you. Immediately draw a **spell**.

### D. CONFRONT THE FAIRY

*This step only occurs in 1811, 1813, 1815, and 1817.*

Total your **magicianship**. If your **total is equal to or greater**, the game immediately ends; move to scoring.

### E. DRAW INVITATIONS & TIDY

Draw the number of **invitations** indicated by the number at the top right of the current card of Marseilles.

If you have more than 5 cards in hand, discard until you have only 5. Only social engagements (invitations and introductions) count towards this limit.

Flip any used books of magic faceup. Move discs in your action slots to cover the matching action symbols.

## BOOKS OF MAGIC

When you do magic, you can use any **book of magic** in your player area to enhance your powers. Discard an invitation or introduction of the element specified by the book. Then place the token(s) specified by the book on one or more of your feats of magic. Finally, flip the card facedown.

The token you are placing must match the current card of Marseilles or your current study action, but the card you are discarding need not match.



Discard a card of a specified element to place 2 tokens of the same element.



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