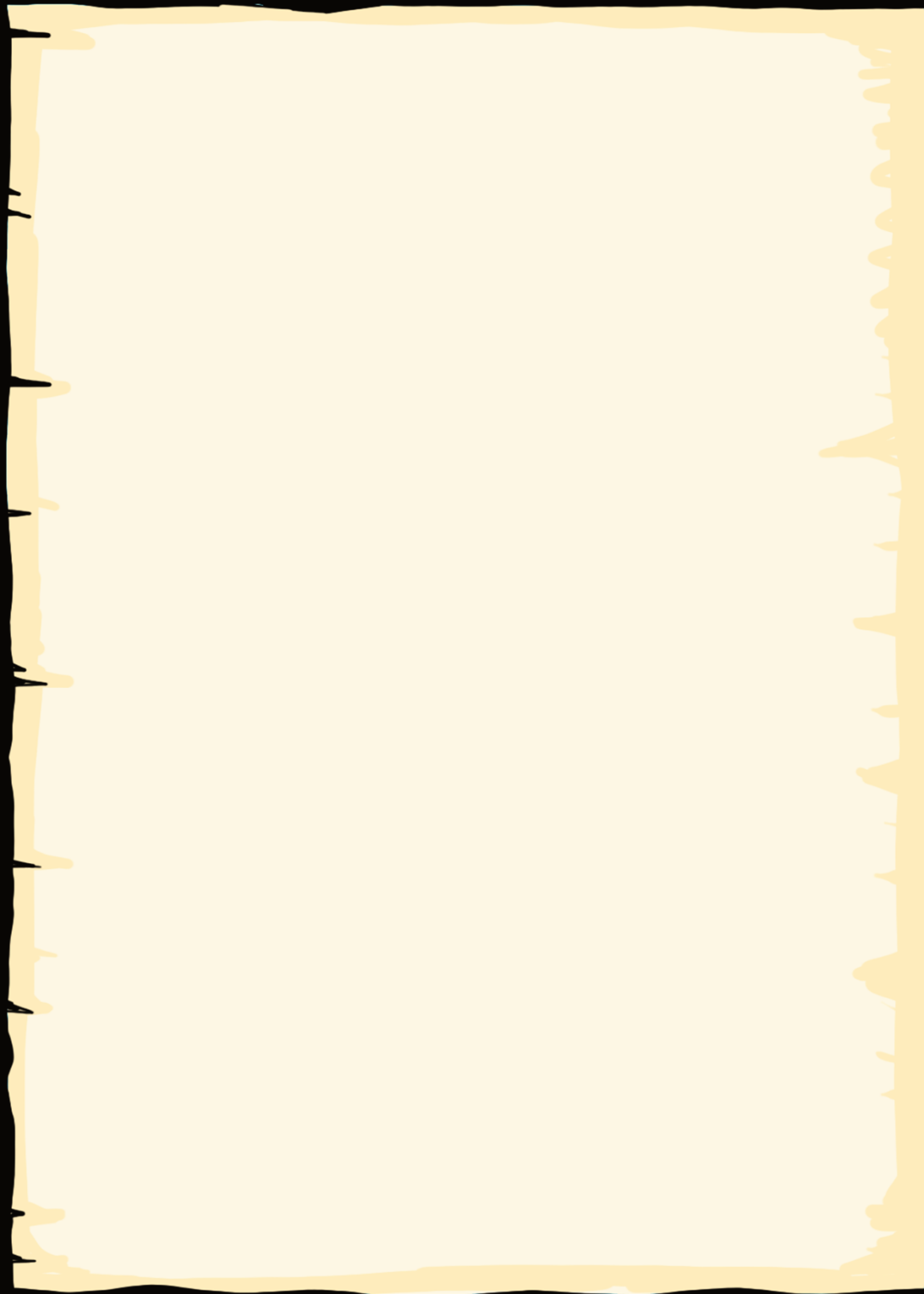


The
Rules



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Getting started guide

The aim of the game is to be the last wizard standing!

To decide who goes first suggest a question like "Who is the most wizardly?" or "Who is the most likely to throw a drink in a tavern?" and decide amongst yourselves. If the prospect of a debate isn't your cup of tea you can always start with the youngest.



1. Shuffle the whole deck and deal out five cards to each player clockwise starting with the player who is going first. Then place the deck in the centre of the table.

2. Each player checks their hand for any Encounter cards (see page 12) and places any they find face up in front of them.

3. Starting with the first player they then draw cards until they have 5 cards in hand placing any Encounters drawn in front of them until they have a full hand of 5 non-encounter cards.

4. Once everyone has a full 5 card hand of non-encounter cards shuffle all Encounter cards drawn back into the main deck.

5. Each player takes a Health card and a React card from the game box and places them face up in front of them

6. Set your plastic health marker to the appropriate starting value according to the number of players (see page 6).

7. You are now ready to play the game.

Playing your turn

At the start of your turn you draw a card from the main deck and add it to your hand, if it is an Encounter (see page 12) reveal the card and follow the directions on the card. If when you draw from the deck there are no more cards remaining shuffle the discard pile and form a new deck before continuing play.

You must play one Action (see page 9) on your turn. If you are not affected by a condition that removes your action and have no action you are able to do you become Incapacitated (see page 15) and forfeit the game.

You may play a Reaction card in response to the activation of another card, you get one Reaction per turn and you can use it on any players turn where appropriate. When you play your Reaction flip your React card face down. Your Reaction refreshes at the start of your turn, flip your react card face up if it isn't face up already. Once all cards have resolved you pass your turn to the player on the left.

Player Resources

Hand/Cards in hand

A players Hand refers to all of the cards that they are currently holding. Any cards in the players hand may be used so long as the player has the appropriate resources to use the card ie, an action for an Action card. Any card the player is holding may be discarded for effects. The maximum number of cards a player can hold at the end of their turn is 7. If a player has more than 7 cards at the end of their turn they must discard cards of their choice until they have 7 and then take one damage per card discarded. This damage cannot be prevented by card effects.



Player Resources cont.

Action

On each players turn they have one action which they must use unless otherwise specified or if they cannot use it become Incapacitated. Actions can be used by action cards, to equip objects or to use certain objects effects.

Reaction

At the start of the game every player has a reaction available. Once a players reaction is used the player cannot use another reaction until it refreshes at the start of their turn. This is tracked by the React card (see page 8).

Reactions can be used by reaction cards or to use certain objects effects and may be used on any players turn as long as it's use is appropriate.

Health

Each player starts with their health set to the same value.

The value is determined by the size of the play group.

For 2 players the starting value is 12, 3-4 players is 10 and 5+ is 8.

Each player takes a health marker and a health card and slides the marker to the appropriate value eg. (When a player takes damage or gains health they move the marker to the new value and place the health card back in front of them.)

If a players health reaches 0 they are considered Incapacitated and forfeit the game.

Card Types

Game Cards:

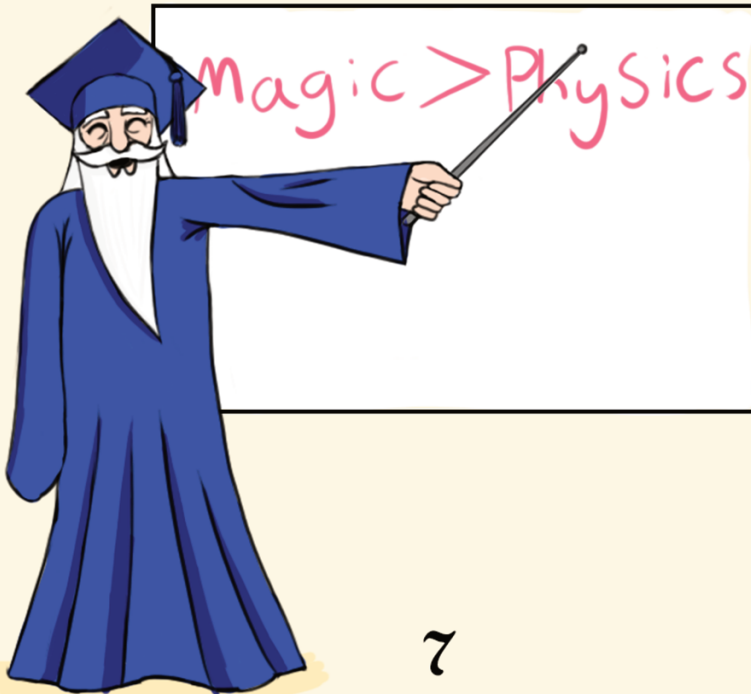
Are shuffled together to form the main game deck.

Resource Cards:

Are used to track resources in the game, these are not added to the deck or the players hand.

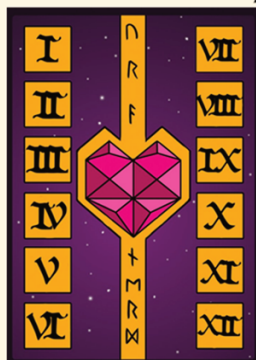
Status Cards:

Are used to track the status of each player these are not added to the deck or the players hand.



Health card (Resource)

A health card is used to track a players current health. It is not a game card and cannot be used for discard effects nor added to a players hand.



React Card (Resource)

A react card is used to track whether a player has used their reaction or not. It is not a game card and cannot be used for discard effects nor added to a players hand.



Game Cards

Action

Action cards are denoted by this symbol;



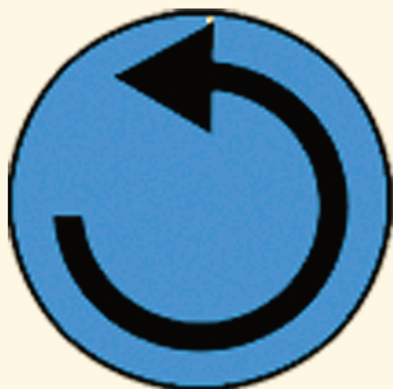
An action card may only be played on your turn and counts towards the required action for that turn. An action may only be played if there is a valid target for the particular card. In the event that an action is interrupted or countered it still counts as the turn player having done their required action. After an action card is resolved place it in the discard pile.

Action/ Reaction

These cards may be used either as an action or as a reaction and will have both the action and reaction symbols.

Reaction

Reaction cards are denoted by this symbol;



A reaction card may be played on any players turn and may be played in reaction to any other card where there is a valid target. You may only use one reaction while you have your reaction available. This is denoted by the react card which you keep face up until you use a reaction. When you use your reaction flip your react card face down. Your react card remains face down till the start of your next turn upon which your reaction refreshes and you flip your react card face up. Reaction cards start a Stack (see page 15) and may be played in reaction to other reaction cards. After a reaction is resolved place it in the discard pile.

Game Cards cont.

Object

Objects are denoted by this symbol;



A player may only have one object equipped at a time unless specified otherwise. All objects must be equipped before their effect can be utilised this takes your action unless otherwise specified. Once equipped an object remains in play until it is removed by an effect or until another object is equipped by that player. Objects have abilities which may use your action or your reaction. If the object in play is destroyed or removed place it in the discard pile unless specified otherwise

Encounter

Encounter cards are denoted by this symbol;



When an encounter card is drawn the player who drew the card must follow the instructions on the card immediately. If a player is drawing multiple cards and an encounter is drawn they must stop drawing and resolve the encounter, after resolving said encounter you do not resume drawing for the previous effect. Once an encounter is resolved it is placed in the discard pile. Encounters do not use a players action nor reaction and as such once resolved a player must still play an action for their turn or they will be incapacitated.

Status Effects

Status effects can be caused by certain cards with keywords. Status effects are restrictions upon the affected player that last until the end of their next turn after the effect was applied. Give an affected player a status effect card with the relevant side face up which they will return to the game box at the end of their next turn. A status card is not a game card and is not added to the players hand nor able to be discarded by or for card effects.



Freeze

Freeze is applied by certain cards with the freeze keyword. Freeze causes the affected player to be unable to draw until the end of their next turn. This includes drawing from a card effect, an encounter or at the start of the players turn.

Shock

Shock is applied by certain cards with the shock keyword. Shock causes the affected player to be unable to perform an action until the end of their next turn. If a player is affected by shock they cannot perform an action but are not considered incapacitated.

Stun

Stun is applied by a certain card with the stun keyword. Stun causes the affected player to be unable to perform an action or draw until the end of their next turn. This includes drawing from a card effect, an encounter or at the start of the players turn. If a player is affected by stun they cannot perform an action but are not considered incapacitated.

Other Terms

Incapacitated

A player is considered incapacitated when their health reaches 0 or if they are unable to perform an action on their turn. The incapacitated player is now out of the game.

Once a player is incapacitated they place all of their cards from their hand and any object equipped into the discard pile. Any card played by an incapacitated player still on a stack will still resolve.

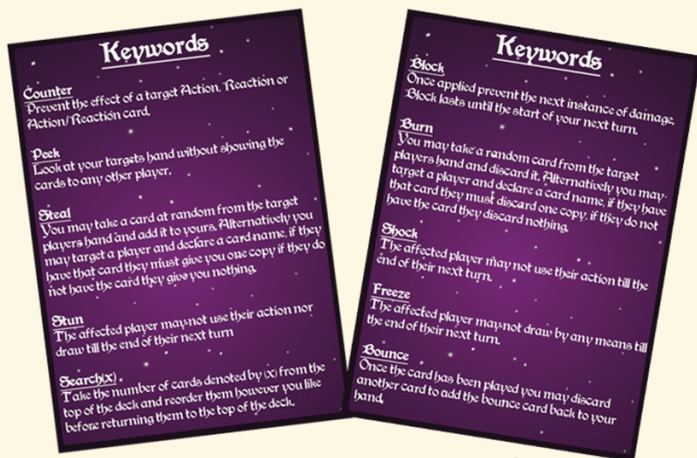
Stacks

When a player reacts to a cards effect a stack is created. Place the reaction on top of the card being reacted to. If another reaction is played by another player place that on top of the stack. Once no more players declare a reaction the stack then resolves starting with the card at the top of the stack and working down the stack.

Once the stack begins to resolve no player may react to any cards within it. As the cards resolve place them in the discard pile. In the case of an object reaction return the object card to the

Keywords

Keywords are words highlighted in purple on cards that refer to specific effects listed here and on the keyword cheat sheets.



Keywords cont.

Counter

Prevent the effect of the targeted card.

Peek

Look at your targets hand without showing the cards to any other player.

Steal

You may take a card at random from the target players hand and add it to yours. Alternatively you may target a player and declare a card name, if they have that card they must give you one copy if they do not have the card they give you nothing.

Stun

The affected player may not use their action nor draw till the end of their next turn

Search(x)

Take the number of cards denoted by (x) from the top of the deck and reorder them however you like before returning them to the top of the deck.

Block

Once applied prevent the next instance of damage. Block lasts until the start of your next turn.

Burn

You may take a random card from the target players hand and discard it. Alternatively you may target a player and declare a card name, if they have that card they must discard one copy, if they do not have the card they discard nothing.

Shock

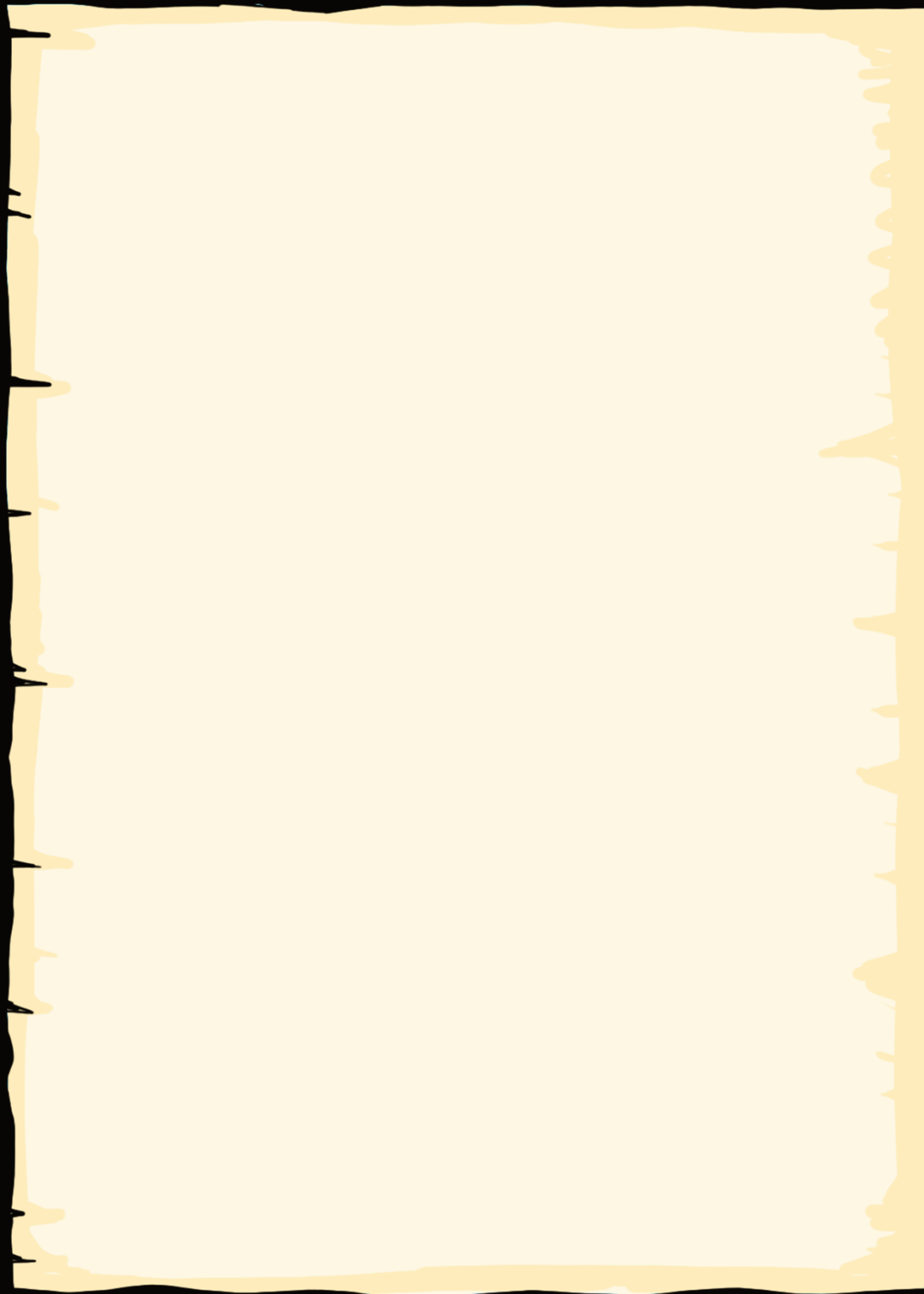
The affected player may not use their action till the end of their next turn.

Freeze

The affected player may not draw by any means till the end of their next turn.

Bounce

Once the card has been played you may discard another card to add the bounce card back to your hand.



F.A.Q

