

THE COURT HUMS WITH ANCIENT MAGICK

You size up your opponent across the net. The wizarding world is packed into the stands. You squint into the sun and take a second to carefully plan your shot. As the ball hurtles toward you, you clutch the grip harder, feeling magick flow into the racquet as smoothly as into any wand. You taste ancient runes on your tongue. You might make a name for yourself yet.

Face off against rival sorcerers, and become a legend in the greatest tennis match of all... *the AlakaSLAM!*

COMPONENTS

- 52 card deck
- 16 court cards
(12 used for singles, 16 for doubles)
- 1 ball token
- 8 character cards
- 8 character tokens
- 4 scorekeeper cards
- These rules

SET-UP

Each player takes one character card and the associated character token to use for the whole game. The token is your player piece: Place it on top of a court card to indicate you are on that space.

The scorekeeper cards (pictured right) are used to keep track of points. Each player takes 2. Display one next to you and place the second scorekeeper card facedown on top of it, covering up portions of the other card to show how many points you have.



Lay out the court cards according to the diagram below (See, "The Court.")

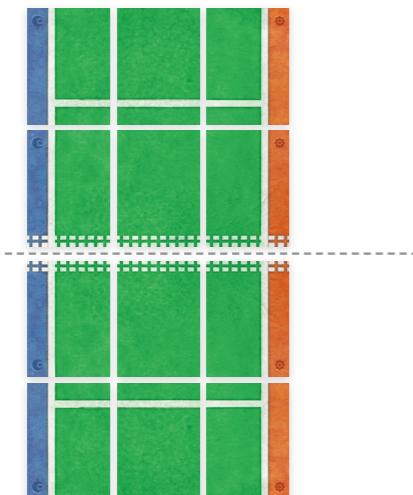
Set aside the remaining cards as the draw deck. Should this deck run out, re-shuffle the discard to replenish it. Each player draws 8 cards and may look at them. You may mulligan (see "Serving").

One player calls "red" or "blue." The other player reveals the top card (if the card is an Enchantment, re-reveal). If the correct color was called, the guesser serves first. If the card is not that color, the other player is first server.

The first server chooses which back corner of the court the serve is hit from. The receiver starts their turn from the diagonally opposite corner. The serving player goes first.

THE COURT

How the court should look for a Singles game.
12 cards are used.



Treat the dotted lines in the horizontal middle of the court as the net.

GOAL

Be the first to score 3 points.

SCORING

Anytime a player fails to return a shot over the net, hits the ball out of bounds, or fails to make a valid serve, the other player gets 1 point.

The player who lost the point may discard up to 3 cards, and both players then draw or discard until they have 8 cards in hand.

SERVING

Once a point is scored, the player who lost the point serves the ball. The serving player goes first.

Mulligan: After drawing your new hand, but before the serve, you may choose to discard your entire hand and draw a new hand with 1 fewer card than you discarded. You may do this as many times as you like (you will draw fewer cards each time).

The server chooses which back corner to serve from. The receiver starts from the diagonally opposite corner.

When serving, you must hit the ball before you are able to move.

To be valid, a serve needs to land on the opposite side of the board in a column other than the one it started in (the serve may not go straight).

THE TURN

1. Move (optional)
2. Hit the ball
Play 1-3 cards
3. Move (optional if you haven't already)
4. Draw 2 (unless a point was scored)
There is no maximum hand size.

Movement

Anytime during your turn, move up to 1 space for free and/or discard as many Enchantment cards as you like for extra movement. Each Enchantment card moves you 1 space, regardless of the number on the card.



Players and the ball cannot move diagonally. To hit the ball, you must be in the same space as it. The ball only moves when it is hit.

PLAY INFO



Hit the Ball

To return a shot, play up to 3 cards (assuming the shot has not been Enchanted) from your hand. You may also choose not to hit the ball. The other player will get the point.



Enchantments

Of the up to 3 cards played to hit the ball, only 1 may be an Enchantment.



If you play an Enchantment on the ball, your opponent must use exactly as many cards as the Enchantment's value (no more, no less) to hit it back (ex. Enchant-2 = play 2 cards). Enchantments are included in this card count.

Enchantments do not affect the number of cards your opponent may use for movement.

Enchantment Example

Witch Wendolyn plays Enchant-2 on the ball.

To return it, Æthermancer Austin plays a Hit-3 Blue and an Enchant-1.

Aiming and Distance

The colors of the Hit cards you play determine aiming. Each Hit card moves the ball 1 space horizontally toward the side of the court the card color matches (blue or red). The Hit cards' values determine distance; these are the number of spaces the ball moves forward vertically.



Aiming Example

If you play Hit-0 Red, Hit-2 Blue, and Hit-1 Red, the ball moves horizontally 1 space towards red, 1 space back towards blue, and then 1 space towards red.

Overall, the ball goes 1 space towards the red side of the board and also 3 spaces forward, towards your opponent's end of the court.

The ball must cross the net. The ball may pass off the court while in the air so long as, once the effects of your played Hit cards (aim and distance) are combined, it lands on the court. Directing the ball to end its movement outside of the court sends it out of bounds.

CHARACTERS

Characters have unique abilities. These are listed below along with any clarifications, as noted with an *.

Æthermancer Austin

Your Hit-2s may go straight (treat as colorless).

Kismetician Laurie

Once per point, instead of hitting with cards from your hand, draw 3 from the deck. Play 1 of them, discard the rest, and ignore any Enchantment played on you.

Mægister Rich*

When you play an Enchant-2 as part of a shot, your opponent may not use an Enchantment card as part of their return hit.

*While his opponent may not Enchant their return shot, they still may use Enchantments to move.

Meddlemagus Toots*

Once per point, on your turn you may force any player to discard their entire hand to redraw that many cards.

*Can use her ability on herself.

Morticimagician Josephias

Instead of taking your normal draw phase, you may choose 1 card from the discard to draw. You may choose not to use this ability.

Shapeshifter Simon*

Before each serve, select another character's ability to use during the point. If you have a teammate, reduce your starting hand size by 1.

*Can only copy characters in play.

Sorceress Sarissia

Start each point with 2 extra cards.

Witch Wendolyn*

During your draw phase, discard 1 card, and then draw 1 more card than normal.

*Must use her ability once (and only once) every draw phase. She may not use it at any other time. If she is not able to discard a card for her ability, she draws as normal.

CONTINUE FOR PLAY VARIANTS...

DOUBLES VARIANT (4-PLAYER)

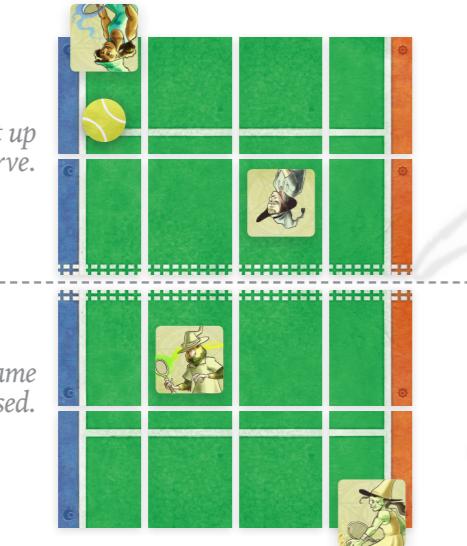
We recommend you play Singles first before trying other variants.

In this variant, teammates work together. When one is at the ball, the other uses magick to boost their shot. Unless otherwise specified, rules are the same as in Singles. The goal is to be the first team to 3 points.

SET-UP

- Players form two teams of 2.
- Remove all Enchant-1s from the deck.
- Add 1 column to the court.

THE COURT



SERVING

One player serves from a back corner. As in Singles, this player chooses the corner.

The server's teammate starts from a position 1 space forward and 2 spaces to the opposite horizontal side from the server. The opposing team mirrors the serving team.

Either player on the receiving team can hit the ball.

THE TURN

1. Move (optional)
Both teammates move simultaneously.

2. Hit the ball
Player at the ball plays 1–3 cards facedown.
Support plays 1–3 cards facedown.
Reveal and resolve the player at the ball's cards.
Reveal and resolve the Support's cards.

3. Move (optional if you haven't already)

4. Draw 1
Each teammate draws 1 card.

Movement

Movement may be vaguely discussed between teammates: Players may say whether or not they can reach the ball, but they may not name or describe the cards in their hands.

Once per turn, the team has 1 free movement to give to either player.

Enchantments cannot be used to give a teammate movement, but still can be used to give yourself extra movement.

One player must be at the ball for their team to return the shot.

Hit the Ball

The player at the ball plays 1-3 cards facedown. Their teammate (the Support) can see how many cards are used but not what they will be.

The Support then plays 1-3 cards facedown.

The player at the ball reveals and resolves their cards. Then the Support does the same. The Support's Hit cards move the ball from where their teammate's Hit cards placed it.

Enchantments

Each teammate chooses which opposing player their Enchantment will affect. The player at the ball chooses first. You may not both Enchant the same opposing player.

Draw

At the end of their turn, each teammate draws 1 card.

SCORING

After a point is scored, the teammates who lost the point may each discard up to 3 cards. All players then draw or discard until they have 8 cards in hand.

CANADIAN DOUBLES (3-PLAYER)

In this three-player variant, one player competes against a team of two.

The solo player (the Singles player) follows the rules for Singles tennis and the teammates (the Doubles players) follow the Doubles rules, except as noted otherwise. Keep the Enchant-1s in the deck.

SET-UP

- Players form a team of 2 and a team of 1.
- Set-up the court as you would for a normal Doubles match, using 16 court cards.

SERVING

One player serves from a back corner. This player chooses the corner.

Their opponent starts from the diagonally opposite back corner, on the other end of the court.

On the Doubles team, the player who is not in the back corner starts from a position 1 space forward and 2 spaces to the opposite horizontal side from their teammate.

THE TURN

1. Move (optional)
2. Hit the ball
For Doubles players:
 - The player at the ball plays cards facedown, then Support plays cards facedown.
 - Player at the ball reveals and resolves their cards, then Support does the same.
3. Move (optional if you haven't already)
4. Draw
 - For Singles player: draw 2.
 - For Doubles players: each teammates draws 1.

Movement

Instead of using an Enchantment card to move 1 extra space, the Singles player may use an Enchantment card to move 2 extra spaces.

Hit the Ball

The Doubles players follow the Doubles rules: The player at the ball places cards facedown first, then the Support does the same. The player at the ball resolves their cards, and the Support does the same. The Support's Hit cards move the

ball from where their teammate's Hit cards placed it.

Enchantments

Singles player

When you play an Enchantment as part of a shot, choose which 1 opponent is affected. Indicate this by placing the Enchantment card in front of them.

Doubles players

When both Doubles players play an Enchantment as part of the shot, the Singles players chooses which Enchantment takes effect (and ignores the other).

Draw

The Singles player draws 2 cards at the end of their turn.

The Doubles players each draw 1 card at the end of their turn.

CHARACTERS

In Canadian Doubles, some characters' abilities operate with new specifications, which are described below:

Mægister Rich

If Rich is the Singles player: When you play an Enchant-2 as part of a shot, choose which one opponent is affected. This opponent may not use an Enchantment as part of their return hit.

Mortimagician Josephias

If Josephias is the Singles Player: ability is as normal. If Josephias is a Doubles player: You may only use your ability once per point.

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