RULEBOOK

Of

'MECHAMANCERS'

By

'Magic Machine'

INTRODUCTION

In the fourth century of the world, a great calamity befell the world that would become known as the Forge of Astera, the device of a foreign god. The Forge altered the fabric of spacetime and the shape of war. Humanity, an unlikely favor of the Astera, looked once again to their ingenuity which had carried them thus far to exploit this condition for their own domination. A combined feat of arcana and engineering brought about the application of Mechs, monstrous mechanical creatures called into existence at the behest of their human sorcerers. Armed with the currency of this power by Astera, humanity ever rooted in greed and violence sought to battle amongst each-other for supreme control of their world, all to the amusement and delight of the foreign god Astera. Now you must either fight for supremacy or fall to the enslavement of another's clan. Let the game of war begin and may Astera favor you.
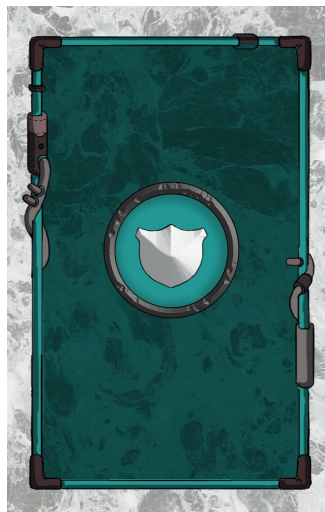
The objective of the game is to gain as many victory points from other player by attacking them with your mechs while defending your own victory points with the use of your mechs. All the while managing your mana resources.
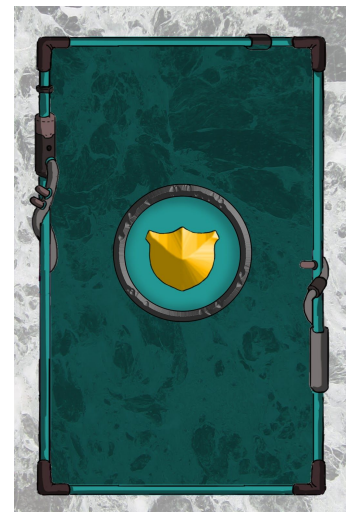
COMPONENTS

CARDS

| ATTACK-TYPE MECHA | DEFENSE-TYPE MECHA | UNIQUE-TYPE MECHA | 4 Bulwark |

5 Characters

Event Cards

RESOURCES

Victory Tokens

Mana Tokens

GAME OBJECTIVE

A maximum players of four have to strategize their moves, build up a powerful mecha field to attack the other players' base. You take victory points from a player if your attack points outnumbered his/her total shield points. One victory point is granted to you for each extra attack damage.

The game ends the next round after the pile of six event cards ran out. The player with the highest victory points at the end wins the game.
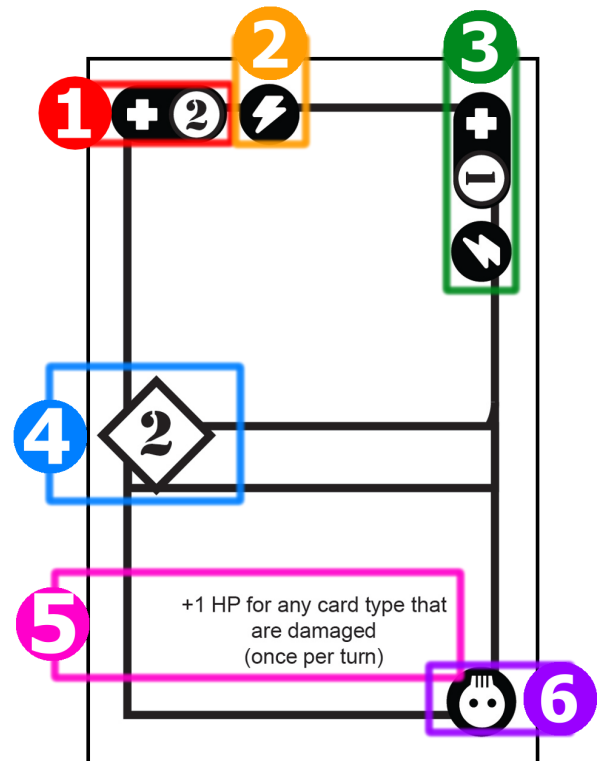
TYPES OF CARDS

Mecha

All mecha cards shared some common information, as shown in the illustration below:-

*The image on the right shows a prototype of unique card.

1. The mecha's current health points.
2. Card's type (bulwark, defense, attack or unique)
3. The damaged mecha's updated stats.
4. Mana costs to summon(play) this mecha.
5. The unique ability this mecha can utilise.
6. Death. Discard this card.

Players have to rotate this mecha card by 90° counterclockwise for each damage taken by the mecha so that the **top-left corner** will always be the **current stats**.

+1 HP for any card type that are damaged (once per turn)

There are **four types of mecha cards** in the game.

Bulwark
- ❏ The first and only card that every player receives before the game is started.
- ❏ There are only four bulwark in this game, each with two health points, three mana costs and same unique skill.
- ❏ They are defensive and good in enduring damages.

Defense Cards

A defensive mecha is passive, it cannot attack but it form a physical damage resist shield that prevents the player's base from getting attacked. The players will need to destroy other players' defend mechs before attack their base. The number beside the mana on the role cards is the base defend which act as an extra hp for the base. The base defend reset when next player's turn.

Attack Cards

An offensive mecha can attack other player's mecha or owned mecha (probably to activate passive abilities).

*The indicator on the left is shown specifically on attack-type mecha cards.

1. The sword icons indicate the number of attacks can be made by this mecha.

2. The number indicate the damage can be deal for each attack.

Unique Cards

An unique mecha does not block nor attack. However, each of them propose a particular special ability such as repair(healing), shield penetration, area damage or provide buffs. They are relatively low in cost compared to other types of mecha.
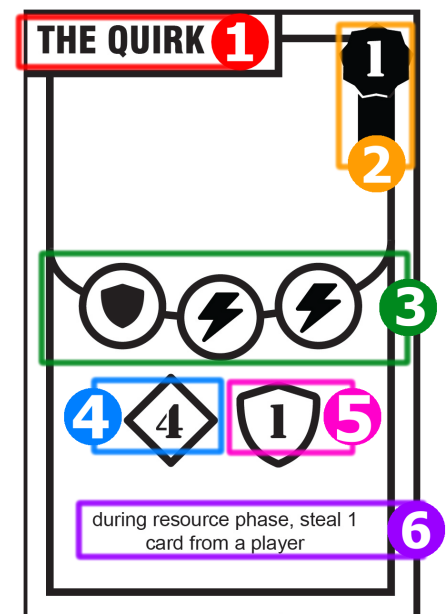
Event

❏ An event card must be drawn before a round ends (after every player has taken their moves).

❏ The drawn event card contains a bunch of magical words and must be resolved immediately.

The Characters

There are five character cards in the game. Each player must select their desired role at the beginning of each round. The number of **mana tokens harvested** and **order of players' turn** are stated on the character card.

*The image on the right is a (sample) labelled character card. The following will explain the highlighted elements on the card.
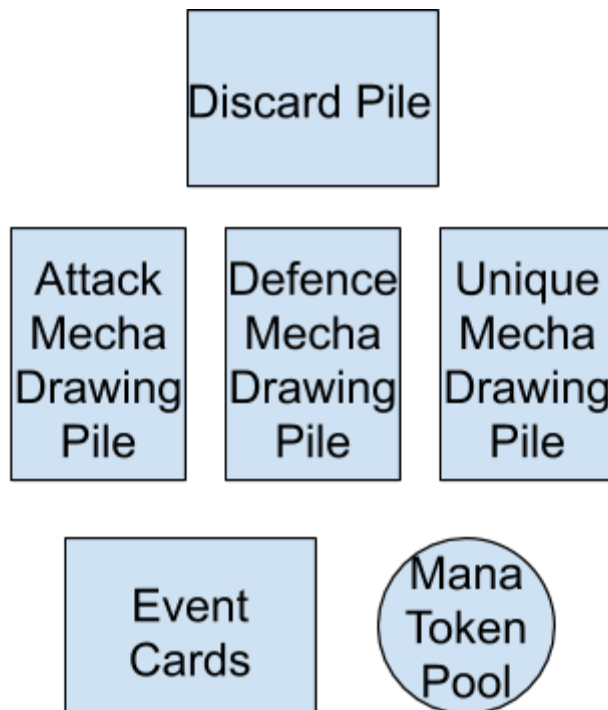
1. Shows the name of the character card.

2. States the order of players' turn in this round. The smaller the number is, the highest the priority for the cardholder to take his/her turn.

3. Dictates the types and the quantity of mecha cards the cardholder can draw from the card pool at his/her turn.

4. Is the amount of mana to be collected during resource phase in his/her turn.

5. Shows the amount of attack damage blocked if the cardholder's base is attacked by other players. (*One-time use against each distinct player.*)

6. Display the privilege, a special action the cardholder can take during resource phase.

Each character's name and their corresponding *privilege* are listed in below:-

1. The Quirk
    a. Draw 2 event cards on the top, player may place 1 at the bottom of the event card pile.
2. The Barricade
    a. Heal ONE of the damaged mecha by ONE health point.
3. The Ruler
    a. Be the first to start the turn in next round.
4. The Cabalist
    a. Transmute : player may discard any in hand cards for 2 mana each
5. The Warlock
    a. Gain an extra attack time for ONE mecha.

SETUP SUMMARY

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                    ┌─────────────┐
                    │             │
                    │Discard Pile │
                    │             │
                    └─────────────┘

┌──────────┐  ┌──────────┐  ┌──────────┐
│  Attack  │  │ Defence  │  │  Unique  │
│  Mecha   │  │  Mecha   │  │  Mecha   │
│ Drawing  │  │ Drawing  │  │ Drawing  │
│   Pile   │  │   Pile   │  │   Pile   │
└──────────┘  └──────────┘  └──────────┘

        ┌──────────┐     ╭────────╮
        │  Event   │    │  Mana   │
        │  Cards   │    │  Token  │
        │          │    │  Pool   │
        └──────────┘     ╰────────╯
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☐ *Players can arrange the resource pool according to the image shown above.*

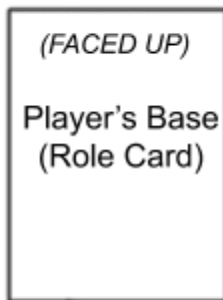All types of Mech cards are put in this column. (A maximum of 6 mechs can be activated on the field.)

(ALL FACED UP)

A mech card has to be rotated 90 degree anticlockwise for each damage point taken.

(FACED UP)

Player's Base (Role Card)

Mana Tokens

Victory Tokens

A player cannot hold more than 7 Mech cards in hands.

☐ *Each player can arrange their field according to the image illustrated above.*

- Randomly take 6 event cards and put them into 1 pile. The remaining event cards are not used in this game.
- First find all 4 of the Bulwark cards out and put them aside.
- Separate and shuffle the Attack Cards, Defense Cards, Unique Cards, and Event cards into 4 piles and put them at the center where everyone can easily reach them. Place the extra victory tokens and mana tokens at the center.
- Each player starts with 1 Bulwark card, 7 victory tokens and 2 mana tokens.
- The bulwark cards are instantly activated and put on the player's field.
- Players can only have a maximum of 7 hand cards and 6 cards on the field.
- Once there is 7 cards on the relative player's field, he/she needs to remove one of the card and replace the new card(s) he/she wants to activate.

PLAYING THE GAME

➜ Pledge phase
   ◆ The youngest player gets to choose the role for the first round.
   ◆ Player chooses one role and passes the remaining role cards to the person on his/her right. This action continues until everyone has a role card.

➜ Turn Overview
   ◆ During a round, each player takes his/her turn according to the top-right number indicated on the role cards in ascending order.
      ● For example, a player with 'the Foreseer' will always start the round first.

   ◆ Resource phase - Collect mana resources and cards based on the roles. Before the activation phase starts, the current player can choose to use his/her role ability.

   ◆ Activation phase - The current player pays the mana tokens required for activations based on the cards he/she wants to activate. The activation costs are the number on the middle left of the cards.

   ◆ Combat phase - Current player attack the cards (his/her own cards or his/her foes' cards) based on his/her attack cards on the field.
      ● [Note] For every damage taken by a mecha, rotates its card by 90° counterclockwise, revealing its new stats.

➜ Draw Event Card and resolve it.

➜ After Event Card, repeat the pledge phase. (If no player picked 'the Kaizer' role, the player who started first in the previous round gets to choose the role card first.)