

Final Magic Rules Document

Base Cards and their Mechanics:

Currency: Copper, Silver, and Gold are used by the players in order to purchase various items such as mana gems and spells. Players are given a set amount of copper to start out with and are given gradually increasing amounts of money over time.

Mana Gems: One of the things that players can spend their currency on during the buy phase. Mana gems increase the amount of mana the player can use during the Action phase and/or fight phase. There are three types of mana gems: Lesser Mana Gems, Greater Mana Gems, and Grand Mana Gems, which each give an increasing amount of mana to use each turn.

Spells: The other thing that players can spend their currency on during the buy phase. These Spell cards are composed of a wide variety of effects that affect the Action and/or Fight phase and are they key to victory. There are four elements of spells: Fire, Water, Earth, and Air. Spells are composed of two overall categories of spells which are either Action Spells or Fight Spells.

Setup:

- Each player starts with 10 cards in total: 7 copper cards and 3 Lesser Mana Gems. Each player then shuffles their deck.
- There are four attributes of spell cards by default. Choose 4 Spell cards from each attribute to be available for purchase during the game in the way that seems most fit (random is recommended). These cards are then put into the buy zone to be available for purchase during the buy phase
- Place the Currency cards, Mana cards, and Neutral spell cards near the other spell cards, and keep each type of card separate from different types of other cards.
 - There are two neutral spells (Counterspell and Mana Channeling). Put a large amount (or infinite, at least 20) of each into the buy zone alongside all the other spells.
- For each Spell Card chosen that was put into the buy zone, create 3 copies of each spell card for each of the four cards from each attribute chosen.

- For example: 4 spells cards are chosen from each attribute, which gives us 16 various spell cards in total. Then 3 copies of each of those 16 are made for 16 piles of cards with 3 copies in each.
- Each player starts with 50 health
- Each player then draws 5 cards for their initial hand and player 1 begins their turn
 - If a game was just played, the person who lost now goes first for the next game. If a game was *not* just played, then decide who goes first by any means that seems fit.

There are an infinite amount of Lesser and Greater Mana Gems to purchase, but only 6 Grand Mana Gems in total.

Overview:

In this game, each player builds a deck of cards throughout the course of the game as they see fit. Players start with an initial deck and gradually build a better deck from cards acquired over the course of the game. Players take turns completing each phase until the Fight Phase, where events occur on a single, shared turn. The goal of the game is for one player to reduce the opposing player's health to 0. Whichever player (Ties will be explained later)

Game Phases:

Draw Phase: At the start of the Draw Phase, refresh all spent mana by the players from the last turn and then draw 5 cards (by default; some cards may affect the amount of cards drawn). If you don't have enough cards to draw from your deck, then you may shuffle your discard pile into your deck and draw the remaining cards.

+Players take their action phase and buy phase consecutively before the next player+

Action Phase: During the Action phase, players may play any Action Spells from their hand as they are able to based on their mana. A player may NOT play a fight spell of any sort during this phase. Any cards played during the action phase are put into the discard pile immediately after their effects are resolved.

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Buy Phase: During the buy phase, each player takes turns buying cards from the (pile?) and adds that card to their hand for that turn. Cards bought during a Buy Phase can be used during that turn's Fight Phase. A player may buy as many purchasable items as they want, and are able to, during their turn; no buying more than one copy of a card a turn, however. Any currency spent during this turn is immediately discarded after the

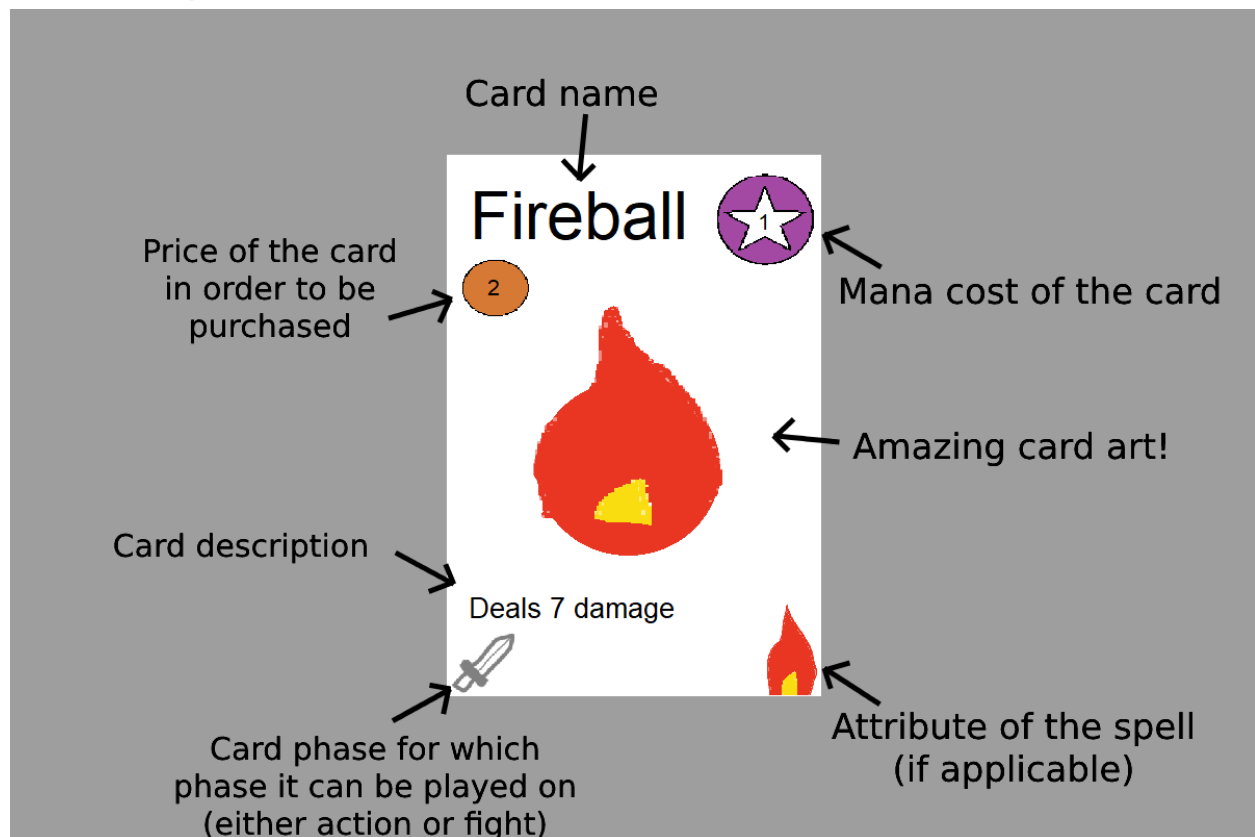
item is purchased and can not be used a second time. Any currency card bought during this phase is immediately put into your discard pile.

Fight Phase: During the Action phase each player may play all the Mana Gems and Spells from their hand. This phase is unique in that the player's don't take turns completing their actions. Instead, all Fight spells are resolved at the same time (with the exception of priority spells, which take effect first). Players reveal the cards they choose to play during this phase at the same time. Any spell that blocks or negates damage is applied before any damage is applied. Any damage dealt to a player is the amount of health permanently removed from that player's health. If both players' health goes to 0 or less on the same turn, proceed to the tie phase.

Cleanup Phase: After the Fight phase, gather all cards in play and put them in your discard pile. Cards in play include all cards in your hand that turn and all cards played during the Fight phase for that turn. Do NOT shuffle your discard pile into your deck until you have to during the Draw Phase.

Tie Phase: AKA Sudden Death, This phase only occurs if both players' health are reduced to 0 or less on the same turn. In this case, reset each players' health to 20 and then move all of your cards in play and in your discard pile into your deck, remove ALL currency cards from your deck, shuffle your deck, and then each player draws 5 cards. Each player then proceeds to the action phase and then the fight phase immediately after the action phase, there is no buy phase. After this fight phase shuffle all cards in play and from your discard pile back into your deck, shuffle your deck, and then draw 5 cards. Repeat this process until either player's health is reduced to 0 or more. If a tie occurs again, repeat this phase.

Card Example:



Terminology:

Buy Zone: This is the area where all the spell, currency, and mana cards are placed and able to be purchased during the buy phase. Generally keep each type of card separate from different types, as well as each spell attribute card separate from different attributes.

Currency: Currency is the resource that enables the player to purchase either mana gems or spells. Copper, silver, and gold are the three currency resources that the player may obtain, with each being more valuable than the last.

Mana: Mana is the resource that enables the player to cast various spells. It is increased based on the quantity and quality of Mana Gems the player has. A player may play a mana gem whenever they please, but always before they cast the spell requiring that mana.

Outcast: This gets rid of a card permanently from your deck. A card that has been outcasted is no longer in your deck and remains in the outcast pile.

Play: AKA “in play”, means that a card has been played from a player’s hand and is not yet in the discard pile. For example, Spell cards that have been played during the fight phase.

Spells: Spells are the main cards that a player will add to their deck by using currency to buy them and cast them using mana. These cards dictate the pace and play of the game. Some have a straight-forward effect while others may interact with each other for a bigger effect of sorts.

Currency Cards:

Copper: (1) Provides 1 Currency

Silver: (3) Provides 2 Currency

Gold: (6) Provides 3 Currency

Mana Gems:

Lesser Mana Gem: (2 currency) Provides +1 Mana this turn; outcast this card to draw one card

Greater Mana Gem: (3 currency) Provides +2 Mana this turn; outcast this card to draw two cards

Grand Mana Gem: (5 currency) Provides +3 Mana this turn (limited to 4 per game); outcast this card to draw three cards)

Spell Cards:

Fire:

- Fireball: (2F) costs 1 Mana and deals 5 damage to opponent
- Firestorm: (5F) costs 3 Mana and deals 15 damage cannot be blocked by any other spell (including flight)
- Explode: (2F) costs 1 Mana and deals 10 damage to both players
- Flamethrower: (4F) costs 2 Mana and deals 12 damage
- Nuke: (6F) costs 3 Mana and deals 25 damage

- Barreling Fire: (4F) Costs 2 Mana - Deals 8 Damage and if you also cast a Air spell this turn, this card costs 1 less mana to cast
- Sacrificial Flame: (4F) Costs 0 Mana - You may discard as many cards from your hand as you like, deal 3 damage for each card discarded this way (4 damage for each Fire spell)
- Pyromorphic Smelting: (4A) Costs 0 Mana - Discard two of the same currency from your hand and then add one directly upgraded currency to your hand (2 copper into 1 silver; 2 silver into 1 gold)

Water:

- Water blast: (2F) costs 1 Mana and deals 3 damage and heals 3 damage to caster
- Shower: (2A/F) costs 1 Mana and heals 6 damage
- Tsunami: (6F) costs 3 Mana and deals 10 damage and heals 10 damage also puts out any fire spell
- Healing Stream: (3A/F) costs 2 Mana and heals 18 damage
- Rejuvenating Mist: (4A/F) Costs 0 mana - For each other spell cast, heal 5 health (8 health if water spell)
- Purification: (3A/F) Costs 0 Mana - You may discard as many cards from your hand as you like, heal 5 health for each card discarded this way
- Mud Ball: (2F) Costs 0 Mana - Deals 3 damage, if you also casted an Earth spell this turn your opponent draws one less card next turn.
- Water Sling: (2F) Costs 1 Mana - Deals 4 damage; if you took damage this turn it deals 8 instead

Earth:

- Rock Toss: (2F) costs 1 Mana and deals 3 damage while blocking 5 incoming damage
- Rock Shield: (2F) costs 1 Mana and blocks 7 damage (this card stays in play until all of the damage is blocked; then discard this card)
- Earthquake: (6F) costs 4 Mana and deals 20 damage to each player and Tsunami costs only 0 extra mana to cast in conjunction
- Earthen Spirit: (4F) Costs 0 Mana - Each other Earth spell you cast this turn has its effects doubled (only for damage dealt and blocked)
- Rock Smash: (3F) Costs 0 Mana - You may discard as many cards from your hand as you like; deal 6 damage for each other Earth spell discarded this way
- Nature's Shield: (3F) Costs 0 Mana - You may discard as many cards from your hand as you like; block 3 damage (6 for each Earth spell) for each card discarded this way (this card stays in play until all of the damage is blocked; then discard this card)

- Stone Skin: (3F) Costs 0 Mana - Take half damage from attacks this turn (other block effects do not work for you if this card is played)
- Seismic Sense: (4A) Costs 1 Mana - Add 1 Silver to your hand | Spend 2 more mana to add 1 gold instead.

Air:

- Air swipe: (1F) costs 0 Mana and deals 3 damage (priority)
- Cyclone: (3F) costs 2 Mana and Deal 6 damage (priority). Draw an extra card next turn
- Glide: (3A/F) costs 1 Mana and Draw 2 cards (action). Gives 2 extra cards next round (fight)
- Flight: (4F) costs 3 Mana Take no damage from any spell (except firestorm); +2 draw next round
- Fleeting Agility: (4A/F) Costs 0 Mana - For each Air spell you cast this turn, draw an extra card next turn
- Air Currents: (3A) Costs 0 Mana - You may discard up to 2 cards from your hand, and then draw a card for each card discarded this way
- Air bullets: (2F) Costs 1 Mana - Deal 4 damage (priority) plus an extra 3 for each Earth spell you cast this turn.

Neutral:

- Counterspell: (2A/F) costs 1 Mana and negates the effect of a chosen enemy spell (except Tsunami, Nuke, flight, and earthquake)
- Mana Channeling: (1A) Costs 0 Mana - Outcast a card from your hand