

Mana Surge

Guidebook

By Alexander Shepherd

1) Goal

The first player to collect 10 mana points from the Mana Pool wins the game.

2) Number of Players

This game requires three players to play. There are three different token colors for players to choose to control. (red, green, and blue).

3) Troop Spawners

Each player has one troop spawner. A troop spawner is used to spawn new troop tokens into adjacent empty hex tiles.



4) Troop Tokens

Each player is in control of his or her own troop tokens. All troop tokens begin with combat stats as one attack and one defense.



5) Combat Modifiers



-1 Attack – A troop token is affected when it is placed upon a hex tile which has this combat modifier. As long as the troop token is placed upon the hex tile, subtract 1 from the troop token's attack value.



+1 Attack – A troop token is affected when it is placed upon a hex tile which has this combat modifier. As long as the troop token is placed upon the hex tile, add 1 to the troops token's attack value.



+1 Defense – A troop token is affected when it is placed upon a hex tile which has this combat modifier. As long as the troop token is placed upon the hex tile, add 1 to the troop token's defense value.

6) Special Abilities



Extra Action - Grants an additional action to the player at the beginning of the player's turn. Remains activated as long as the player has a troop token placed on top of this hex tile.

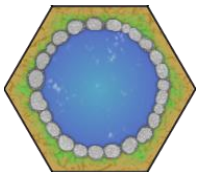
NOTE: This special ability is activated by moving a troop token on top of the hex tile that features a lightning bolt symbol.



Extra Spawn - Grants an additional spawn to the player at the beginning of the player's turn. Remains activated as long as the player has a troop token placed on top of this hex tile.

NOTE: This special ability is activated by moving a troop token on top of the hex tile that features a silhouette-plus symbol.

7) Mana Pool



A player who has a troop token on the Mana Pool at the end of his or her turn will collect one mana point during the end phase of his or her turn.

8) Setup

- a) Each player must choose which troop spawner and troop tokens to control. There are three choices: red, green, and blue.
- b) Each player must place his or her troop spawner in an open corner of the game board. Then, the player must place three troop tokens in the hex tiles which are adjacent to his or her troop spawner.
- c) Finally, determine which player goes first. Players will take turns by going clock-wise around the game board.

9) How to Play

During each player's turn, there are four phases: Start Phase, Move Phase, Combat Phase, and End Phase. All players begin with one action point per turn. Action points are used for moving and/or attacking.

Start Phase

- a) Restore player's action points. (All players start with only one action point / turn).

NOTE: Players may have additional action points by activating special abilities on the board which grant an extra action point per turn. (Hex tile with Lightning Bolt).

- b) Spawn new troop tokens. (All players start by spawning only one troop / turn).

Players must spawn as many troops as they are allowed when there is an empty space adjacent to the troop spawner. If there are no empty spaces, then the player does not spawn any new troop tokens. If there are multiple empty hex tiles which are adjacent to the troop spawner, then the player may choose where to place the troop token when it is spawned.

NOTE: Players may be allowed to spawn additional troops by activating special abilities on the board which grant an extra spawn per turn. (Hex tile with silhouette-plus).

- c) The start phase ends after the player has finished spawning in new troop tokens.

Move Phase

- a) The player may choose to end this phase at any time.

NOTE: It may be a good strategy to conserve action points to be used during the combat phase.

- b) The player may choose to move troop tokens.

It costs one action point to move a troop token by one hex tile. Troop tokens may only be moved into adjacent hex tile that are vacant or empty. If a troop token is moved to a hex tile with a special ability or the Mana Pool, then that troop token is locked into place. If a troop token is on a special ability or the Mana Pool, then that troop token cannot move nor can it initiate an attack.

- c) The move phase may be ended by the player at any time or after the player has run out of action points.

Combat Phase

- a) Initiate combat with another player's troop tokens.

A player may choose to initiate combat with another player's troop token. The player's troop token must be in an adjacent hex tile to the other player's troop token.

Combat between two troop tokens is calculated in the following way:

If the attack value of the attacking troop token is greater than the defense value of the defending troop token, then remove the defending troop token from the game board. Likewise, if the attack value of the defending troop token is greater than the defense value of the attacking troop token, then remove it from the game board too.

NOTE: Combat modifiers must be factored into the attack and defense stats of the troop tokens before calculating combat.

- b) The combat phase may be ended by the player at any time or after the player has run out of action points.

End Phase

- a) If possible, collect mana points from the Mana Pool.

If a player has a troop token on the Mana Pool that is in the center of the game board during the end phase of his or her turn, then collect one mana point. Players may collect mana points during the end phase of his or her own turn only.

- b) The end phase is ended automatically. If a player has not won the game, then the next player begins his or her turn by entering the start phase.