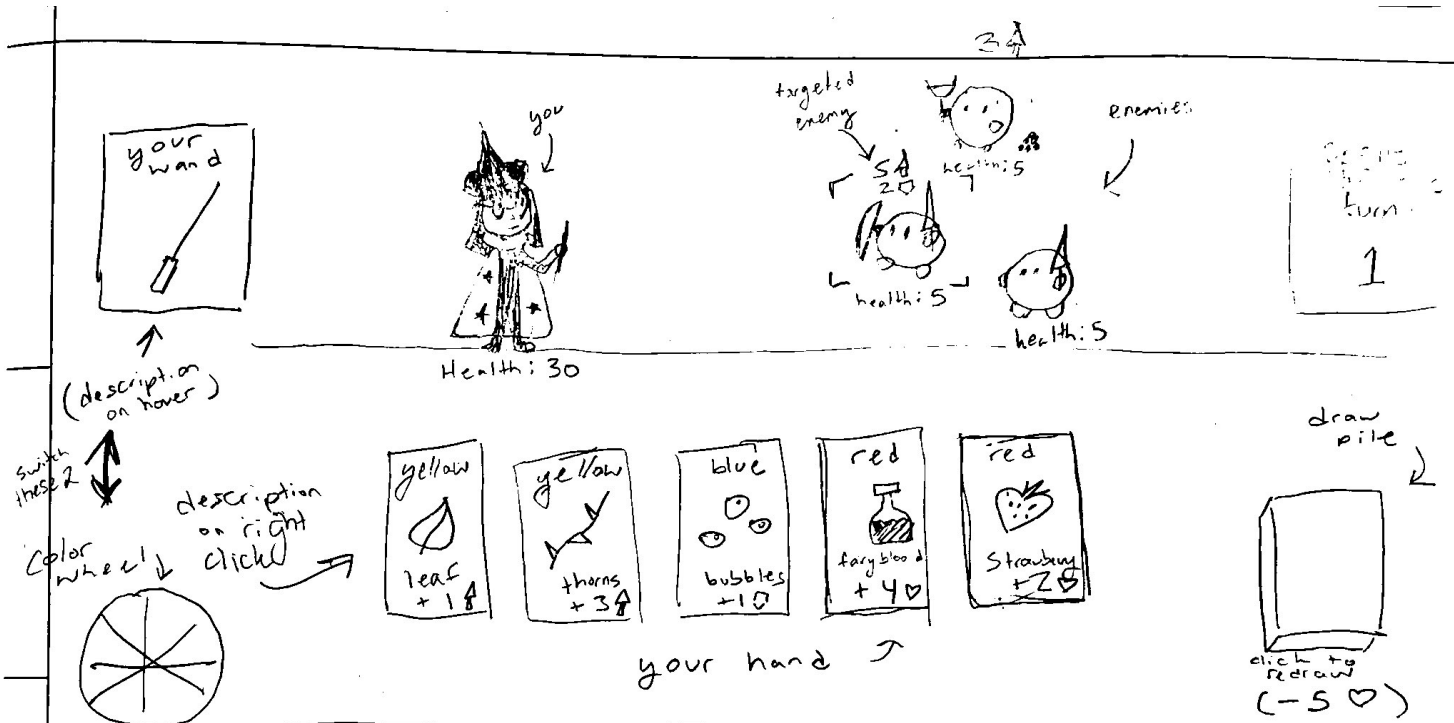


- you're a little wizard
- you have a magic wand (provides bonuses)
- you have spell components (cards)
  - spell component cards come in different colors. Each color has a different effect
    - red = healing
    - blue = defense
    - yellow = attack
  - each turn, you get  $X$  cards from your deck. you can then play one or more spells (combinations of cards)
  - the more cards in a spell, the more powerful the spell (ex. 1 yellow card does 1 damage, 2 does 2 dmg, 3 does 4, etc.)
  - you can also combine colors to make more complex spells
    - red + yellow = orange (vampirism: attacks, heals for # dmg'd)
    - blue + red = purple (fortify: next attack that hits heals you)
    - blue + yellow = green (thorns/spikes: defends + attacks attacker)
    - blue + yellow + red = brown (no effect / failed spell)
- when you win fights, you can add cards to your deck, swap your wand for something better (a staff, crystal ball, etc.), or upgrade your current wand
- wands have effects such as: +1 to every red spell, start game with 3 defense, -1 for every card in a single color spell, etc.
- additional features: black/white cards, colorless (bonus) cards, a currency system



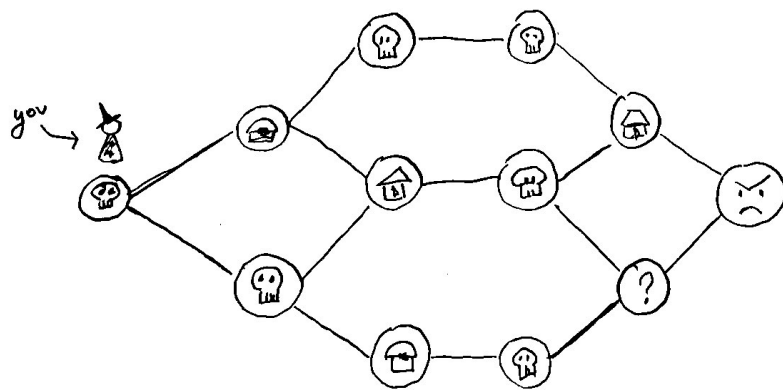
Symbols:

A = attack  
♥ = heal

D = defend

- enemy 1 will attack you for 5 and defend for 2 on its next turn (if not defeated)
- enemy 2 will attack for 3 next turn
- you can play 'leaf' and 'thorns' for an attack score of 4 = 4 damage

## The Map



- battles reward money and cards
- treasure chests contain new wands
- you can buy wands or cards at shops, and pay to remove cards
- random events: could be anything
- boss fights end the level
- map nodes are randomized

= fight   
 = treasure   
 = shop   
 ? = random event   
 = boss fight