Mage Core Class Overview

Stat	Bonus	Special Ability
Energy	+2	Draw extra card when playing energy cards
Movement	+1	Extra program cards
Focus	Energy manipulation	

Mage Core Class Actions

Action	Cost	Effect	Duration
Energy Surge	2E	Gain 3 Energy next turn	Next turn
Spell Weaving	1E	Next spell -1 cost, +1 range	Next spell
Arcane Shield	2E	Absorb 4 damage for 2 turns	2 turns

Energy Management

Action	Energy Cost	Energy Gain	Net Effect
Energy Surge	2E	+3E next turn	+1E net gain
Spell Weaving	1E	-1E on next spell	Efficient casting
Arcane Shield	2E	4 damage absorption	Defensive value

→ Mage Core Strategy Tips

Energy Flow

- 1. Energy Surge Boost next turn's energy
- 2. Spell Weaving Enhance expensive spells
- 3. Arcane Shield Protect against incoming damage
- 4. Standard Actions Use enhanced energy efficiently

Spell Synergy

- **Spell Weaving** + High-cost spells = Maximum efficiency
- Energy Surge + Spell Weaving = Powerful combo turn
- Arcane Shield + Energy Surge = Safe energy building

Timing Considerations

- Energy Surge: Use when at low energy, not at max
- Spell Weaving: Must be used before casting spell
- Arcane Shield: Use before taking damage, not after

V Defensive Magic

Arcane Shield Mechanics

- Absorbs: Up to 4 damage before HP damage
- Regenerates: Each turn if not fully depleted

Duration: 2 turns totalCost: 2 Energy upfront

Shield Strategy

• Preemptive: Cast before entering dangerous areas

• Stacking: Can be recast while active

• Efficiency: Best against multiple small hits

Mage Core Icons

Icon	Meaning	Icon	Meaning
4	Energy/Magic	©	Spell/Magic
•	Shield/Protection	2	Arcane/Mystical
*	Enhancement/Buff	4	Power/Energy
•	Magic/Spell	M	Range/Distance

Mage Core Win Conditions

Competitive Mode

- Energy Control: Dominate with superior energy economy
- Spell Efficiency: Use Spell Weaving for powerful combos
- Defensive Magic: Arcane Shield for survivability

Cooperative Mode

- Energy Support: Energy Surge for team energy needs
- Spell Enhancement: Spell Weaving for team spell efficiency
- Protective Magic: Arcane Shield for team defense

5 Energy Economy (Mage Core Focus)

Base Energy: 8 Energy (6 + 2 bonus) **Turn Income**: +2 Energy per turn

Energy Surge: +3 Energy next turn (net +1)
Spell Weaving: -1 Energy cost on next spell
Arcane Shield: 2 Energy for 4 damage absorption

Spell Card Synergy

High-Value Spell Weaving Targets

- Expensive Spells (3+ Energy) Maximum savings
- Range Spells +1 range bonus
- Area Spells Enhanced coverage
- Utility Spells Better efficiency

Energy Surge Timing

• Early Game: Build energy advantage

• Mid Game: Fuel expensive spell combos

• Late Game: Maintain energy superiority