

magic.

Rulebook

In a magical land far away, there are 3 elements that keep the balance of nature. Mages have spent years studying elemental magic to harness and utilize the elements. You, an ambitious young mage, participate in the annual magic tournament and try to prove to the world you're the most powerful mage. Beat your opponents using your magic and wit, and become the champion of the tournament!

Objective

Battle with your opponents and prove your strength. Be the last player surviving on the board to win the game!

Components

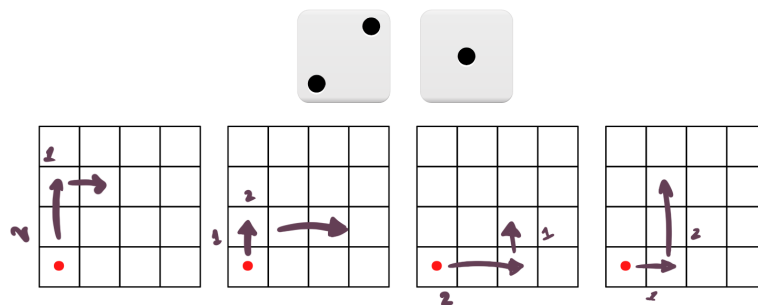
- Game Board
- Six-sided dice x2
- One deck of white **defense** cards
- One deck of magenta **attack** cards
- Star Tokens x9
- Player pawns x4
- Twelve-sided dice x4 to keep track of health

Setup

- Place the player pawns at each of the four corners of the board.
- Players roll a dice to decide who starts first, the highest roll starts and turns go clockwise from the starting player.
- Shuffle the Attack and Defense card decks and deal 2 attack cards and 2 defense cards to each player at the start.
- Each player starts with **12 lives** and keeps track of their lives with a D12.
- Place **9 star tokens** on the board at any of the star spots.



Gameplay

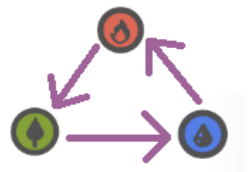
- Roll both dice (D6) to determine how many steps you will go in column and row with the dice combination of your choice:



- Move the player pawn to the desired spot. If a player passes by a star token, collect the star token(s) and continue moving to the desired spot.
- Players must stop moving if:
 - One or more player(s) are in their way.
 - They hit the board boundaries.
- Once players stop at their spot:
 - If other player(s) on the same spot: players must start a duel with the player(s) on the spot (see **Duel Rules**).
 - If the player has **2 star tokens**, they can use the star tokens to initiate a duel with any player on the board(see **Duel Rules**).
- If there is no other player on the same spot, draw one card from the deck that corresponds to the color of the spot you land on:
 - **Magenta spot:** draw a card from the attack card deck
 - **White spot:** draw a card from the defense card deck
- If one player has 3 star tokens, the player can use the tokens to draw 3 cards from the deck of their choice, take a look at the 3 cards and pick 1 out of the 3 to keep. Return the other two cards to the bottom of the deck. Return the star tokens to the star spots on the board.

Duel Rules

- When a player runs into another player, they must start a duel and initiate the attack. Their opponent(s) who are already on the spot must defend.
- In the case of using stars to initiate a **sudden duel**, the player initiating the duel will be the attacker, the other player will be the defender.
- To start a duel, both players must show their selected card at the same time to determine the results of the duel.
- The defense card will have a buff or debuff based on the element of the cards.
- Defense card will be **debuffed (/2)** if the element on the attack card counters the one on the defense card.
- Defense card will be **buffed (x2)** if the element on the defense card counters the one on the attack card. If either of the defense or attack cards is non-elemental ( or ), calculate the damage by the face value.
- To calculate the damage to the player, subtract the Defense card value(with buff/debuff) by Attack card face value.
- E.g. 1: attack card is fire-2, defense card is water-2, $\text{dmg} = 2 - 2 * 2 = -2$.
- E.g. 2: attack card is fire-2, defense card is grass-2, $\text{dmg} = 2 - 2 / 2 = 1$.
- E.g. 3: attack card is non-elemental-2, defense card is fire-1, $\text{dmg} = 2 - 1 = 1$.
- If the damage is larger than 0, the defender's health is **reduced** by the number of damage.



Ending A Turn

- If a player manages to knock out another player (i.e. the other player's HP goes to 0), they gain 2 extra lives and get their opponent's star token(s).
- If the player's HP is larger than 0, their turn ends and passes on to the next player.