



MAGE NOIR

TABLE OF CONTENTS

Ready to master the elements?.....	3
What is Mage Noir?.....	3
Inventory.....	4
Victory conditions.....	5
Game setup.....	5
Display the infinite Ether.....	5
Choose your starting hand.....	5
Determine the first player.....	5
General rules.....	6
Unfolding of a turn of Mage Noir.....	7
Your turn starts.....	7
Drawing phase.....	7
Mana gathering phase.....	7
Add Mana.....	7
Draw Mana.....	9
Main phase.....	9
Available actions during your main phase.....	10
Prepare a card.....	10
Activate a card.....	10
Channel a spell as a component.....	11
Trading Mana.....	12
End of turn.....	12
The elements.....	13
Air.....	13
Fire.....	13
Water.....	14
Vegetal.....	14
Mineral.....	14
Arcane.....	15
The different types of cards.....	15
Permanents.....	16
Equipments.....	16
Rites & rituals.....	17
Becoming a Mage Noir.....	18
Deck building.....	19
Rules.....	19
Tips.....	19
Some rule precisions.....	21
Want more?.....	22

READY TO MASTER THE ELEMENTS?

When playing Mage Noir, you become a true Mage, able to grow plants in an instant, to raise towering waves from still seas, to harness the power of the wind and to invoke the destructive force of fire.

With your first game of Mage Noir, you are about to hone your mastery of magic for the first time. Experience the thrill of summoning the elements and unleashing them on your foes.

WHAT IS MAGE NOIR?

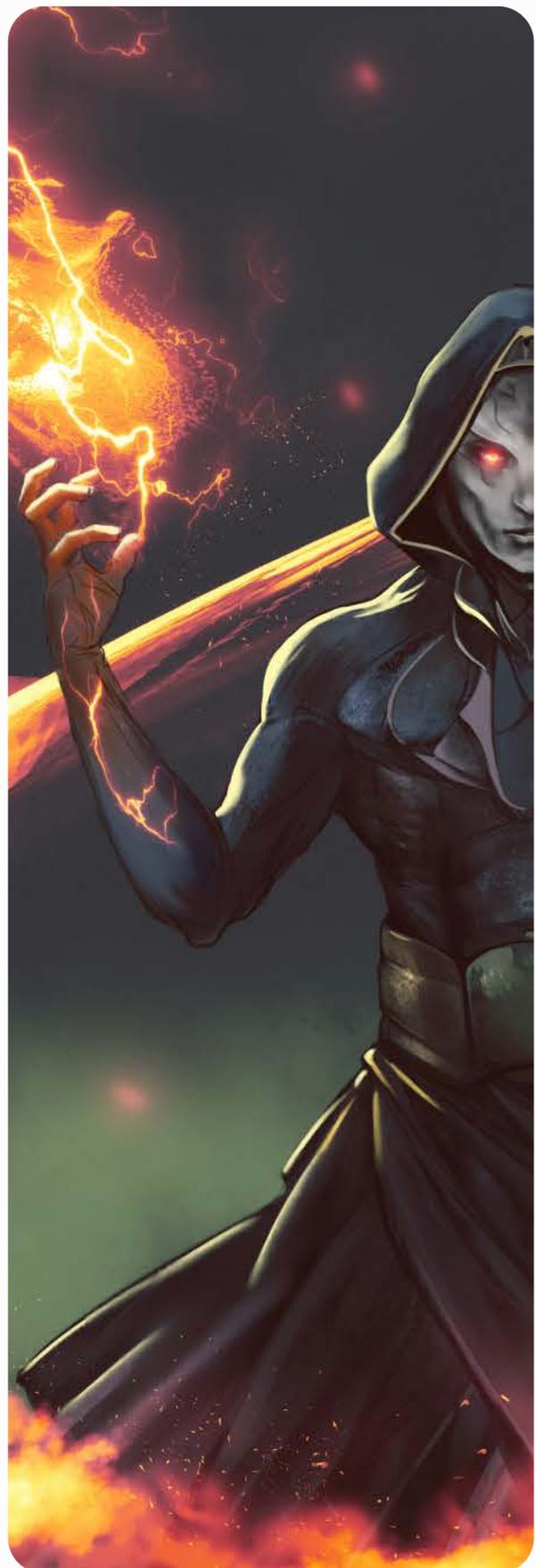
Mage Noir is a Card Game. You will use your cards as actions and effects against your opponent.

Every card represents a form of magic, either casting a spell, summoning a magical item or performing a ritual to gain new powers.

As a Mage you will build your spells gradually by channeling minor ones as components, ramping up to incredibly powerful effects.

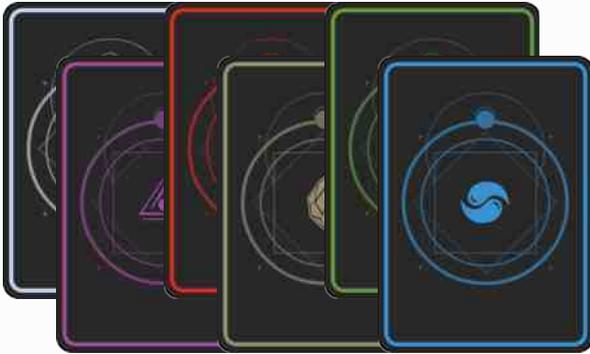
But casting spells isn't free, you will need to use Mana, the omnipotent energy of the world, in order to fuel your magical powers.

Compete with your opponent to gather this resource and use your cards wisely to make sure you're the one who comes out on top.



INVENTORY

This box contains the following contents:



144 Mana cards :

- 24 Air Mana cards
- 24 Arcane Mana cards
- 24 Fire Mana cards
- 24 Mineral Mana cards
- 24 Vegetal Mana cards
- 24 Water Mana cards

These are what fuel your powers, allowing you to cast spells and perform special actions. (Please note that they have an identical front and back)



160 playing cards :

- 40 Air cards
- 40 Fire cards
- 40 Vegetal cards
- 40 Water cards

These are the spells you'll cast to strengthen your arsenal and ultimately defeat your opponent.



VICTORY CONDITIONS

In Mage Noir, both players start with 20 Health points (HP). Your objective is to reduce your opponent to 0 HP before they do the same to you.

Additionally, if a player has to draw a card and does not have a deck to draw from, they lose the game.

FOCUS ON DAMAGE

If you're a beginner we suggest you focus on dealing damage and bringing your opponent to 0 HP, rather than making them draw through their entire deck.

GAME SETUP

DISPLAY THE INFINITE ETHER

Put the 6 piles of Mana somewhere you and your opponent can access them. This is the **Infinite Ether**.

Then shuffle your deck and place it next to you on the table. Also prepare an empty space next to it as your discard pile.



CHOOSE YOUR STARTING HAND

In order to choose your starting hand, make two piles of 5 cards from the top of your deck. You can observe the contents of each pile but cannot swap cards between the two of them.

Choose the pile you would like to start the game with and use it as your starting hand. Shuffle the other pile in your deck.



DETERMINE THE FIRST PLAYER

For the first game, choose one player randomly (coin flip, dice roll, etc), they may decide who plays first.

For the next games, the one who lost the last game decides.

GENERAL RULES

OVERVIEW OF A TURN

In Mage Noir, players take turn to gather resources, cast spells and beat their opponent.

A turn of Mage Noir happens in the following order:

- Turn start (p7)
- Draw phase (p7)
- Mana gathering phase (p7-9)
- Main phase (p9-12)
- End of turn (p12)

THE MAIN RULE

Whenever a card contradicts the general rules, the rule on the card always prevails.

A huge part of the game's depth comes from the fact that the cards constantly modify the rules, leading to unique matches and interesting decisions.



SIMULTANEOUS EFFECTS

If multiple effects would trigger at the same time, it is up to the player whose turn it is to choose the order in which they want them to resolve.

LEAVING THE BOARD

When a card leaves the board in Mage Noir, it releases all of the Mana locked underneath it in the **Available Ether**.

This happens regardless of where the card goes or how it got removed.

The controller of the card puts the Mana back while respecting the usual rule regarding releasing Mana to the **Available Ether** (see page 9).

DISCARDING

In Mage noir, "discarding" means to put in a discard pile. Any spell card can be discarded. From the cards in your hands to the spells, Permanents and Equipment you've put on the board.

The card goes to its controller's discard pile.

TARGET VALIDITY

When an effect occurs but doesn't have any valid target, then the effect still triggers but does nothing.

UNFOLDING OF A TURN OF MAGE NOIR

YOUR TURN STARTS

Your effects that are said to happen "At the beginning of your turn" take effect now.

DRAW PHASE

You take the card on top of your deck and put it in your hand.

EXCEPTION: FIRST TURN OF THE FIRST PLAYER

If you are the first one to play and it is your first turn, skip your draw phase.

MANA GATHERING PHASE

This is the moment when you get Mana, the resource used to cast spells.

ADD MANA

Mana exists in abundance all around you. By fighting your opponent and using magic, you're slowly drawing the surrounding Mana to your conflict.

This drawn Mana is what is called the **Available Ether**.

In game, it is displayed as 2 piles of Mana of varying size in the center of the board.

It represents all the Mana that is present around your duel. It can be absorbed and used by either you or your opponent.

In terms of gameplay, all this translates to the fact that you add 3 Mana into the **Available Ether** on each of your turns.

Thus, the first thing you'll need to do during the Mana gathering phase is to choose 3 Mana of any elements in the **Infinite Ether** and put them in the **Available Ether**.



THE AVAILABLE ETHER

During the game, you'll frequently have to add Mana to the **Available Ether**.

- When a card leaves the board.
- At the beginning of your Mana gathering phase.
- When an effect requires you to pay Mana.

The **Available Ether** is always displayed as 2 piles. Even when a pile is empty, it is still counted as if it was there.

When you add Mana to the **Available Ether**, you have to add it one by one, alternating between one pile and the other.

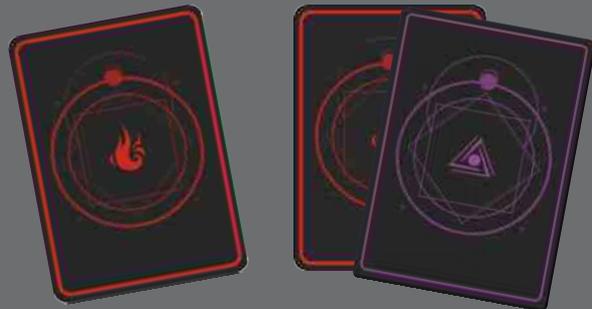
Always start by adding to the smaller of the two Mana piles.

Also note that when a card adds Mana to the **Available Ether**, it is the controller of the card that chooses how to allocate the Mana between the two piles.



Pile 1

Pile 2



For instance, if your opponent discards one of your cards, you choose how to allocate the Mana of the discarded card since you were the one controlling it.



FREQUENT QUESTIONS ABOUT ADDING MANA

Q: What if both piles have the same amount of Mana?

A: Then you may start putting your Mana in either of the two piles.

Q: When adding 3 Mana each turn, does it have to be 3 of the same element?

A: No, you may put any combination of the elements you want as long as it's 3 Mana.

Q: If I want to add a mix of elements, do I have to add them in a specific order?

A: No, you may add them however you want as long as you start with the smaller pile and alternate between both.



DRAW MANA

Once you've added 3 Mana to the **Available Ether**, take all of the Mana contained in the pile of your choice.

You may choose either pile.

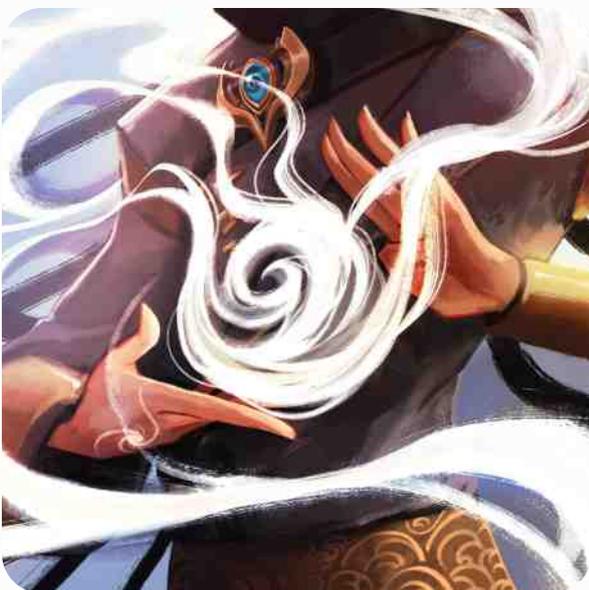
The Mana is added to your **Mana reserve** until you choose to use it.

MAIN PHASE

This is the moment when you can play your cards, manage them and activate them in whatever order you want.

You may perform as many actions as you want as long as you have the necessary resources to do so.

You may also perform them in any order without any restriction.



AVAILABLE ACTIONS DURING YOUR MAIN PHASE

Here is the list of the actions you may perform during your main phase, and how to perform them.

PREPARE A CARD

In order to use the cards in your hand you will need to prepare them.

Preparing a card means putting the card in front of you with its Mana underneath it.

When reading a card, you can see its Mana cost represented by numbers and element icons towards the upper-left corner of the card.



On this card, it means you must put 3 Vegetal Mana and 1 Arcane Mana underneath it when you prepare it.

Once a card is prepared, you may either activate it, channel it as a component, or keep it prepared on the board.

ACTIVATE A CARD

Once a card is prepared, you may activate it simply by saying you do so.

Once you activate it, the following chain of events trigger.

- You apply the effects of the spell as stated on the card.
- The card goes into your discard pile.
- The Mana that is underneath the card goes back to the **Available Ether**.



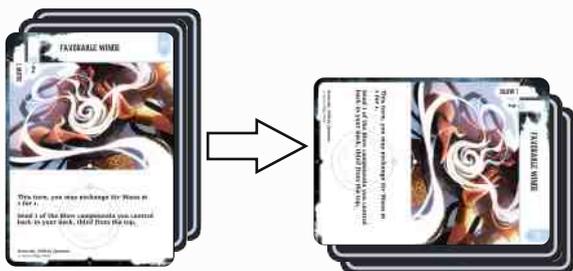
The effects of a spell can be read on the card, right underneath the illustration.

For example when you activate the card above, you'll deal 2 damage to the target of your choice and draw a card.

CHANNEL A SPELL AS A COMPONENT

The other option you have with a prepared spell is to channel it in order to use it as a component.

To do this, turn your card at 90° and move it to the side of your board. It keeps its Mana underneath it.

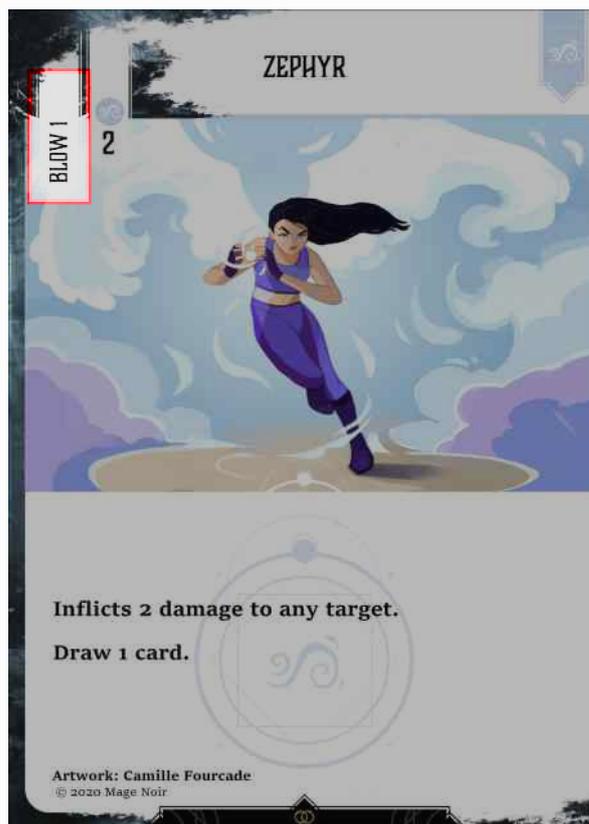


Channeled spells cannot be activated or returned to their prepared spell.

Thus the channeled spell will stay on the side of the board until the end of the game, unless a specific card rule says otherwise of course.

Why would you channel your spell as a component then?

The cost to prepare some spells requires you to control specific components.



The card above requires you to control at least one blow component before you can prepare it.

Components aren't discarded when a spell that requires them is prepared or activated.

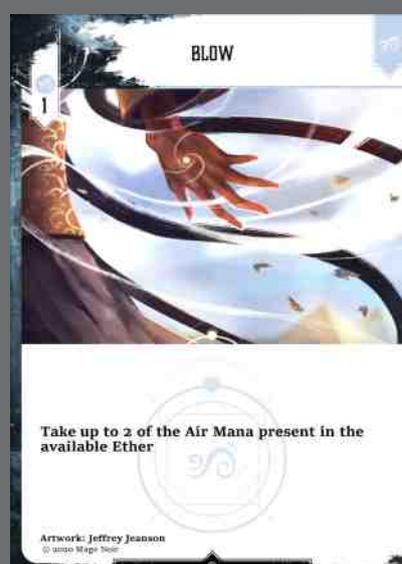
THE NAME RULE

Any channeled card counts as a component for each word in its title.

For instance, both of the following cards count as a "Blow" component.

However the left one will also count as a "Healer" component.

Note: Plural nouns still count.



TRADING MANA

During the game, you may end up with Mana that you have no use for.

You may trade this Mana with the **Available Ether** following these rules:

- You may trade any 2 Mana from your **Mana reserve** for 1 Mana from the **Available Ether**.
- The trade must take place with the larger of the 2 Mana piles.
- Both Mana cards you trade must go into the same Mana pile.

Do note that you may give any combination of Mana elements as long as you give 2 Mana from your **Mana reserve**.

Likewise, you may trade for any Mana within the larger of the 2 Mana piles.

END OF TURN

Once you can't or don't want to perform any more actions during your main phase, your turn ends.

Effects you control that happen "At the end of your turn" take effect now.

Then, if at this point you have more than 7 cards in hand, discard any cards of your choice until you have 7.

You still keep all of the Mana you have in your **Mana reserve**.



THE ELEMENTS

Being a Mage will allow you to harness the power of nature and choose between 6 elements.

They all have their strenghts and weaknesses, as well as unique identities. These differences allow Mages to express their own style with a lot of freedom.

Here is what they have to offer:



AIR

Air is the fastest of all the elements. It has a lot of card draw to ensure you never run out of resources. It is also a combo heavy playstyle, preparing a lot of spells before unleashing a flurry of effects one after the other that can blow any opponent away with a volley of small strikes.



FIRE

Fire is as powerful and destructive as it is dangerous for its controller. It will burn you as you use it and you may quickly run out of steam due to an aggressive playstyle and volatile components.

The tradeoff for so many downsides however is the most efficient damage output ever discovered in the history of magic. Fire hits hard and can show an unexpected resoucefulness when cornered. Your opponents will quickly learn not to play with fire.



WATER

Water is adaptive and powerful. It is the element that brings the most precise mastery of your own spells and Mana.

It will allow you to move Mana from one spell to another and use it as a weapon to drown your opponent under massive effects.

It is also a very efficient healing tool and a frightening threat once its user has enough Mana to unleash its full potential.



VEGETAL

Vegetal embodies the concept of growth. It starts off small and weak, but grows quickly into an unstoppable force if left unchecked.

Vegetal also has cards that behave more like traditional troops, with their own HP and the ability to attack each turn.

Protect them well and your victory is guaranteed.



MINERAL

Mineral is the slowest of all the elements. You will rely on sturdy armor, powerful equipments and stone fortifications to take your opponent's hits like they are nothing. Then once you have enough Mana, you will unleash massive meteorites and powerful earthquakes on your opponents to finish them in a single blow.

(This element is available in the Mineral expansion of Mage Noir)



ARCANE

Arcane is the magic of time and space. It changes the effects of its spells thanks to the time components it uses, making them stronger or faster. Arcane can and will bend the rules. It is a complex and chaotic element that requires discipline and intelligence to use.

(This element is available in the Arcane expansion of Mage Noir)



THE DIFFERENT TYPES OF CARDS

In Mage Noir, every non Mana card is a spell. These represent the might of the elements, the materialization of a physical object or the gathering of strength to perform an action.

The element of a card can be seen on its top right corner.

Most of the cards are usually meant for single use. When you activate them, they apply their effects, go to your discard pile and release their locked Mana back into the **Available Ether**.

But some have specific keywords that change how they function. These are easy to recognize since they are the first thing written in the card's effects.



PERMANENTS

Are specific cards since these don't need to be activated in order to apply their effects. Once you put one on the board, its effects apply immediately as they are written on the card.

Some Permanents have a number on the bottom right of their card. This number represents their Health Points when first played onto the board. If their HP falls to 0, they are discarded.

Any Permanent with Health Points may gain HP through other effects. There is no limit to the amount of HP a Permanent can have.



For instance, here is a Permanent with 3 HP.

EQUIPMENT

Like Permanents, Equipment does not need to be activated. Equipment is applied to the player themselves. There are several types of Equipment depending on where on the player they are worn. For instance:

- Body
- Weapon
- Head
- Ring
- Back

It is only possible to have one of each type of Equipment equipped at one time. With the exception of rings.

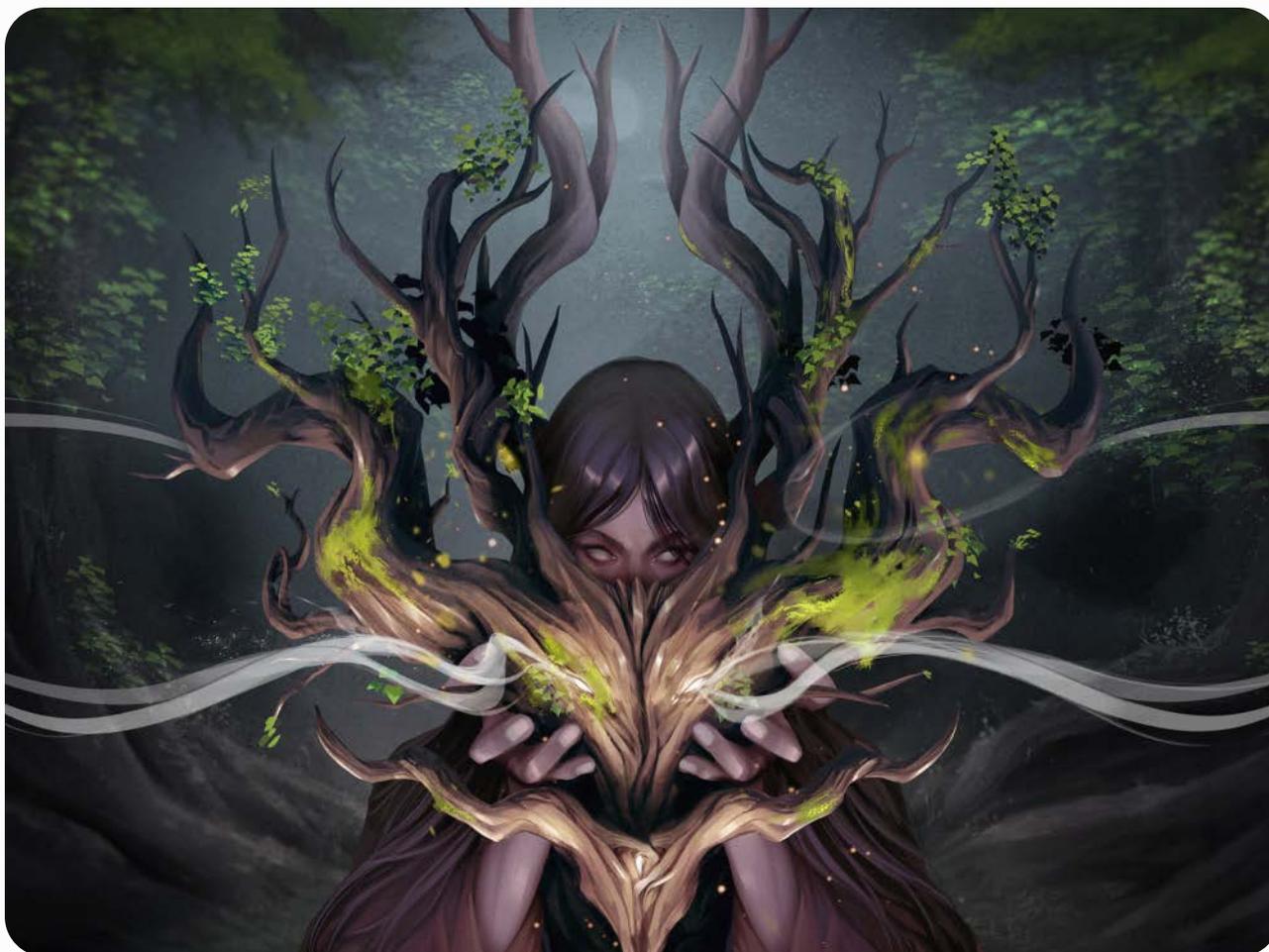
When you put Equipment of a type you already have equipped onto the board, only the most recent Equipment stays, and the previous Equipment of that type is discarded.

Just like a Permanent, Equipment stays on the table and applies its effects continuously until it is destroyed or otherwise removed from the board.

USING PERMANENTS AND EQUIPMENT AS COMPONENTS

Both types of card follow the same rule concerning the way they are used as components.

They cannot be channeled and are constantly considered valid components, while also being active threats to your opponent.



Using an Equipment as a component for another one is considered as forging it into a new gear.

Thus if an Equipment requires other Equipment as components, then those components are discarded after the newly-played Equipment is put onto the board.

WEARING RINGS

Unlike other Equipment, you may equip as many rings as you want.

You've got plenty of space on those long, slender magic fingers of yours!

rites & rituals

These powerful spells are used to become a Mage Noir.

Once prepared, they can't be destroyed or removed from the board by any means.

Just like Permanents and Equipment, they apply their effects constantly as soon as they are put onto the board. The Mana used to cast them will stay underneath them for the rest of the game.

Furthermore, many of them will grant you special abilities that you may activate any number of times during your turn.

You may have any number of active Rites and Rituals on the board.

BECOMING A MAGE NOIR

Each element has its own Rite and Ritual cards that allow you to become a Mage Noir, as stated on them:



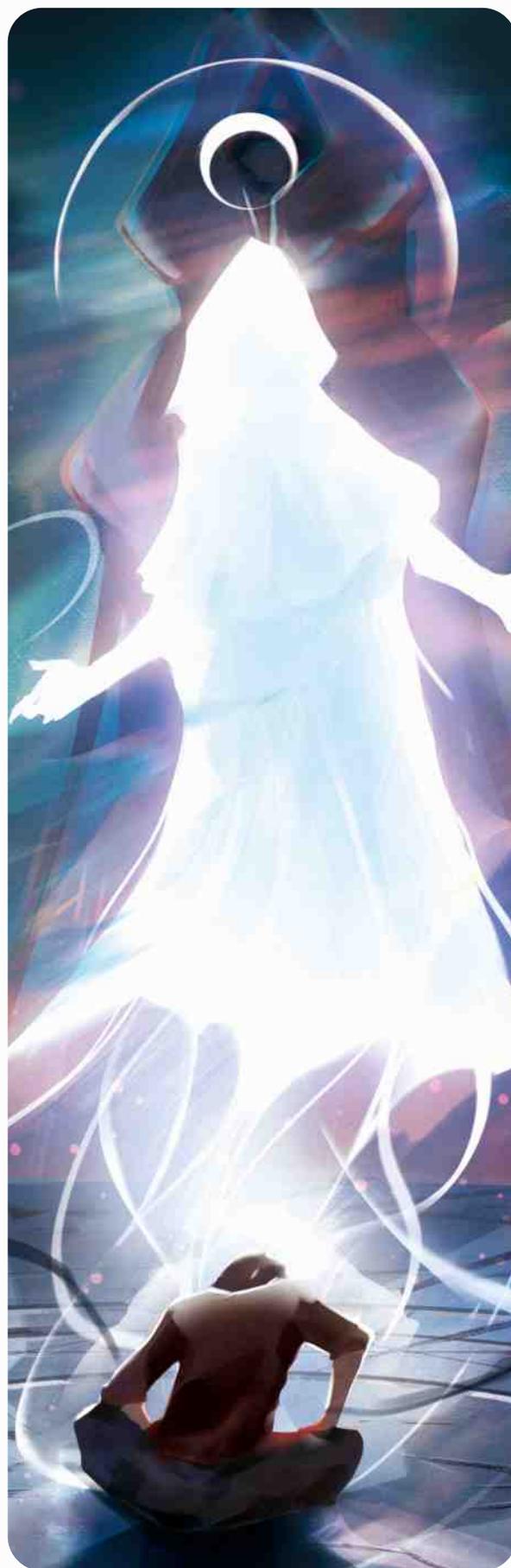
Additionally, many rituals will give you powerful abilities, though these often come at a cost. Usually giving you one strength in exchange for another.

Nevertheless, becoming a Mage Noir signifies an incredible growth in power.

You will usually see the effects of your new status directly on your cards.

Many spells possess new options or enhanced abilities for those who have ascended.

Some cards are even usable only if you are a Mage Noir.



DECK BUILDING

RULES

Creating your own deck is really simple. You just have to gather cards and put them together, following those two rules:

- A deck must contain at least 40 cards.
- You can't have more than 4 copies of the same card in your deck.

Aside from these, there are no other rules to deckbuilding. Feel free to mix elements as you please and experiment a lot in order to create the most powerful deck that has ever existed.

TIPS

Creating your first deck can be hard. Here are a few rules of thumb to follow if you're new to deckbuilding.

- Even though you can put as many different elements as you want in a deck, try to stick to one or two elements to start with.
- Make sure you have the necessary components to cast each of your spells.
- Make sure your deck has enough potential damage to kill your opponent.
- To balance their cost and power, we advise including 2-4 Rituals per deck.
- Try to stick to 40 cards as it gives you the best chance of drawing the right ones.





SOME RULE PRECISIONS

INSTANTANEOUS EFFECTS

Some cards will allow you to act "at any time", meaning you can decide to trigger them right before one of your opponent's action, even if it's not your turn.

If two players want to do an action that can be done "at any time" at the same moment, the player whose turn it is has the choice of arranging the order of events the way he wants.



INFLICTED DAMAGE VS LOST HP

In Mage Noir, there is a difference between being inflicted damage and losing HP.

Inflicted damage comes from external sources and as such can be reduced and prevented by armors and redirected by effects such as Protector.

Losing HP however would rather origin from self inflicted damage, curses or illnesses. As such they cannot be affected or reduced by other effects.

REDUCING VS SUBSTRACTING

In Mage Noir, there is also a difference between reducing a number and substracting to it.

Reducing cannot bring the number under 0 while substracting can bring the number to a negative value.

Inflicting negative damages is the equivalent of healing and gaining negative HP is the equivalent of losing the same amount of HP.

WANT MORE?

We humbly thank you for your interest in Mage Noir. Our community is our most precious asset.

If you have any questions, suggestions or rules you don't understand, please contact us:

By mail: contact@magenoir.com

Or come drop us a like and say hi on our social media channels; we'd love to talk to you!



<https://www.facebook.com/MageNoirCardGame>



<https://www.instagram.com/magen0ir/>



<https://www.reddit.com/r/MageNoir/>



<https://www.twitter.com/MageN0ir>



<https://discord.gg/aZTkCGv>



<https://boardgamegeek.com/boardgame/293941/mage-noir>

WE ALSO SHARE THE ADVANCEMENT OF THE GAME WEEKLY ON OUR OFFICIAL WEBSITE.

MAGENOIR.COM

Welcome to The Circle and thanks for sticking with us Mages.

ARTWORK CREDIT :

- Geoffrey Amesse
- Nicolas Camiade
- Camille Fourcade

- Johann Goutard
- Jessica Heran
- Jeffrey Jeanson
- Charles Ouvrard