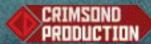# MAGECRAFT

Game Manual

Welcome to the Magecraft Arena. Will you dominate the Arena by brute force, or will you earn the respect of your opponent with your mana maneuvering skills?

Game Components

SPELL CARD X 50
(25 spell cards 2 of each)

Spell Name · Cast Cost
Learn Cost · Spell Effects

GEM X 88
(Fire x20, Water x20, Earth x20, Light x20 Darkness x8)

CHARACTER BOARD X 4

Cantrip · HP Area · Discard Area
Spellbook 1
Spellbook 2
Spellbook 3
Quick Reference · Score Area · Shield Area

CLOTH BAG X 2

2 Players Game

Game Objective

Reduce your opponent's HP to 0
OR
Score 20 gems in your Score Area.*

Player Setup

1. Determine the starting player randomly.

2. Beginning with the starting player, each player takes 1 character board, 1 bag, and 3 each of the following gems: Fire, Water, Earth, and Light. Each player then puts all gems into his or her bag.

3. Each player takes 3 gems of each type, except Darkness, from the pool and places them in the HP Area of his or her character board. There should be a total of 12 gems across the top of your character board.

4. Each player draws 4 gems from their bag to create a hand. The starting player then discards 2 gems, and the second player 1 gem.**

* The active/current player will be referred as "You" from now on.
** For multiplayer setup, please refer to P.7.

5. Each player places 1 "Meditation" spell card, 1 "Magic Missile," and 1 "Mana Tricks" on the Spellbook 1, Spellbook 2, and Spellbook 3 slots of his or her character board.
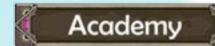
Academy Setup*

1. Place "Minor Cure", "Absorb" and "Fireball" sets as basic spell cards in every game.(Each set should contains 2 cards).

2. Place 9 sets of random spell cards next to the basic spell cards. (Each set should contains 2 cards).

3. Place 8 Fire, 8 Water, 8 Earth, 8 Light and 8 Darkness gems in the Academy.

* For multiplayer setup, please refer to P.7.

Turn Sequence

DISCARD SHIELD PHASE

You may move any number of gems from your Shield Area to the Discard Area.

CASTING PHASE (OPTIONAL)

1. Choose one of your spellbooks

2. Cast the spells of the spellbook from LEFT to RIGHT

   i. Pay the cast cost

     Pay the cast cost of the spell by placing the respective gems from hand to the spell card.

   ii. Trigger the spell effects

     Resolve the effect icons of the spell in any order. (Effect icons : P.6)

   iii. Repeat step 2 for the next spell if applicable.

Important: You can **NEVER** cast spells from different spellbooks in the same casting phase. You should always cast spell in **ONE** spellbook from **LEFT** to **RIGHT**. If you do not have sufficient gems for a spell, you cannot skip the current spell and cast the next one.

LEARNING/REVISION PHASE (OPTIONAL)

Option 1. Learning

   i. Choose a spell in the Academy

   ii. Pay the learn cost

     Pay the learn cost of the chosen spell by discarding the respective gems from your hand.

   iii. Place the spell in a spellbook

     Place the spell on LEFT of one of the your spellbooks.

Option 2. Revision

   i. Discard 4 gems from hand

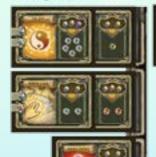   Players can choose revision only if they have at least 4 gems in hand.

   ii. Rearrange spells in spellbooks

     Freely rearrange your spells in all 3 of of your spellbooks. Spellbooks can be empty after this process.

   iii. Master a spell*

     Flip one spell over to change it into a Mastered Spell.
     (Mastered Spell : P.7)

1. Origin Spellbooks   2. Reordered   3. Master a spell

* We highly recommand you ignore this step if it is your first time playing this game.

REFRESH PHASE

The active player moves all gems in hand and all gems on their spell cards to the Discard Area, then draws 4 new gems from his or her bag. If his or her bag is out of gems, the player must put all the gems in the Discard Area into his or her bag, then randomly draw gems to fill up his or her hand of 4 gems.

The turn then proceeds clockwise.

Game End

If one player has no gems in his or her HP Area, he or she has lost the game.
All gems and spells remain on his or her board, but he or she is no longer a participating player in the game.

The game ends immediately when:

1. **There is only one player left in the game.**
2. **Any player has 20 gems or more in his or her Score Area.**

Whoever fulfils any of the two conditions is the winner.

Icons

Draw
Randomly draw a gem from your bag. If there are no gems left in your bag, put all gems in your Discard Area into your bag and draw a random gem from it.

Attack
Choose and discard a gem from one of your opponent's Shield Area to their Discard Area. If their Shield Area is empty, move a gem from their HP Area to your Score Area instead.

Heal
Move a gem from the Academy to your HP Area. If your HP Area is full (12 gems), move the gem to your Score Area instead.

Shield
Move a gem from the Academy or your Discard Area to your Shield Area.

Vanish
Move a gem from your hand or your HP Area to your Score Area.

Wild
Wild cost can be paid by gems of any color.

Mastered Spell

After you have mastered a spell by flipping a spell over after your revision phase, you can cast that spell in a much more efficient way by reusing 1st gem that was spent to cast the spell.

The leftmost gem of the cast cost will turn into a golden gem after mastering the spell. After casting the mastered spell, the golden gem will move onto the next spell. When you cast the spell after that, you can continue to spend the golden gem as part of the cast cost. If the next spell's cast cost does not match the golden gem, move it to the Discard Area instead.

Cantrip

Each character is born with a Cantrip, an inborn spell that requires only 1 gem to activate. It can be activated during your casting phase before or after you begin casting a spell.

Multiplayer Game

The multiplayer Magecraft experience is completely different from a 2-player game. Choosing your targets is important, and players will be defeated much more easily.

Apply the following changes according to the number of players:

Player Setup
Starting Hand

Player	Draw	Discard
1st player	4	2
2nd player	4	1
3rd player	4	0
4th player	5	1

Academy Setup
Spell number and Gems number

Components	3 Players	4 Players
Cards per Spell	3	4
Gems per Color	12	16

NOTE: to play a 3/4 players game, you will need two copies of Magecraft.