

# Team Play Rules

The game is the same as a 4 player game except the following is changed.

## Game Objective:

1. Defeat both players of the other team

OR

2. The total gems in your score area and your teammate score area reach 30.

## Setup:

Each player will now only have 2 spell books instead of 3.

Each player can optionally choose 2 spells out of "Magic Missile", "Fireball" and "Mana Tricks" and put the chosen 2 spells into 2 spell books separately.

1<sup>st</sup> and 3<sup>rd</sup> player belongs to team A, while 2<sup>nd</sup> and 4<sup>th</sup> player belongs to team B.

## Casting Phase:

You can now choose to cast your own spell books or your teammates spell books.

You can continue to cast your teammate spell books AFTER casting one of your spell books.

# Boss Raid Mode Rules (1~4 players)

## Objective:

Remove all gems from Boss HP area.

## Setup:

Each player takes 1 character board, 1 bag and 3 gems for each non-Darkness gem (i.e. 3 Fire, 3 Water, 3 Earth and 3 Light). Each player then puts their gems into their own bag.

Choose an unused character board, flip it to the back side, this board now represent a Boss Monster which all player need to defeat together to win the game.

Take 1 gems for each non-Darkness gem (i.e. 1 Fire, 1 Water, 1 Earth and 1 Light) per player and put them into the boss bag.

Each player takes another 3 of each of the non-Darkness gems (i.e. 3 Fire, 3 Water, 3 Earth and 3 Light), and puts them onto the HP Area of their character board.

Take 2 gems for each type of gems (i.e. 2 Fire, 2 Water, 2 Earth, 2 Light, 2 Darkness) per player and put them onto the HP area of the boss character board.

Each player draws 4 gems from their bag to create a hand.

Each player places 1 “Meditation”, 1 “Magic Missile” and 1 “Mana Tricks” to the Spell book 1, Spell book 2 and Spell book 3 of his/her character board.

## Academy Setup:

Place “Minor Cure”, “Absorb” and “Fireball” sets as basic spell cards in every game.(Each set should contains player number of cards).

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

Place 2 Fire, 2 Water, 2 Earth, 2 Light and 2 Darkness gems in the Academy.

## Turn Sequence:

The turn sequence of the game does not change. However, after all 4 player take their turn, the boss will also take a number of turns equal to player numbers.

## Boss Turn:

1. Draw a gem from the boss's bag.
2. Resolve the gems effect according to the boss board.

## Boss Icon Resolve:

### **Draw**

Randomly draw a gem from Boss's bag. If there are no gems left in boss bag, put all gems in Boss's Discard Area into Boss's bag and draw a random gem from it. Resolve the gems effect according to the Boss's board

### **Attack**

Players choose and discard a gem from one of players' Shield Area to Discard Area. If all Players' Shield Area are empty, move a gem from one of Players' HP Area to Academy instead. Boss always preference to move gems color according to the priority list from left to right.

### **Heal**

Move a gem from the Academy to Boss's HP Area. If Academy is empty, move a gem from the Boss's Discard Area to Boss's HP Area. Boss always preference to move gems color according to the priority list from left to right.

### **Shield**

Move a gem from the Academy to Boss's Shield Area. If Academy is empty, move a gem from the Boss's Discard Area to Boss's Shield Area. Boss always preference to move gems color according to the priority list from left to right.

### **Vanish**

Move a gem from Academy to Boss's Score Area. If Academy is empty, move a gem from the Boss's HP Area to Boss's Score Area. Boss always preference to move gems color according to the priority list from left to right.

## Player Icon effects:

### **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 bag and draw a random gem from it.

### **Attack**

Players choose and discard a gem from one of Boss's Shield Area to Academy Area. If boss's Shield Area is empty, move a gem from Boss's HP Area to Academy instead.

### **Heal**

Move a gem from the Academy to your HP Area. If HP Area is full (12 gems), select and discard a gem from Boss Score Area instead.

### **Shield**

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

### **Vanish**

Move a gem from your hand to Academy, and then select and discard a gem from Boss Score Area. Or move a gem from your HP to Academy, and then select and discard a gem from Boss Score Area.

Sample Boss



Game Ends when all player is eliminated. All player lose the game.