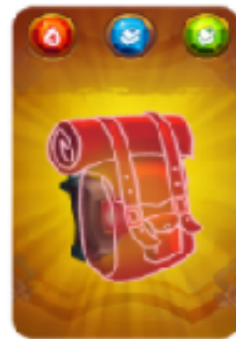


BASICS

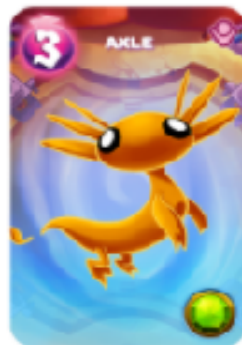
Wand cards are Weapons and they can be equipped to your character



Gems

Actions to play

Sprite cards use their Energy to activate Wands

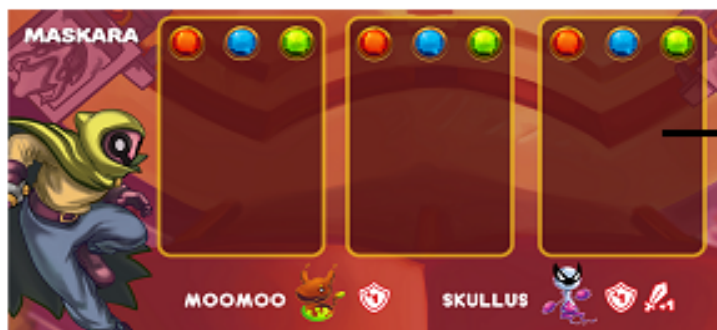


Energy

Fan

Actions to play

Gem Synergy



Wand Slots

Favorite Sprites

Sprites are human companions that have energy that powers the entire world. And in the world's greatest sports arena, players compete to show off who handles their Sprites the best. As a combatant, power up your wands to create combinations of effects and raw energy. And as you attack and defend successfully, the audience will cheer for you, converting an excited crowd into your fans. If you gain enough fans, then they will declare you the winner!



Setup:

1. Shuffle all cards into 1 deck.
2. Each player chooses a character to compete as.
3. Each player then finds and harnesses their first Sprite.

To do this, flip and reveal a card from the top of the arena deck. If it is a Sprite, place it above your character, above any of the 3 Wand slots. If it is a wand card, then it is placed in a discard pile and then flip a new card until you reveal a sprite.

Note: Wands and Sprites will have their own discard piles.

4. Deal 5 cards to each player.
(This is also the max hand size. Any time a player exceeds 5 cards, they must discard card(s) immediately until they are left with 5 cards in their hands.)

Who goes first:

The person with the weakest Sprite in play goes first (determined by its Energy). In case of a tie, the tiebreaker goes to the player who flipped their sprite first.

Turns:

You have 3 actions, or Action Points, to use during your turn. You cannot use more than 3 Action Points in your turn. And your turn ends when you run out of them. Take turns clockwise.

Actions:

All of the below are possible ways to use your Actions. Keep in mind that stronger Sprites are more actions to play!

- **For 1 Action Point:** Draw a Card
- **For 1 Action Point:** Equip a Wand
- **For 1 Action Point:** Attack!
- **For 1 Action Point:** Harness a 1-Energy Sprite
- **For 2 Action Points:** Harness a 2-Energy Sprite
- **For 3 Action Points:** Harness a 3-Energy Sprite

Drawing:

Drawing is not free! You can draw from the deck as long as you have Action Points to expend. You may also draw from the top of the discarded wand pile instead of the main deck. However, you cannot draw from the discarded Sprites. Those Sprites are in a different dimension!

How to Equip Wands:

Directly place it on one of the three Wands Slots of your character mat. If there is a wand already in a slot, discard the current wand first and then equip the new one. Its Sprite(s) stays in play.

How to Harness Sprites:

Use the required action point to harness the Sprite and Place it above any of your 3 wand slots. If a Sprite already exists on that Wand, then stack the new sprite above the previous Sprite, while at the same time, keeping all of their gem synergies visible. Up to 3 Sprites can stack on 1 Wand. Example below:



Combat:

- Wands use the energy of its top-most Sprite, or **Active Sprite**, during combat. The energy of your active sprite is how strong your wand is.
- If you want to engage in combat, and if you have an action point to spend, then declare your attack and which Wand you are using. In response, the Defending Player chooses which wand they would like to defend with.
- You cannot defend or attack with the same wand twice in the same turn.
- The person with the highest energy will win the confrontation and receive cheers. In the case of a tie, each player receives a **Cheer**.

Cheering and Winning:

- Players receive fans (or “points”) through **Cheering** of the crowd.
- The player who wins a confrontation while defending or attacking will receive the difference in energy between the defender and attacker, as **Cheers**.
(For Example; If Player-1 attacks Player-2 with 4 Energy, and Player-2 defends with 2 Energy, then the difference is 2. Therefore, Player-1 gets 2 **Cheers**.)
- To represent each Cheer from the crowd, consecutively flip one card from the top of the arena deck to reveal it. If you reveal a Sprite card with a fan symbol on it, then you have received a fan. Place it aside, facedown, to create a pile of fans. If you reveal a sprite with no fan symbol, or a wand card, then you do not receive a fan and instead you place it into your hand. Do this for each Cheer received.

**If you collect 5 fans first, you are declared the
Champion and Win the Game!**

Special effects and Techniques:

Lining up the Gems of Wands and the Gems on Sprite cards activate special effects called **Synergies**.

- Whenever a Sprite or Wand is harnessed or equipped to the other, Synergies will activate immediately.
- Sprites also activate synergies with your character, if your character mat lists them as one of their favorites. Note: These synergies accumulate separately from Wand Synergies.
- Stacking sprites will reactivate the effects of the corresponding gem. Effects are cumulative. For example, a third sprite, all on the same Draw Synergy, will let you draw 3 cards immediately.

List of Synergies:



Sword: +1 Energy while attacking



Shield: +1 Energy while defending



Draw: Draw a card immediately



Exhaust: All enemies discard any number of cards with actions totalling the total exhaust combo



Encore: Immediately reveal a card from the top of the deck, if it has a fan symbol, collect it as a fan. If not, discard it no matter what. If you have multiple applause, flip as many cards as you have Encore activated, but only up until you receive 1 fan.

Boosting:

If you are either losing or tied during a confrontation, you may boost your combat power by discarding a Sprite from your hand. The discarded Sprite temporarily gives its energy to your current combat power, but can only be done if the discarded Sprite's synergy matches any completed synergy on the wand used in combat. If you are still behind or tied in energy after boosting, you can boost again, but only with a different, completed synergy of that wand.

Boost Example:

If you use a Wand with the following Synergy combination -Blue, Blue, Green- then you cannot boost with a Sprite with Red Synergy. Also, you cannot boost with 2 Sprites with Green Synergy, only 1 Green.

3 to 4 Player Matches

The player with the first turn receives a spotlight card which goes next to their character.

- Players can only attack the person with the spotlight card.
- The Player with the spotlight card can attack anyone.
- Whenever a player wins a confrontation, the winner takes the spotlight card.

**Boosting in multiplayer games:**

Players can boost another player's combat power, as long as there is matching synergy and the player being assisted does not have Spotlight. If the assistance leads to a winning confrontation, the player who used a boost gets 1 Cheer. The winner of the confrontation will receive the Spotlight Card.

Winner Placements:

The first player to get 5 fans wins! However, the match goes on. The second person to get 5 fans gets second place. And the third person, in a 4-player match, gets third place.

Good luck and Have Fun!