

Long ago in Seven Cities of Gray, two adepts began a journey to learn forbidden majicks. Over three ages they created magical objects and potions, translated arcane cantrips, and discovered lost artifacts of four ancient mages: Arden, Balor, Canna and Dynin. In time their powers grew to the point where they, and their allies, fought each other with spells and wards across the Seven Cities for the title of Master Mage!

Mage Clash is a game for 2 players, lasting about 30 to 45 minutes

NEEDED TO PLAY:

- 5 six-sided (D6) dice per player
- 1 set of traditional D&D dice - D4, D6, D8, D10, D12, D20
- Tiles, Cards and Player Boards
- 2 eurocubes per player to track Victory Points and Mana
- 40 additional eurocubes per player in 2 colors for use as Allies

SETUP:

- Separate the tiles into four stacks as marked on the backs of the tiles
- Shuffle each stack and place them face down between the players.
- Set the 7 City Cards aside until Phase Two.
- Give each player a Player Board and 15 of the Allies Cubes in their chosen color as their starting army (players place these at the bottom of the Player Board), setting the rest aside as a supply.
- Players will also start with 3 points of Mana (put a cube on the (3) space on the Mana track). The other cube will be used to track Victory Points.



PLAY:

The game is played in two Phases. In the first Phase players will add (build) tiles to the display in front of them over three rounds using Elemental Resources. In the second Phase players will use Magic Spells and Casting Wards, built in Phase One, as well as Special Artifacts, to roll dice in combat in seven Cities for additional Victory Points.

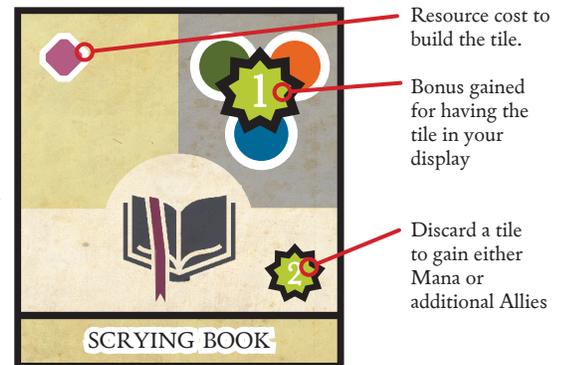
Phase One - Learning Majick:

There are three rounds during this Phase. In each round, one player will deal the sets of numbered tiles out (first Set 1, then 2, then 3) to players. Each player begins each round with 10 tiles in their hand. Each round is over once each player has two tiles remaining in their hands. Player turns during the round are simultaneous and, in each turn, a player may:

A. Build a tile from their hand to their display paying the Elemental Resource cost as shown in the upper left of a tile if listed, then they gain the bonus action in the upper right of the tile. Some of these bonuses have a one time only use, some are active for each round thereafter. If a player does not possess an Elemental Resource they need to build a tile, they may purchase that resource for a cost of two Mana Points. See the Tile Anatomy on the next page for the different types of tiles and what each tile does.

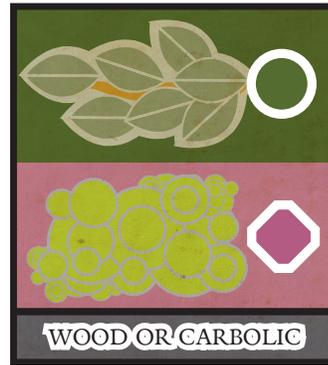
or

B. Discard a tile for the additional Allies  or Mana  as shown in the lower right of the tile and mark the corresponding additions on their Player Boards.



Allies act as a player's "hit points" during combat in the Cities in Phase Two. Mana is used to buy Elemental Resources a player may not currently possess in their display (1 unit of that resource costs two Mana). Mana is also used in Phase 2 to power Casting Wards during combat.

After each player has either built a tile in their display or discarded it for Allies or Mana, players pass their hand of remaining tiles to their opponent. After eight turns of building/discarding tiles, the four remaining tiles (two in each player's hand) are removed from play and the next stack of tiles is dealt to the players.

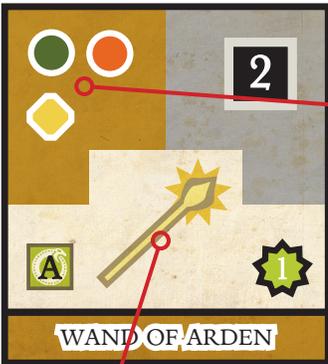


There are two kinds of **Elemental Resources** in Mage Clash:

Natural Elements of Wood, Fire and Ice

and the **Eldritch Elements** the Necrotic, Carbolic and Aetheric

Elemental Resource tiles show two elements (ex. the left tile: Fire or Ice) and allow a player to choose one or the other Element when paying a Resource Cost. Players do not have to pay any Resource Cost to place these tiles in their tableau.

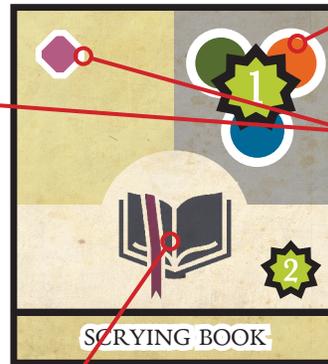


There are three types of **Magical Items**: Rings, Wands and Gems. When built, each grants a number of additional Allies to a player for Phase Two.

This icon notes this tile is one of a set of four Artifacts owned by an Ancient Mage (Arden, Balor, Canna or Dynin). At the end of Phase One, two **Ancient Mage Artifacts** owned by the same Ancient Mage are worth 4VP, three are worth 6VP and all four are worth 8VP. Additionally if a player possesses two or three Artifacts of one type, they may choose one Special Artifact tile to use Phase Two; for four Artifacts, choose two Special Artifact tiles.



Potions give players one time only VP and may be part of those groups of Artifacts owned by an Ancient Mage. Additionally, during Phase Two, a Potion may be discarded to force a one time re-roll an opponent's die.



There are a number of different **Mystic Object** tiles. They offer a player a variety of benefits from decreased cost for buying Elemental Resources the player may not possess, to a one time gain of Mana Energy when built.



There are four types of **Cantrips**:

- Summons 
- Geas 
- Curses 
- and Bindings 

Each set of Cantrips is linked to two Magic Spells in Mage Clash. If a player has 2 Cantrips with icons that match the one shown in bottom left of a Spell Tile they may remove one additional Ally of their opponent's in a City during Phase Two, if they are the winner of that combat round, as a Damage Bonus. 3 matching icons - remove 2 additional Allies, 4 matching icons - remove 3 additional Allies.

Bonus action or one time value gained from placing a tile.

Elemental Resource(s) required to build tile.



Magic Spells are used during Phase Two of Mage Clash. The icons in the upper right show which values from a roll of 5D6 are added together for a player's Attack Strength. If a player had used this Spell and rolled 1,2,2,4,5, their Attack Strength would be 1+2+2+4+5 = 5.

Note that the icon in the lower left matches one of the four types of Cantrips. This icon grants a Ally Damage Bonus depending upon how many matching icons a player has in their tableau.



Special Artifacts are chosen by players at the end of Phase One and used during Phase Two. Each Special Artifact may only be used one during combat.

Discarding any tile instead of paying the Resource Cost and building it in your display gains a one time Mana Energy or Ally increase.



Casting Wards are used during Phase Two of Mage Clash. A player may decide to play one of these in addition to their Magic Spell tile. Most Casting Wards allow a player to swap one of their D6 dice for the die listed on the tile (in this example 1D10) before their combat roll. Other Wards allow a player to re-roll all their dice without paying a Mana Energy Cost or allow a player to keep one die value and use it in a future combat roll. A Casting Ward costs one point of Mana to play during one complete combat round in a City.

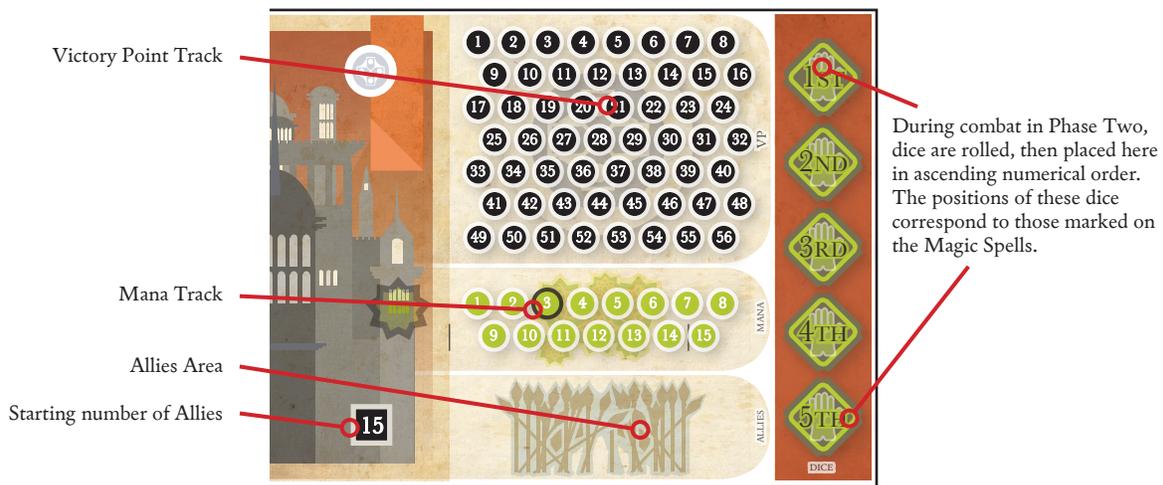
Different tiles in the game have different benefits (See the Icon Glossary for the meaning of symbols):

- **Potions** (blue tiles) are worth Victory Points at the end of Phase One and can be discarded in Phase Two to force a reroll of an opponent's die during combat.
- **Cantrips** (red tiles) increase the amount of damage done to Allies if their symbols match certain Magic Spells during combat in Phase Two.
- **Magic Items** (orange tiles) gain additional Allies.
- **Mystic Objects** (yellow tiles) reduce the cost to build tiles in subsequent turns.
- Ancient Mage Artifacts (any tiles with an A, B, C or D icon in the lower left corner - ex. ) give a player extra Victory Points at the end of Phase One and lets them choose one or more of the green **Special Artifact** tiles to use in Phase Two.
- **Magic Spells** and **Casting Wards** (dark brown tiles) are using in combat during Phase Two. On these tiles note the red icon (ex. ) in the bottom left corner of the Spell tiles, these match the Cantrip icons giving the player the ability to do extra damage in combat.

Once the third round of tiles has been played, Phase One is over and initial Victory Points are scored as follows:

- Score Victory Points as shown on Potion tiles in the upper right 
- For each two Ancient Mage Artifacts the player possesses, owned by the same Ancient Mage (ex. two tiles with an ) icon in the lower left) the player scores 4 Victory Points, 3 Artifacts score 6 Victory Points and all 4 Artifacts of any one Ancient Mage score 8 Victory Points.
- Additionally if a player possesses 2 or 3 artifacts of one matching type, they may randomly draw one green **Special Artifact** tile from the stack to use in Phase Two. If a player possess 4 artifacts of one matching type, they draw two **Special Artifact** tiles. If they possess several sets they can draw a number of tiles. Do not reveal to the other player which of these green tiles are drawn.

Players should mark their Victory Points on their Player Boards.



Phase Two - Combat in the Cities:

- Each player now gathers all their Potion tiles and places them in one pile in their display. Players will use these to force their opponent to reroll any one die during combat. After a Potion is used it is removed from the game.
- Magic Items and Mystic Objects are discarded and will not be used in Phase Two.
- Each player then gathers their red Cantrip tiles and places them in separate piles by type. Each time a player casts a Magic Spell, and is successful in combat, they may remove Allies of their opponent in the current combat City.
 - If a player has 2 Cantrips with icons that match the Magic Spell they are casting they remove 1 additional Ally of their opponent (2 Allies removed in total).
 - If a player has 3 Cantrips they remove 2 additional Allies of their opponent (3 Allies removed in total).
 - If a player has 4 Cantrips with icons that match their cast Magic Spell they remove 3 additional Allies of their opponent (4 Allies removed in total).
- Each player gathers all their Magic Spells and Casting Wards tiles as their hand for Phase 2, adding to this any Special Artifacts they possess.

- Shuffle and deal out the 7 City Cards in a row between both players. Players will take turns (starting with the player with the fewest Victory Points after Phase One) placing 3 Allies cubes at a time from their supply in any cities of their choice (all 3 in one City or distributed as they choose). One player may have more Allies than the other player and will place any additional Allies after the others are placed. Once all Allies cubes of both players have been placed in the Cities, the player with the fewest Victory Points decides which City the first combat will take place in. Each city is worth Victory Points when won by a player (as shown in the upper right corner of the City Card).



Cities are shuffled and laid out randomly in a row. Each City is worth a number of Victory Points and some Cities prevent certain types of tiles from being played during combat rounds.

To begin a combat round in a City, each player will choose one Magic Spell from their hand and may also choose one Casting Ward. Both players reveal simultaneously the tiles they have. These will be the Magic Spells and Casting Wards used for the entire combat in this City. Some Cities prevent the use of certain tiles during combat.

5 six-sided dice (or 4 six-sided dice plus any 1 additional die as listed on a Casting Ward) are now rolled by each player and placed in ascending numerical order on the right hand side of their Player Board (ex. for a roll of 2, 3, 4, 3, 6 the player would place them in order: 2 3 3 4 6 down the player board) and depending on the Magic Spell, some of the dice values are then totaled for a player's Attack Strength.



This Magic Spell and Casting Ward lets the player roll 4 six-sided dice plus 1 additional ten-sided die during combat in a City.



In the example the 4 six-sided dice and 1 ten-sided die were rolled for the following values - 2, 3, 4, 3, 6.



These dice are placed in ascending order on the right hand side of the Player Board. Due to the 'Spear Breaker' Spell the 1st, 2nd and 3rd values are added together (2 + 3 + 3) for a total Attack Strength of 8.



Casting Wards allow you to swap one of the six-sided dice for a numerically larger die as indicated on the Casting Ward tile (ex. 1D10 instead of 1D6). The 'Minor Seal' Casting Ward lets a player roll 6 six-sided dice and choose the five dice with the highest values. The 'Longkey' Casting Ward lets a player to swap 1 four-sided die for any die that their opponent will be rolling. Each time you use a Casting Ward for combat in one City, a player must pay one point of Mana once.

Before, during or after a combat roll a player may also use one of their Special Artifact tiles to alter the dice roll. Special Artifact tiles are removed from the game once played.

Players now compare Attack Strengths. The player with the higher Attack Strength wins and removes 1 Ally cube of opponent from city plus any additional Allies depending on any Cantrips that match the icon on the Magic Spell:

If a player has 2 Cantrips with icons that match the Magic Spell they are casting they remove 1 additional Ally of their opponent (2 Allies removed in total).

If a player has 3 Cantrips they remove 2 additional Allies of their opponent (3 Allies removed in total).

If a player has 4 Cantrips with icons that match their cast Magic Spell they remove 3 additional Allies of their opponent (4 Allies removed in total).

Ties are a draw and no Allies are removed.

Combat continues in the chosen City until one player is victorious and has removed all the Allies of their opponent. The winning player then scores the Victory Points for that City. The player who lost the current combat decides on next City for combat.

Each Magic Spell and Casting Ward used in a combat round is set aside after a City has been won and cannot be used again by that player until all the Magic Spells in their hand have been used. All the Magic Spell and Casting Ward tiles then return to the player's hand.

Combat in Phase Two continues until one player wins in four Cities.

Winning the Game:

Both players add Victory Points from Phase One to any City Victory Points from Phase Two to determine a winner. In the case of a tie, the player with the most remaining Allies wins.

Mage Clash, its rules and original artwork, are copyrighted © 2013 by Todd Sanders/Air and Nothingness Press.

Some icons in the game were designed by Thomas Tamblyn

Anyone may print and play this game but you may not distribute or sell it for profit.



	NATURAL ELEMENT: WOOD	EXCHANGE 1 MANA FOR 1 ALLY NO LIMIT ON EXCHANGE	
	NATURAL ELEMENT: FIRE		
	NATURAL ELEMENT: ICE	SWAP 1D6 FOR INDICATED DIE DURING COMBAT ROLL	   
	ELDRITCH ELEMENT: NECROTIC	SWAP ANY OPPONENT'S DIE WITH 1D4 FOR THEIR COMBAT ROLLS DURING ONE CITY COMBAT	
	ELDRITCH ELEMENT: CARBOLIC	ROLL 6D6 IN COMBAT ROLLS DURING ONE CITY COMBAT, USE 5 LARGEST DICE VALUES	
	ELDRITCH ELEMENT: AETHERIC	FORCE OPPONENT TO REROLL ALL COMBAT DICE ONCE DURING ONE CITY COMBAT, TAKING LOWEST TOTAL (ONE TIME USE)	
	PAY 1 MANA FOR 1 NATURAL ELEMENT NO LIMIT ON EXCHANGE	LOCK ANY OF OPPONENT'S DICE VALUES AFTER ROLLING; THEY MUST USE THESE VALUES FOR THEIR NEXT COMBAT ROLL (ONE TIME USE)	
	PAY 1 MANA FOR 1 ELDRITCH ELEMENT NO LIMIT ON EXCHANGE	OPPONENT MAY ONLY USE 4D6 IN ALL COMBAT ROLLS DURING ONE CITY COMBAT [NEGATES ANY WARDS PLAYED] (ONE TIME USE)	
	CHOOSE ANY 1 ELEMENT, PAY NO MANA COST	ADD SIX ADDITIONAL ALLIES TO ANY CITIES OF YOUR CHOICE (ONE TIME USE)	
	GAIN INDICATED MANA WHEN TILE IS PLACED IN PLAYER'S TABLEAU	OPPONENT MAY NOT PLAY ANY WARDS DURING ONE CITY COMBAT (ONE TIME USE)	
	GAIN ADDITIONAL NUMBER OF ALLIES WHEN TILE IS PLACED IN PLAYER'S TABLEAU	HALT CURRENT CITY COMBAT AND CHOOSE A NEW CITY TO BEGIN A NEW COMBAT (ONE TIME USE)	
	GAIN INDICATED VP WHEN TILE IS PLACED IN PLAYER'S TABLEAU	CANTRIPS ARE WORTH DOUBLE DAMAGE TO ALLIES DURING ONE CITY COMBAT, PLAYER CHOOSES WHEN TO USE THIS POWER (ONE TIME USE)	
	GAIN 1 MANA FOR EACH CANTRIP IN PLAYER'S TABLEAU WHEN TILE IS PLACED	PLAYERS MAY NOT USE ANY POTIONS IN THIS CITY DURING COMBAT	
	GAIN 1 MANA FOR EACH ITEM IN PLAYER'S TABLEAU WHEN TILE IS PLACED	PLAYERS MAY NOT USE ANY SPECIAL ARTIFACTS IN THIS CITY DURING COMBAT	
		PLAYERS MAY NOT USE ANY WARDS IN THIS CITY DURING COMBAT	
		ONE PLAYER (AND ONLY ONE) MAY, AT ANY POINT DURING COMBAT OR JUST AFTER COMBAT HAS ENDED, MOVE ANY NUMBER OF THEIR ALLY CUBES FROM THIS CITY TO AN ADJACENT CITY	