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## Requirements

- ✓ Graph or hex game mat or paper for a playing field
- ✓ One playing piece and one standard poker deck (52+Joker) for each player.

## Setup

**Shuffle:** Players shuffle their decks. Remember to keep **one** Joker in the deck—remove one if yours has two.

**Burn Card:** Draw the first card from your deck and place face-up next to your deck to create a discard pile.

**Draw:** Each player Draws a hand of seven cards.

**Spell Preparation:** Charge cards by placing them from your hand face down in front of you, creating prearranged spells if possible. You may refer to the spells list. You do not *have* to Prepare any spells, but you may not continue until your hand is reduced to five cards. (It is acceptable to achieve this by discarding two cards; it just is not a good strategy). This is a rare time when you may Charge more than one card, or even every card in your hand.

**Initiative:** Play high-card with your opponent, by drawing one card from the top of your deck and placing it to the front of your deck to create a MOVE card (do not discard). If your cards match, draw another card. This card determines player turn order and starting movement; high card goes first, low second. You may move your playing piece in any direction to a maximum number of spaces equal to your MOVE card's CV.

**Replenish:** Draw enough to restore your hand to five cards before the first turn.

It is the high card winner's choice to place their piece first on the board, or second. The first turn begins after all players' game pieces are in play.

## Playing Cards

### Suits



Spades-Strike



Clubs-Energy



Diamonds-Block



Hearts-Dodge

## Card Values (CVs)

Each card has a numerical value called Card Value (or CV) for each of the cards.

2 = 2	8 = 8
3 = 3	9 = 9
4 = 4	10 = 10
5 = 5	Jack = 11
6 = 6	Queen = 12
7 = 7	King = 13
	Ace = 14

The Joker is a Wild card. It may be played as any Suite or CV, otherwise they are equal to 14.  
To play a card, choose a card from your hand and place face- up on the play area.

### Drawing Cards

Whenever you play a card, immediately draw a card from the deck to your hand.

### Discarding Cards

Once a card has been played, it is discarded to the discard pile next to the deck, face-up.

Cards are discarded in the order that they are played or lost.

### Replenishing your Deck

If at any time you cannot draw a card because the deck is empty, shuffle the discard pile and place face down as the new deck. Burn one card to start a new Discard pile and Draw. After you Draw to replenish your hand once, you may choose to change your MOVE card by discarding it and replacing it with the next card on the top of your deck. Note that your new MOVE card's CV takes effect at the start of your next turn and does not effect turn sequence between rounds.

## Time

Time in SpellCaster is divided up into Rounds and Turns. During your turn, you may choose to move and take one action. On your opponent's turn, you may take one Defensive action, in response to a Strike or cast spell. When your movement and all actions are resolved, your turn ends and the next turn starts. After both players have taken a turn, a new Round begins.

## Actions

During your turn you may choose to Move your piece any number of spaces up to your MOVE card's CV. Note that a player can strike any space adjacent to their playing piece. You may move into, but not through, these threatened spaces. You may also choose one of the following actions: Attack, Cast a spell, Prepare a Spell or Discard.

**Attack:** Play a Spades/Strike card. Opponents must occupy a space adjacent to your piece to be hit. Damage equals the CV of the card played.

**Cast a Spell :** Uncover your Charged Spell card(s) and announce your spell. Follow the spell's instructions. Spells that require more than one card are required to have *all* their Active Spell cards face up.

**Prepare a Spell :** Charge a spell card by playing it face down. Spells that have more than one card required should be organized so that they are clearly grouped and combined correctly, before the spell is cast.

**Discard:** Send one card from your hand to the Discard pile, then Draw one card from your deck.

## Defensive Actions

Before a player is dealt damage or a freshly cast spell can take effect, the defending player may choose to take one of the following actions: Block, Dodge or cast a Counter Spell.

**Block :** Play a Diamonds/Block card. Reduce the damage by the amount of the CV of the card played.

**Dodge:** Play a Hearts/Dodge card. Reduce the damage by the amount of the CV of the card played. In addition, if the CV is greater than the CV of the Strike/Attack card, you may move your playing piece a number of spaces equal to the difference, ignoring opponents' reach.

**Cast a Counter Spell :** Some spells may be played defensively. You may cast one Counter Spell or use one Active Spell Card (see spell descriptions) in response to an Attack or Cast Spell. Follow the spell's instructions to resolve.

## Damage

If a player is dealt Damage, that player must discard cards from his or her hand with a combined CV equal to or higher than the Damage dealt. Do not redraw cards discarded due to Damage. Also, if the player has any Charged cards, he or she must choose and discard one of them. When a player's hand is reduced to zero cards the game is ended, but not before the defeated player casts any final spells from any remaining Charged cards. (This is the only other time a player may normally cast more than one spell at a time, and can turn a defeat into a stalemate. Beware the Dying Curse of a Spellcaster! )

## **Spells**

### Magic Melee

Charge a Spades card; cast the spell by turning it face-up. Once the spell is cast, do not discard the now Active Spell card. Player may Strike by attacking with a second Spades or Clubs, played from the hand (use this CV vs Block or Dodge). If the attack is successful, use Magic Melee's CV for Damage. As a desperation measure, a player may Strike once by discarding Magic Melee's Active Spell card.

### Magic Shield

Charge a Diamonds card and turn face-up to cast. Play to to Block a Strike or negate one Hadou Ken attack. Discard once used.

### Teleport

Charge a Hearts card and turn face-up to cast. Play Teleport defensively to Dodge one Attack. If successful you may move a number of spaces equal to the Teleport card's CV, instead of the difference. You may also cast Teleport on your turn to move an extra number of spaces equal to the Teleport card's CV. Discard once used.

### Hadou Ken (Wave Surge Technique)

Charge a Clubs card and turn it face up to play. Hadou Ken is an energy attack that moves in a straight line. Both its range in spaces and its damage are equal to the card's CV. Discard once used.

### **Wild Magic**

Charge the Joker: place the face-up when the spell is cast. Player may use the Active Spell card as a Magic Melee, Magic Shield, Teleport, Hadou Ken or Dispel Active Spell card with a CV of 14.

### **Energy Enhancements**

Charge a pair (two of a kind), including one Clubs; turn face-up to cast and:

- if second card is Hearts: you may play Clubs cards from hand (without having to charge them) as a Hadou Ken
- if second card is Spades: you may play Clubs cards from hand as a Strike
- if second card is Diamonds: you may play Clubs cards from hand as a Block
- if second card is the Joker: you may play all Energy Enhancements

Keep the Active Energy Enhancements Spell cards face up; do not Discard the now Active Spell cards. If one Active Spell card in the pair is dispelled, the Energy Enhancement is lost; discard both Active Spell cards.

### **Reiki**

Charge Two Pair (Two distinct pairs of cards, grouped together) Turn them face up to cast. Draw one card and add it to your hand size. This may heal damage or add an extra card to your hand. Discard Active Reiki Spell Cards.

### **Hush**

Charge Three of a Kind (All the same CV.) and turn them face up to play. Discard one Hush Active Spell card at the end of each round for the next three rounds. While Hush is Active, opponent cannot Cast a Spell or Prepare a Spell for three rounds. On the end of the third round, discard Hush's Active spell Cards.

### **Haste**

Charge three or more Hearts; place face-up when the spell is cast. Discard one Active Haste Spell card each turn, and play one extra action or take one extra movement equal in rating to the CV of the Active Spell card used. When all of Haste's Active Spell cards are Discarded, Haste ends.

### **Berserk**

Charge three or more Spades; place face-up when the spell is cast. Player may Strike once per Berserk Active Spell card, using the card if opponent is in range, or use one Berserk Active Spell card to move its CV towards his or her opponent *only*. Player must use all Active Berserk Spell cards in the same turn as the spell is cast. May use with Magic Melee as though the Active Spell cards were from the player's hand, using Magic Melee's CV for damage. Remember that players can ordinarily only take one defensive action.

### **Dispel**

Charge three or more Diamonds; turn face-up to play. Use Dispel Active Spell cards all at once. Player may now force an opponent to discard charged cards, one for each Active Spell Card used in Dispel, or cancel one opponent Active Spell card if the Diamond's CV is equal to or greater than the target Active Spell card's CV. You may cast Dispel on your opponent's turn, to force an opponent to Burn through a cast spell's Active Spell cards before the spell takes effect. If your opponent has no Charged cards or Active Spell cards, you may force Discards from their hand on a one-for-one basis. (Player replenishes cards from their deck.)

### **Hadou Hame Ha Ken** (Surge Destruction Wave Technique)

Charge three or more clubs; place face-up when the spell is cast. Use Hadou Hame Ha Ken Active Spell cards as Hadou Ken spell cards on the same turn that Hadou Hame Ha Ken is cast. Active Energy Enhancement spells, if any, also apply. Remember, players can ordinarily only take one defensive action per turn.

### **Circle of Protection (C.o.P.)**

Charge four of a kind (All the same CV.); turn them face-up to play and do not discard the now Active Spell cards. C.o.P. Provides immunity to Hadou Ken attacks up to the cards' CV (four Aces equals total immunity, while four Deuces are near worthless) or immunity to all attacks up to CV—but in the latter case the Player may not move, Dodge or cast Teleport, lest the spell circle be broken. If one card in C.o.P. is Dispelled, the spell is broken; discard all four C.o.P. Active Spell cards.

### **Pentagram of Power**

Charge a Straight (Five cards in rank order CV, but not of the same suit, and can be any combination of the four suits.); turn them face up to play. Cast all possible spells within the Straight on the same turn! This is a possible five spells all at once, in a true display of power. Cast the Active Spell Cards in numerical order, from your choice of lowest to highest or highest to lowest. Follow the individual Spell's instructions for each spell cast.

### Regenerate

Charge a Full House (three of a kind and two of a kind); place all five cards face up to play. You must now Discard one card from the top of your deck. Replenish your hand to seven cards. Prepare any spells you wish at this time; you may charge more than one card again for this spell. Replace your MOVE card by discarding it and placing a card from the top of your deck in its place. (This does not affect your turn order as established at the beginning of the game). Replenish your hand to a full five cards, and discard Regenerate Active Spell Cards.

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