

# CHOOSE YOUR TARGET

## (4-6 PLAYERS)

Players can choose which opponent's Battle Mage to attack, with some modifications to the rules and cards.

### Setup modifications:

Deal 4 cards to each player face down.

On your turn, draw 1 card.

You must end your turn with 4 cards in hand.

Choose an opponent to attack.

The target player may counter the incoming damage by redirecting it to a different opponent, but not back to you, unless a card states otherwise.

If you do not deal damage to an opponent on your turn, the round continues with the player to your left.



### Card Modifications for CYT:

**THUNDER:** Inflicts 1 damage to all players, including the caster.

**BLAST:** When you resolve the ability of this card, the round continues with the Mage on your left.

**TORNADO:** Each Mage draws 4 cards instead of 2.

**STUN:** When you resolve the ability of this card, the round continues with the Mage to the left of the target player.

### Card Clarifications for All Modes (Base Game & CYT):

**RETALIATE (Rare Spell):** Can also be countered by any other Common Spell of the same type with a different Major Spell from the last played.

**NOTE:** In the Base Game Mode, playing RETALIATE modifies the turn order to either clockwise or counterclockwise.

**DODGE (Rare Spell):** Can also be countered by any other Common Spell of the same type with a different Major Spell from the last played.

**NOTE:** If the opponent to your left plays RETALIATE on you, and you counter with DODGE, the player to your right must deal with the damage.

**BLIND (Rare Spell):** When you play this card, the target opponent must draw a card before your selection. The chosen card must be played in favor of the target opponent.

**FEAR (Rare Spell):** When you play this card, the target player will have 2 cards in hand for the rest of the game.

**FUSION (Rare Spell):** Is played as a wild card for Common Spells. (No need to pair it with another Spell).

**CRUSHING HAND (Rare Spell):** Cannot be countered.

**SUFFOCATING GRIP (Rare Spell):** Cannot be countered.

