

WHAT’S IN THE BOX?



6 Mage Hero Life Points & Story Cards



6 Mage Hero Lifepoint tokens



This Rules Sheet



72 Common Spell Cards



28 Rare Spell Cards



5 Bonus Hero Cards for Heroes of Thargos



5 Bonus Lasting Cards for Heroes of Thargos

THE BATTLE MAGES CARD GAME

Introduction

The Imperial Mage City of Metbetoch, once known as the “Jewel in the Crown” of the Empire, was a place where the rich and powerful went to study and better their knowledge in the most advanced schools of magic on the Continent – a place of unfettered powerful mysticism. This jewel, once of such renown throughout the Empire, slowly drifted towards the temptations of Dark Magic and Necromancy, infiltrated and influenced by evil powers from the south. The practicing of such mystic abominations forged a city of dark and destructive powers.

The Empire watched, worried and warned. They warned those within to control the evil, to curtail the darkness and to move back to the path of the Empire, but these were warnings that went unheeded. In time, factions within the Empire came to view Metbetoch with fear and with a loathing of that which could not be controlled. Therein were sown the seeds of a destructive intent to destroy that which lay within those walls, seeds that germinated slowly until Year 25 after the Great Cataclysm. Year 25, the year of the destruction of Metbetoch, as the Chroniclers of History would record, the raising to the ground of the Empire’s jewel, a city finally by name and memory only. A period of carnage, of destructive and unforgiving powers wielded by an Empire threatened, an Empire disrespected.

For those artisans of Mystic powers that had held status, wealth and renown in the city of old – those Mages and Spell-Casters, those Weavers of the Mystic – life changed in this instance of darkness. Driven from their lands, they became outcasts hunted throughout the Empire, whether through a blind fear of their powers or the fear of their resurrection.

From this backdrop there grew, in time, another spectacle. One where those who had once driven fear and loathing into minds not so possessed of their mystic talents were brought, whether freely or in irons, to battle against each other in brutal gladiatorial conflicts for the pleasure of the baying masses in the Southern City of Selek, once an Imperial City of some standing but which had long since turned to the darker side, being now seen as a rogue state within the realm of Karnarcos. Selek, already of some infamy within the Empire, was a fertile place of dark renown for hosting the most violent of such death encounters, such battles between those of mystic minds. Horrific spectacles of dark magic wielded by desperate beings looking for life, for reputé, for hope. Such events became beacons for individual honour, for valour and for the making of new heroes of the people.

From this early spew of evil spectacle there slowly spawned a rebirth, the seeds nurtured for a culture of new champions overtly skilled in the powers of Mysticism. As time passed, however, the stakes became higher. What had started as an honourable combat between Warriors of the Mystic had evolved into evil retribution, into totally reckless duels of more danger than ever, even for some of the spectators who revelled in the adrenaline rush caused by the close-wielding of such powerful magic. Totally unpredictable in nature, in spectacle and outcome, many were pushed beyond the limits of what they had the ability to control, to give them any edge against their adversary, an edge to survive.

With its growing notoriety Mages from all corners of Karnarcos travelled to Selek to participate. The Noble households who controlled the city watched as their champions battled it out in the arena, always searching for the one who would emerge victorious.

And so the tournament continues to this day, where the most adept and cunning Mages gather to fight for their lives and claim the illustrious title of the High Magister of Selek. Step into the mystical world of Battle Mages and be a part of this spellbinding tournament, where the magic of the cards transports you into the heart of the action and pits you against some of the best Mages of Thargos as you channel all of your mystical powers, might and good fortune to triumph.

Objective of the Game

In this epic Mage battle your survival depends upon your tactical prowess and timing. Merge your Common Spells to deliver heavy blows and cast your Rare Spells to heal or to defend, to redirect damage, or even to influence your opponents’ gameplay.

Be the last Mage standing or have the most Life Points to claim victory!

Setup

1. Choose a Life Points card that represents your Mage and place it in front of you, face-up.
2. Return the remaining Life Points cards to the box.
3. Use your token to set your Life Points according to the following:

1-3 players=20 4 players=18 5 players=16 6 players=14.
4. Shuffle the Common Spell and Rare Spell cards together and deal two cards to each player face down.
5. The remaining cards will form the Spell Deck, which should be placed face down on the side of the table, accessible to all players.
6. Draw the top card from the Spell Deck and place it face up in the centre of the table, where it can be accessed by all players. This will become Centre Card.

Turn Sequence

The wisest Mage, also known as the oldest player, has the honour of taking the first turn. After that, the play continues clockwise unless a Rare Spell specifies otherwise. On your turn, it’s important to take the following actions in the specified order:

1. Draw a card from either the Spell Deck or the Centre Card, but if the latter is drawn then it must be replaced from the top of the Spell Deck, if available.
2. If unable to merge or prevent the previous player’s incoming spell, take the relevant damage. See later for more information on damage.
3. Play a Spell Card by placing it face up in front of you.
4. Announce the spell and its effects to the target player, including any damage dealt.



Southern City of Selek

Life Points & Specialisation

Each player’s Life Points Card displays their Specialisation on the top left. This unique Specialisation grants an advantage to the player’s gameplay with a specific type of Common Spell. There is a Fire Mage, a Water Mage, an Air Mage, an Earth Mage, a Death Mage and a Poison Mage. The example below features *Sarosha-Zar, a powerful Air Battlemage*.

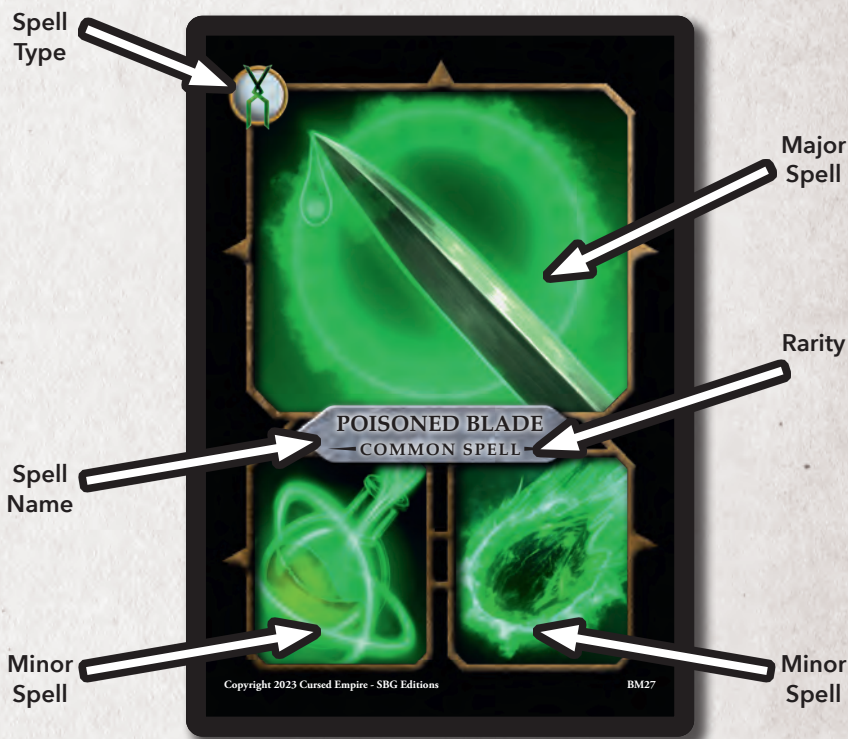


Common Spell Cards

The Common Spells consist of six types, and their corresponding icons are found on the upper left corner of both the Common Spell card and the Life Points card:



Common Spells have one large Major Spell image and two smaller Minor Spell images. When you use a Common Spell, you use the Major Spell with 1 damage added to it.



Merging Spells

If the player before you played a Common Spell, you can merge spells by playing a Common Spell of the same colour but with a different Major Spell image. This protects you from all damage, and the damage from the previous card combines with your new card, plus 1 more damage and is instead directed to the next player.

Rare Spells

Each Rare Spell has unique utilities described on each card.



Announce the Spell

When you use a spell, you need to say the name of the Rare Spell or the colour of the Common Spell, and the amount of damage that it does. This helps everyone know which spell is being used and how much damage has been done.

Take Damage

- Subtract the damage you took from your Life Points and move the Token to the new number. If your Life Points reach zero, you’re out of the game.
- If you’re assigned damage on your turn, it doesn’t hurt you until you play a card. If you can play a spell to counter it, you won’t take any damage.



Solo Game

- Choose a Mage to play with and take their Life Points Card.
- Place a different Mage card to represent the virtual opponent.
- Set both your life points and the virtual opponent’s life points to 20.
- Remove the following Spells: BLAST, BLIND, CRIPPLE, DECEPTION, DODGE, FEAR, ICY HAND, MIND CONTROL, RAGE, THUNDER and TORNADO.
- Only the virtual opponent can play the REBIRTH Rare Spell. Place that card next to their Life Points Card. When the opponent reaches 0 life points, the REBIRTH card activates.
- Shuffle the remaining cards and place them between you and the virtual opponent.
- The virtual opponent plays first.
- On the virtual opponent’s turn, draw a card from the Spell deck and play it against you.
- The gameplay continues as in the multiplayer variant, following the turn sequence described earlier.

“Watch as a sleepy haze rises from the ashen dust, watch the tales of valour unfold as a myriad of grand masters of their art battle it out for your entertainment! You have come here today a happless soul, a wretch of the arena stalls, you will leave here today dazzled by their art. Forever marked by the stories they will tell with their blood!”
Varadag-Mor,
Selek Master of Arena Spectacles

Credits

A Game by Zak Louka
Additional Design by Chris Loizou
Art by Ryan Verhagen & Martin Paz Romero
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Additional Rules

- At the end of your turn, you must have no more than 2 cards in your hand.
- If you have 3 Rare Spells that won’t help you, play one and take any incoming damage. It’s best to discard the least helpful card.
- You can only play a Spell Card on your turn unless it says otherwise.
- You can’t stop damage to other players, except with the CRIPPLE Spell Card.
- The LEECH and HEAL Rare Spells can only be used before you’re eliminated. The REBIRTH Rare Spell can be used after you’re eliminated.

Ending the Game

The game ends when all cards have been played. There are three ways to win:

- You’re the last player remaining.
- You have the most Life Points.
- If there’s a tie, shuffle all the played cards to form a Spell Deck and keep playing.

Two Player Game

TWO PLAYER GAME
For a two player game you play the same way as for more players except you must remove: **BLAST, DODGE, MIND CONTROL, RAGE, REBIRTH, TORNADO** and **THUNDER** cards from the deck.