

# ManaSurge

by Frank Sronce

Grünia Fuego hasn't seen such a gathering of powerful wizards in all her life. Only the strongest and most formidable wizards are able to make it to the heart of the mountain ruins alive. All of them must too have fought through the murderous labyrinth's traps to end up in this, the final chamber. These wizards are the final obstacles that stand between Grünia and her prize: control of the legendary World Crystal.

Grünia ventures a quick look at the rough hewn altar sitting on a precipice, overhanging a churning sea of lava. Once this was a place of worship, but of what has been lost in the annals of time. At the center of the altar, the World Crystal waits. Though covered in dust, dormant for a century, Grünia can feel the crystal yearning for a new master to tap into its limitless power once more.

Stepping into the light, she calls her first magical attack. The mana of the elements surge through her body and culminate at her fingertips before cascading onto her rivals. The other wizards jolt at her sudden display of ferocity and turn towards her, preparing a counter attack. Grünia smiles and welcomes the final battle. She is prepared to fight for her claim to the World Crystal's power and no one will stand in her way!

## Gameplay Overview

ManaSurge is a competitive magical card game where dueling wizards fight for possession of the legendary World Crystal, a much sought after relic among magic users that will grant immense power to the wizard who masters it. You are one of many wizards who have come to claim the crystal, but gaining control of it won't be an easy task.

This free-for-all magical showdown pits **3-5 wizards** against each other over a series of rounds, with each round's Caster choosing one spell to fling around the table, daring opponents to boost the power until one wizard finally fails and suffers the spell's damage. **Metamagics** can divert the spell or warp it in different ways, but in the end, someone will always be too weak or caught unaware. When any player ends a round with at least 12 Shards (10 in a 5 player game), they win!

# Components

- 60 Spell Cards (57 x 87mm)
  - 12 Blades
  - 12 Fireball
  - 12 Frost Wave
  - 12 Lightning
  - 12 Quake
- 12 Metamagic Cards (all unique)
- 6 Wizard Role Cards (57 x 87mm)
- 40 Shard Tokens
- 10 5-Shard Tokens
- 1 Caster Token

# Setup

Shuffle the 60 Spell cards and 12 Metamagic cards together and deal out 5 cards to each player. Place the remaining Spell cards in the center of the table to form the draw deck. Place all of the Shard tokens next to the deck in the center of the table so they are accessible to all players to form the supply. Select a player at random to be the Caster for the first round and give that player the Caster token.

# Game Flow

The game is played in a series of rounds where players will take turns playing valid spell cards from their hands.

If the draw pile ever runs out, shuffle the discards to form a new draw pile.

# Beginning a Round

The Caster begins a round by placing a numbered Spell card on the table in front of them, placing a Shard token on the card from the supply, and placing the Caster token on the card.

Each Spell suit sets the rules for the round, and the Caster token is there to remind each player what the special rule is for that round.

*Note: A Caster may not begin a round with a Metamagic. If the Caster does not have a numbered Spell card to begin the round, then they must draw up to 5 (or your hand limit). If the Caster still does not have a numbered Spell card to begin the round, then they must perform a Rebirth ritual (see “Rebirth” below).*

The Caster then picks a direction in which the Spell will be traveling - clockwise or counterclockwise. The spell continues in this direction for the round until/unless some event changes the direction.

## Continuing the Round

The next player in the Caster’s chosen direction must play a valid card in front of them or be struck by the Spell. A valid card is:

1. A Spell card of any suit with a rank equal to or greater than the highest ranked card already in play. (Note: Some Spell cards have rules that change this definition slightly.)
  - a. **If you play a Spell suit that does not match the suit of the Spell card with the Caster token on it, you do not use the power written on the Spell card.**
  - b. If you play a Spell suit that does match the suit of the Spell card with the Caster token on it, you are Resonating with the Spell (see “Resonating” below) and may perform the Resonating actions before play continues.
2. Any Metamagic card. You must perform the actions written on the Metamagic card you played, if able, before play continues.

Play continues to the next player in the current direction of the spell.

## Resonating

When you are Resonating with the Spell card that currently has the Caster token on it, you must do the following:

1. Place a Shard token on your Spell card from the supply.
2. Take an action, if appropriate, based on the rules text on the Spell card.

*Example: The Caster token is on a Lightning Spell. On your turn, you play a 5 of Lightning. You are Resonating, so you place a Shard on your card and you may play again since you’ve activated Lightning’s power. You play a 6 of Lightning. You are Resonating again, so you place a Shard on the card but decide not to*

*perform Lightning's power again. The Spell passes to the next player in the current direction of play.*

## Counter-Spell

If the Spell card you play is equal in rank to the last numbered Spell card played, you may declare a Counter-Spell to reverse the direction of play.

*Example: The Caster plays a 5 of Fireball and places a Shard and the Caster token on it. The Caster picks your direction to start the spell and you are the next player. You play a 5 of Frost Wave and declare a Counter-Spell and sling the spell back at the Caster. The Caster plays a Dark Mirror which duplicates your card, in effect making it a 5 of Frost Wave, and they declare a Counter-Spell and sling the spell back at you. You play a 5 of Quake, but this time do not declare a Counter-Spell and continue play to the next player.*

## Ending the Round

If a player cannot make a valid play, then they are struck by the spell and the spell ends. The player who made the last valid card play collects 1 Shard token from the supply.

The end of the round is resolved in the following sequence:

1. The struck player must do the following:
  - a. Take Damage by drawing cards from the deck equal to the number of Shard tokens on Spell cards in play and placing the cards face down in front of them.
  - b. Remove any Shard tokens on cards they played during that round to the supply.
  - c. Discard any cards played to the discard pile.
2. All other players take possession of the Shard tokens on Spell cards or Metamagic cards that they have played during the round and then discard any cards played to the discard pile.
3. Check the End-game conditions. See "Victory" below. If they are not met, a new Spell round begins. See "Passing the Caster Token" below.

## Passing the Caster Token

After a spell ends, the caster token passes to the left until it reaches the player with the lowest number of shards or the first tied player with the lowest number of shards.

*Example: If the Caster has 1 Shard and the other players in clockwise order have 2, 3, and 1 Shard, the Caster token would pass to the 4th player (the player to the Caster's right) with 1 Shard since that player is the first tied player with the lowest score.*

This can result in the Caster token staying with the same player several times if they persist with the sole lowest score.

*Example: If the Caster has 0 Shards and the other players have 1 Shard, the Caster token would stay with the current Caster since that player has the lowest score.*

## Between Rounds

Each player starting with the new Caster must choose to either Draw until they have a hand of 5 cards OR hold the remaining cards they have in the hopes of scoring a Mana Surge. See "Mana Surge" below.

## Rebirth

Damage is represented by cards placed face-down in front of you. When you have 5 or more Damage cards in front of you after a Spell ends or at the end of your turn, you must immediately perform a Rebirth ceremony by doing the following:

1. If you have 1 or more Shards, return 1 Shard back into the supply.
2. Discard your current hand of cards into the discard pile.
3. Collect all of the Damage cards in front of you as your new hand (even if this is more than 5).

## Mana Surge

At any point in the game when you play, discard, or give away the last card in your hand as part of a valid play, you experience a Mana Surge! Play is temporarily paused and you must perform the following:

1. Immediately collect 2 Shards from the supply.
2. Collect all of your Damage cards (if any) as your new hand and draw cards from the deck to fill your hand to 5 cards if necessary.

## Victory

When any player ends a Round with at least 12 Shards (10 in a 5 player game), they win! If multiple players end a Round with 12+ Shards, the player with the most Shards wins. In case of a tie, the player with the fewest number of damage cards wins. If the tie persists, the player with the fewest cards in hand wins. If there is still a tie, both players win.

## Wizards

Once you've played ManaSurge a few times, you may want to incorporate the Wizard Cards to give each player a unique power they can use during the game. Randomly deal one Wizard card to each player at the start of the game.

## Card Anatomy

There are 3 different types of cards in ManaSurge: Spell, Metamagic, and Wizard.

### Spell Cards

Spell cards are made up of five Spell suits - *Blades*, *Fireball*, *Frost Wave*, *Lightning*, and *Quake*. Spell cards are sometimes referred to as "numbered" cards.

[graphic of Fireball card with arrows and text (Heading 3)]

### Rank

Each Spell card has a number or rank on the top left. This is the power of the card relative to other cards. Sometimes you have to play numbers higher or lower than the last numbers played. There are 12 cards in each Spell suit numbered: 1, 2, 3, 3, 4, 4, 5, 5, 6, 6, 7, 8.

### Spell Suit Icon

The icon represents the Spell suit. You may also find this icon in Spell power text.

## Spell Name

The Spell name is shown here for your reference.

## Spell Power

The Spell power defines the special rule for the round when the Caster plays it as their first card. The Spell power can modify what happens when the player plays the same Spell suit or what happens at the end of the round. **The Spell power is ignored during play if it does not match the Spell card with the Caster token on it.**

## Metamagic Cards

Metamagic cards are considered to be their own suit and have no rank. They may always be played regardless of whether the player can complete the action written on the card or not. Each Metamagic card has a different game effect that happens as soon as the card is played. A Metamagics card can never be a Caster's first card play in a round.

[graphic of Mystic Ward card with arrows and text (Heading 3)]

## Metamagic Suit Icon

The icon represents the Metamagic suit. You can also find this icon in Metamagic power text. Note that all Metamagic cards have the same icon.

## Metamagic Name

Each Metamagic card has a unique name shown here for your reference.

## Metamagic Power

The Metamagic power text defines what happens when you play the Metamagic card.

## Wizard Cards

Wizard cards represent personas that a player can take on that give them unique powers.

[graphic of Wizard 1 card with arrows and text (Heading 3)]

## Wizard Name

Each Wizard has a unique name shown here for your reference.

## Wizard Power

All Wizard powers allow the player to break the rules in this rulebook to their advantage.

## Key Concepts

- The Spell power is ignored during play if it does not match the Spell card with the Caster token on it.
- Metamagic cards can be played regardless of whether you can complete the action or not. They are always considered a valid play for your turn unless a card on the table says otherwise.
- A Rebirth is only performed if you have 5 or more Damage cards in front of you at the end of your turn or at the end of a Spell round.
- When a player performs a Mana Surge, the game temporarily pauses so that they may perform the Mana Surge actions.
- When the rules on a card conflict with the standard rules, the card rules apply.