

# MAGICK

---

## Game elements

42 cards: 6 sets of 7 spells.      3 lightning tokens      3 twister tokens  
36 meeples: 6 x 6 colors      Wind direction card

## Setup

Turn over the box's bottom half and place it on the table. Welcome to the arcana.

All players receive 6 meeples and place them on the arcana. Decide on the gamemode and start playing!

Make sure the rest of the table is clear of obstacles! Best to not have drinking glasses, cups, anything beside the game on it.

## Gamemodes

When playing with more than six players each players starts with two meeple. When playing with over 18, hand each player just one.

### *Full pick (up to 6 players)*

All players receive a full set of spells. After the round the spell returns to their hand and they pick another.

### *Full wipeout pick (up to 6 players)*

All players receive a full set of spells. After the round the card is discarded. This gamemode lasts just seven turns.

### *Chaos magic 3 (up to 14 players)*

At start, players receive three cards each.

They pick one card and draw a new card for it and repeat this line.

### *Chaos magic 2 (up to 21 players)*

At start, players receive two cards each.

Any time they pick one spell, they discard the other. They then draw 2 cards and repeat this line.

### *Team Game (-)*

Any gamemode can be played with equal teams. Place team members either XOXOXO or XXXOOO Around the table.

## Game Rules

You win the game by outliving the other players. Scheming, cheating, backstabbing, combo-building, combo-breaking and loving eachother are all well encouraged. Communication is allowed and encouraged.

The maximum amount of dudes a player can have is 6.

At the start of the round spell tokens are placed on the table.

Players choose their spell all at the same time. Make a choice and place this card face down in front of you. Once placed you may not swap the spell. A channeled spell cannot be canceled!

After all players have chosen their spell the round of chaos will ensue!

The players (or just one) counts down from three. All the players that have targeted spells must pick up a token and throw it toward the player they want to target. Other players may not keep them away from tokens or tokens away from them.

After three seconds all placed spellcards are flipped open and players that were thrown tokens place them in front of them. Then spells are handled in their correct order using the description below.

The exact order of play is not too important. Fireballs are always started from the first one in a row from the wind direction when multiple are cast.

## Spells

### 1. Lightning

- **Effect:** Lightning is a targeted spell that deals **1 damage** (1 meeple) to the chosen target.
  - **Backfire:** If the caster fails to target anyone, they are struck by their own lightning and take **1 damage**.
  - **Triple Cast:** If **all three lightning tokens** are used simultaneously, **each lightning caster** is struck instead.
  - **Interactions:**
    - **Against Earthquake casters:** Damage is **doubled**.
    - **Against Waterwave:** Electrifies the wave (see Waterwave).
    - **Against Protect:** Reflected back at the caster, dealing **1 damage**.
- 

### 2. Twister

- **Effect:** Deals **1 damage** to a targeted player and **changes wind direction**.
- **Fastest Player Advantage:** Only the **fastest player** to cast Twister may target someone; all others only change the wind direction.
- **Lightning Interaction:**
  - If lightning strikes a Twister caster, the damage is **redirected to the Twister's target**.

- Casters who were too slow to choose a target must **flip a token**:
    - **Spell Icon**: Choose one of the Twister targets to redirect the lightning to.
    - **Backside**: The caster is struck by lightning instead.
- 

### 3. Waterwave

- **Effect**: Rolls through and **annuls Fireballs** it touches. Also protects its caster from Fireball damage.
  - **Damage**: Normally deals **no damage**.
  - **With Earthquake**: If at least one Earthquake is active, Waterwave deals **1 damage**.
  - **With Lightning**:
    - The wave becomes **electrified**.
    - The caster takes **1 lightning damage**, but the wave deals **+1 damage** (total 2 if combined with Earthquake).
  - **Stacking**: Effects **can combine**, but damage bonuses **do not stack per wave**.
- 

### 4. Fireball

- **Effect**: Travels in the **current wind direction**.
  - **Blocked by**:
    - **Waterwaves** (destroyed on contact).
    - **Waterwave casters** (immune).
  - **Stacking**: Fireballs **combine** when they meet:
    - 1 Fireball: **1 damage**
    - 2 Fireballs: **3 damage**
    - 3 Fireballs: **Explosion**
      - Explosion hits the **third caster** it lands on.
      - That target takes **2 damage**, and each of their **neighbors takes 1**.
  - **Fireball Destroys**: Cancels any **Synthesis** effect it hits.
- 

### 5. Synthesis

- **Effect**: If not destroyed by Fireball or an explosion, the caster **doubles their current number of meeples**.
- **Bonus**: If there are **active (non-annulled) Earthquakes**, the caster gains **+1 meeple** in addition.

## 6. Earthquake

- **Effect:** Each Earthquake deals **1 damage**, up to a maximum of 2 damage.
  - **Annulled on Three:** Every **third Earthquake** is annulled (does no damage).
    - Example: 5 Earthquakes → 3 annulled, 2 deal damage.
  - **Lightning Interaction:** If the caster of Earthquake is struck by lightning, they take **2 damage**.
  - **Bufs Waterwave:** Enhances Waterwave's damage by +1.
- 

## 7. Protect

- **Effect:** Grants **immunity to all spell effects**, except for **Earthquake**.
- **Reflects Lightning:** If struck by lightning, the spell reflects it back to the **original caster**, dealing **1 damage**.