SORCERERS'

SKIRMISH

For Kara and Kaylee.

Long ago, sorcerers ruled the land. Their wisdom and power were feared by all and the sorcerers would compete to determine who was the most skilled. Battles raged on for centuries between the sorcerers and slowly their existence became less and less apparent. Children still hear of these battles through stories told by older generations; they love to make believe that they are sorcerers themselves, commanding all magic types. Symbolizing the balance between the powers of water, grass, and fire, Rochambeau (later known as rock-paper-scissors) was created and was played among the children.

Some time has passed and all have forgotten the sorcerers that had once ruled the land, all except for you. Keeping the legend alive, you and your cohorts now command the powers of water, grass, fire and chaos. The ancient quest for glory has been reignited and the only people who stand in your way are those right in front of you. Take up your spell books, prepare your wands, and ready yourself for the skirmish.

Each Deck Contains:

8 **Fire** Spells: ATTACK 2 (2), ATTACK 4 (2), ATTACK 6 (1), HEAL 1 (1), DRAW 2 (1), DRAW 3 (1)

8 **Grass** Spells: ATTACK 2 (1), HEAL 1 (1), HEAL 2 (1), DRAW 2 (2), DRAW 3 (2), DRAW 4 (1)

8 **Water** Spells: ATTACK 2 (1), ATTACK 4 (1), HEAL 1 (2), HEAL 2 (2), HEAL 3 (1), DRAW 2 (1)

3 **Chaos** Spells: ATTACK 2 (1), HEAL 1 (1), DRAW 2 (1)

Turn Phases:

1. Draw
2. Cast
3. Resolve

Card Anatomy

1 **Magic Type:** Fire, Water, Grass, or Chaos.

2 **Spell Name:** Action and power of the spell.

3 **Deck Number:** Each deck has a number 1-4 to help keep them separate.

4 **Flavor Text and Artwork.**

Draw Phase:

Each player with 2 or fewer spells draws a spell.

Cast Phase:

Each player places one spell from their hand into their queue, face down. Then, simultaneously, each player flips the spell they played face up.

Resolve Phase:

Fire magic beats Grass magic
Grass magic beats Water magic
Water magic beats Fire magic
Chaos magic beats Fire, Grass, and Water magic.

When two players cast spells of different magic types, the player with the winning magic type resolves their spell. Then both players discard their spells. The player with the losing magic type does not resolve their spell.

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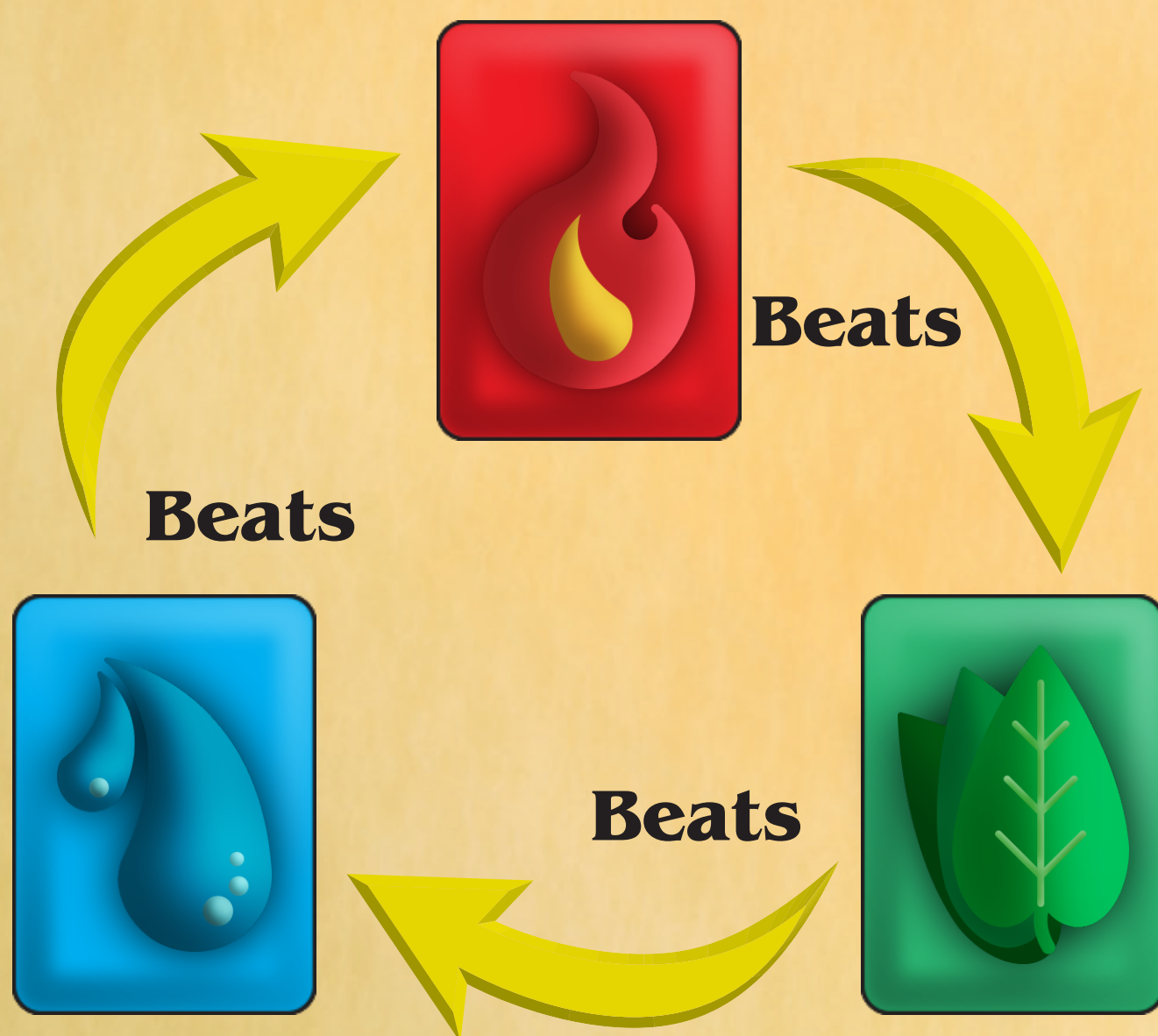
Spell Actions:

ATTACK X:

The target of this spell subtracts X from their health.

HEAL X:

The caster of this spell adds X to their health. There is no limit to how much health a player can have.

DRAW X:

The caster of this spell draws X spells.

ATTACK is the only action that affects the targeted player. HEAL and DRAW affect the spell caster.

Dueling:

When two players cast spells of the same magic type they are locked in a duel. Neither spell will take effect and all spells in those players queues will stay where they are. These players must keep repeating this process until the players cast spells of different magic types. The player who casts the winning magic type wins the duel. The winner of the duel resolves each spell in their queue, then both players discard each spell in their queues.

Example: Suppose Kara and Hazel declare each other during a turn of their game. Kara casts her **fire** ATTACK 6 and Hazel casts her **fire** ATTACK 2. Since the spells are of the same magic type, these two sorcerers are locked in a duel and must declare each other again next turn. On the next turn Kara casts her **fire** HEAL 1 and Hazel casts her **water** ATTACK 4. Since Hazel's magic type beats Kara's magic type, all of the spells in Hazel's queue (**fire** ATTACK 2 and **water** ATTACK 4) are resolved (6 damage is dealt to Kara) then both sorcerers discard the spells in their queues.

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Winning the game:

If a player's health is less than or equal to 0 at the end of a resolve phase, that player is eliminated. The last player left in the game is the winner. If all of the remaining players are eliminated at the same time, all of those players win.

Miscellaneous:

Running out of spells:

If at any point you need to draw a spell but there are none remaining in your deck, shuffle the discard piles and make a new deck out of those spells.

Example: Joe and Austin are playing a two player game. Joe has 1 spell left in his deck. During the cast phase Joe plays a grass DRAW 2 and Austin plays a water HEAL 3. During the resolve phase Joe's magic type beats Austin's magic type so Joe draws 1 spell, shuffles his discard piles to make a new deck and draws 1 more spell, completing his DRAW 2 action. Then both players discard the spells in their queues.

Breaking the Game:

You have successfully broken the game if at any point you need to draw a spell but both your deck AND discard have no spells in them. If this happens while you are playing, congratulations! You deserve to be crowned as a master sorcerer. Tell us the story and send a picture, maybe we'll feature your story on our website, www.wildflowergame.com.