



CHOOSE YOUR TARGET MODE

In CYT mode players can choose the opponent Battle Mage to attack with some modifications on the rules and cards.

CYT AND ALLIANCE MODES MODIFIED SETUP:

1. Deal 4 cards to each player face down. On your turn draw a card. End your turn with 4 cards in hand.
2. Choose an opponent player to attack. Target player can counter the incoming damage to a different opponent player, unless it states otherwise.
3. If you don't damage an opponent on your turn, the round continues with the player to your left.

CARD MODIFICATIONS FOR CYT AND ALLIANCE MODE

THUNDER: Inflicts 1 damage to all players including the caster. (CYT/ALLIANCE)

BLAST: When you resolve the ability of this card, the round continues with the Mage on your left. (CYT/ALLIANCE)

TORNADO: Deal 4 cards back to each Mage instead of 2. (CYT/ALLIANCE)

STUN: When you resolve the ability of this card, the round continues with the Mage on the left of the target player. (CYT ONLY)

CARD CLARIFICATIONS FOR ALL MODES:

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 Standard mode of the game, playing RETALIATE modifies the turn order to anticlockwise or clockwise.

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: In case the opponent on your left played RETALIATE on you, and you countered with a DODGE, the player on your right must deal with the damage.

BLIND Rare Spell: When you play this card, the target opponent player must draw a card before your selection. The chosen card must be played for the target opponent player's favour.

CRUSHING HAND Rare Spell: Cannot be countered.

SUFFOCATING GRIP Rare Spell: Cannot be countered.



ALLIANCE MODE

ALLIANCE MODIFIED RULES:

1. Form teams of 2vs2 or 3vs3.
2. Choose your target player in the opposing team to inflict damage.
3. Exchange cards with a team member. **NOTE:** Team members are not allowed to see your cards in hand.
4. Rare Spells such as DODGE and RETALIATE are directed to an opponent player, not a team member.
5. Starting a new round, team members can play up to 3 Common Spells at once of the same type with different Major Spell.
NOTE: To play this, at least one of the Alliance members must be specialized on the played Common Spell Type. This combination can only be countered by SHIELD.
6. Rare Spells such as THUNDER, BLAST AND TORNADO may affect team members.

MAGE HEROES ADDITIONAL ABILITIES FOR ALL MODES



KARAVAKASS - POISON BATTLEMAGE

Start the game with 1 extra card in your hand.



MURSA RLISS - COBRA SORCERESS

Merge your Death Magic Common Spells with any other Common Spell Type. This leads to the conversion of the Common Spell damage.



MARAVOSS KAR - WATER BATTLEMAGE

Negate the effects of all Rare Spells played against you by playing a Water Type Common Spell. (including Rare Spells that cannot be countered)



KAYDEN-VOR - EARTH BATTLEMAGE

On your turn draw both of the centered and top of the Spell Deck cards and choose one of them to keep. Place back the one you don't need.



SAROSHA-ZAR - AIR BATTLEMAGE

Sarosha-Zar always starts with 20 Life Points.



CYRALESSA - FIRE BATTLEMAGE

Add 1 damage when merging Fire Type Common Spells.