

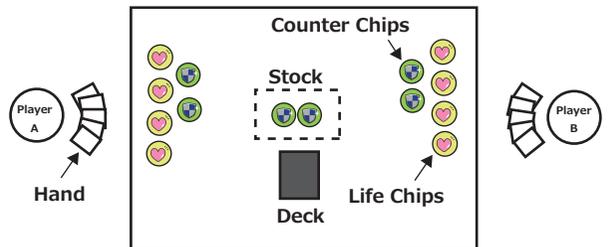


■ Perparation of the Game

- Shuffle all cards, and deal 5 cards as each player' s hand. Put the rest of the cards face down on the table. (This is called "Deck")
- Deal 4 Life Chips and 2 Counter Chips to each player. And put the rest of the Counter Chips on the table. (This is called "Stock")

※Summary & Card List is available for each player for easy reference.

See the image below.



■ Object of the Game

Player who makes his or her opponent' s life (Life Chips) to zero is the winner of this game.

Each players have to deal damage to his or her opponent in order to consume the opponent' s life.

(When player is dealt damage, return Life Chips equal to the number of dealt damage)

■ Flow of the Game

The Game proceeds with "Turns" of each player.

Play rock-paper-scissors to choose starting player.

The first 'Turn' of starting player proceeds differently from the other 'Turns' following.

So each way of playing is explained separately as follows.

In the first 'Turn' of starting player following,

- ① **Play up to 1 card.** (See "Play a Card")
- ② **Declare the end of turn, then discard until hand is five or less.** (Put on the table face up, this is called 'Discard Pile')

→Move onto the opponent' s turn.

In the other Turns following,

- ① **Draw 1 card.** (from the deck)
- ② **Play up to 2 cards.**
- ③ **Declare the end of turn, then discard until hand is five or less.**

→Move onto the opponent' s turn.

■ Story

You are a great wizard of the kingdom.

One day, it was found that the wizard of the opponent country was conceiving to conquer your kingdom, summoning the Terrible Monster.

Whether you get defeated by the enemy who is making use of the power of the Terrible Monster, or rather you beat the enemy summoning it, depends on your tactics.

The great battle starts now.

■ Components

16 Cards

3 Monster Cards (Purple)

13 Spell Cards (Blue)

14 Chips

8 Life Chips

6 Conter Chips

2 Summary & Card Lists

1 Rule Manual (This)



Monster Card



Spell Card



Life Chip



Counter Chip

■ Overview of the Game

This game is a card game for two people.

Players, as wizards, fight each other with 16 cards with a variety of effects.

A player can counter the opponent' s card' s effect by using Counter Chips.

However, because the number of Counter Chips is limited, you' d better use them carefully.

Cast spells, summon monsters...

Let' s use your brain, and find the way to beat the enemy and lead your kingdom to the victory!

■ Play a card

When you play a card, do as follows:

- Choose a card from your hand and reveal it.
- ※Here, the opponent may “Counter” the cards in order to make it ineffective. (See “Counter”)
- If the card isn’ t countered, the card becomes effective.

There is 2 types of the cards.



If the card is “Monster Card”, put the card in front of you. (Here is called “Play”)
The monster’ s effect last as long as the monster is in play.

If the card is “Spell Card”, apply the card’ s effect immediately and put the card into the discard pile.

See the “Image of the Playing” right.



■ Counter

When a player plays a card, the opponent may “Counter” the card by using 1 Counter Chip in order to make the card ineffective.

※The card will put into the discard pile.

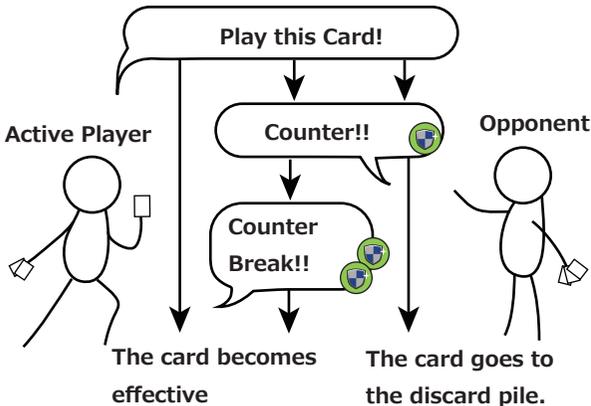
Player whose card is countered may counter the opponent’ s counter action by using 2 Counter Chips. (This is called “Counter Break”)

When the player do “Counter Break” , the card becomes effective.

※The card can’ t be countered again.

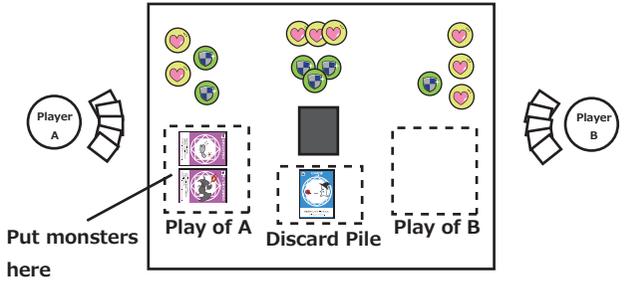
※Used Counter Chips go to the Stock.

See the image below.



■ Image of the Playing

This is how to place cards and chips.



Put monsters here

※Cards in the Discard Pile is always placed face up, so that players can check what kind of cards there.

■ Once the Deck is gone ...

Once the deck is gone, when you draw a card next time, shuffle the discard pile into the deck and draw from it.

■ Hints

There is 3 cards to deal damage in this game.

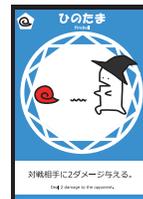
It is important to use these cards effectively.



“Cute Beast” deals 1 damage at every beginning of your turn from your next turn. This effect lasts as long as it is in play.



“Terrible Monster” deals 4 damage at the beginning of your next turn. So it can defeat the opponent by one attack. However this card can’ t be played. A player needs to use the card “Summons” etc. in order to put this monster in play.



“Fireball” is Spell Card to deal damage to the opponent. It goes to the Discard Pile after dealing 2 damage to the opponent.

※Thanks very much to people who helped test plays and making manual!

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