Wizard's Gambit™

Rules of Play

One thousand years have passed since *The Fallen* retreated from Hyrathia during the final days of the War of Legends. From where they came and to where they fled no one knows, and '*why?*' remains the greatest mystery. It has been many years since the Convocation of Wizards convened, the petty wars of the kingdoms not warranting the interference of the wizard council. Many years since greater peace ended the need for a war mage – a Grand Siege Magus – to lead the wizards of Hyrathia into battle.

But now the ancient enemy has returned, bringing war back to all of the kingdoms. Wizards from across the land have been summoned to the Convocation, held at High Emerath, stronghold of the mages. There they gather to take part in an ancient rite, known as the Gambit, where the victor becomes the next war mage. Only those wizards with the highest skill in Spells, Incantations, and knowledge of the rare Magical Components can hope to claim the honor of being the war mage. Only one can win the title of **Grand Siege Magus!**

Do you possess the intellect to enter the Convocation?

Are you willing to risk the Gambit?

Will you be the next **Grand Siege Magus?**

Thank you for purchasing **Wizard's Gambit**, the latest creation by game designers Eric Drever and Matthew Stipes. Wizard's Gambit is a competitive non-collectable card game that will immerse you into a realm of powerful wizards battling to claim arcane Spells using only their knowledge of Incantations and rare Magical Components.

Game Objective

In Wizard's Gambit players become wizards who take turns placing Magical Components on Spells in a common Spell Pool in the center of the play area. When all of the required Magical Components have been placed on a given Spell the wizard that completed that Spell claims it as their own, creating a Spell Book face up in front of them. Once added to their Spell Book, a wizard may immediately apply the effects of that Spell if applicable, giving them more power to vanquish their competitors. Each Spell has a point value, which adds up cumulatively to represent their Spell Book's score. Wizards can further affect the course of play by casting Incantation cards during their turn, which can provide powerful advantages in playing the game. Additionally, wizards can invoke the highest power – the Wizard's Gambit – to thwart other wizard competitors and ensure their chance at claiming powerful Spells for their own. The first wizard to reach a Spell point total of ten (10) points wins the game and is proclaimed Grand Siege Magus.

Game Components

Wizards Gambit contains 2 separate decks of cards. These decks are the Spell Deck and the Component Deck. Each deck has a different card back to help wizards easily distinguish between them.

The Spell Deck

The Spell deck contains all of the Spell cards for which wizards compete. There are 25 total Spell cards.

The Component Deck

The Component deck contains 3 types of cards used in the game: Magical Components, Incantations, and Gambits.

- 63   Magical Component cards
- 18   Incantation cards
- 8   Gambit cards

Description of Card Types

Spell Cards

Spell cards represent the powerful Spells that wizards compete for to claim the title of **Grand Siege Magus**. Each Spell provides two benefits for the wizard that claims it. First, the Spell's point value helps that wizard get that much closer to the ten (10) point goal to win the game. Second, the Spell's ability helps the wizard in battling his opponents each turn.

Spell Point Value
This number adds to the wizard's total Spell Points.

Spell Ability
The wizard is granted this ability when this Spell is claimed and while it is the top Spell of his Spell Book.

Rune Requirement
The Magical Components required to claim this Spell.

Spells range in point value from 1 point to 5 points. Lower point values tend to have more powerful abilities, while higher point values tend to have less helpful – or perhaps even harmful – abilities. In this way, wizards claiming Spells with stronger abilities will take longer to win, but have more power. Wizards claiming Spells with higher point values will potentially win faster, but will have made sacrifices to do so.

See *Playing the Game* for more information on **Spell** cards.

Magical Component Cards

Drawn from the Component deck, Magical **Component** cards constitute the basic resources used by wizards to claim Spells from the Spell Pool. Each Magical Component card has a component rune at the top of the card, an image of that component, and the component's name. There are 7 different types of Magical Components used in Wizards Gambit.

See page 9 for a description of each Magical **Component**.

Incantation Cards

Incantation cards are also drawn from the Component deck, but have a different use. Each Incantation card has a unique effect that influences game play in some way, usually to the benefit of the wizard who cast it.

See *Playing the Game* for more details on **Incantations**.

Gambit Cards

A **Gambit** is the most powerful force that a wizard can summon. These enchanted glyphs allow the wizard to invoke his will to both protect his own magic and thwart his opponents' magic during play. Each Gambit card is a unique color – so that each wizard can easily identify the Gambit card that is in his control. The second item of interest on the Gambit card is the Roman numeral in the lower right corner. This is only used to determine turn order and has no effect on game play.

See *Playing the Game* for more details on playing **Gambits**.

Playing the Game

Game Setup

1. Remove all Gambit cards from the Component deck.
2. Separate the **Spell** and **Component** decks, and shuffle them individually.
3. Place the Spell deck in the center of the play area and place the Component deck near the edge of the playing area.
4. Deal five (5) cards from the Component deck to each wizard playing.
5. Draw four (4) Spell cards from the Spell deck and place them face up around the Spell deck in the middle of the playing area.
6. Each wizard begins the game with a Gambit card. Shuffle the Gambit cards and deal one card face up to each wizard, and then shuffle the remaining Gambit cards back into the Component Deck.
7. The Gambit cards are numbered. The wizard with the highest Roman numeral value begins play. Play continues clockwise from the starting wizard.

Turn Sequence

In Wizards Gambit each wizard's turn consists of playing a Magical Component card from their hand, optionally performing an Incantation action, and drawing a card to end their turn.

Play Phase

The following **two** (2) actions may be played in any order:

1. Play a Magical **Component** next to one of the Spells in the Spell Pool.
2. Optionally perform an Incantation action:
   - Play an **Incantation** card –or–
   - Play or release a **Gambit** card

Draw Phase

Draw a card from the Component deck. Drawing a card during the Draw Phase signifies the end of a wizard's turn. *Pending end of turn affects resolve after the card is drawn.*

Play Rules

- Each wizard must play a Magical Component card on his turn – even if he doesn't want to!
- A wizard may play only one (1) Magical Component card on his turn, unless otherwise directed by an Incantation or Spell action.
- If a wizard cannot play a Magical Component card, that wizard must immediately show his hand to all wizards, end his turn and draw two (2) cards.
- Each wizard may only play cards on his own turn.
- Incantation cards are placed in the discard pile once played.
- If at any time during his turn a wizard has no cards in his hand, he must end his turn and draw five (5) cards. If a wizard has no cards when it's not his turn, he draws five (5) cards immediately upon running out of cards.
- A wizard may only have five (5) cards in his hand at the end of their turn. Discard any extra cards down to five (5).
- If during play, the Component deck runs out of cards, simply shuffle the discard pile to renew the deck and continue play as normal.

Spell Pool

Each Spell in the Spell Pool has Magical Component requirements displayed on the bottom of the card. Wizards take turns adding Magical Components to the Spell of their choice in the Spell Pool until all of the Magical Component requirements of a spell are met. When the last Magical Component on a given Spell is played, the wizard that played the Component claims the Spell for their own Spell Book. The Spell is immediately activated. Replace claimed Spells with a new Spell from the Spell deck immediately and continue play.

1. Playing Magical Components
Wizards take turns playing Components on Spells in the Spell Pool, matching Components to the Spell's requirements. *Overlap Component cards to clearly see what cards have been played.*

2. Playing the Final Component
A wizard strategically plays the final Magical Component on a Spell. *Hint: Sometimes Incantations will help allow a wizard to play the final Component!*

3. Claiming the Spell
The wizard who successfully played the final Component claims the Spell and adds it face up to their Spell Book. The wizard can immediately use the Spell's Ability if appropriate, and the Spell Point value is added to his total.

Spell Pool Notes

- Magical Components may be played in any order, on any Spell.
- Magical Components can only be played on a Spell that requires the Component of that type, and only if it has not already been played. Some Spells may require more than one of a given Component.
- The *Prismatic Shard* cards are wild and can be played on any Spell in the Spell Pool that has an open Component space.
- Magical Components are put in the discard pile immediately when a Spell is claimed.

Wizard's Spell Books

When a wizard claims a Spell he puts it face up on top of their Spell Book. The Spell ability on the Spell card is immediately available for use by that wizard, if able and applicable. This action replaces the Spell currently on his Spell Book. The new Spell's ability takes effect and the old Spell's ability ceases. Only the Spell ability displayed on the top of each wizard's Spell Book is in effect at any given time. Any wizard may request to see the Spells in another wizard's Spell Book at any time. The effect of a Spell may be permanently active or may require its owner to choose when to apply the effect. If the owner is allowed to choose when to apply the effect, the effect may only be used once per turn, and only on the owner's turn.

1. Current Spell Book

A wizard's Spell Book has *Corrupt Exchange* on top. He can use this power at the beginning of his turn as stated.

He has 4 total Spell Points.

2. New Spell Claimed

The same wizard claims a new Spell — *Bounty* — during his turn. He may now use the ability of that Spell as indicated.

He now has **5** total Spell Points.

Spell Book Notes

- All Spell Book effects are resolved before replacement Spell abilities can take effect.
- The Spells in Wizards Gambit are designed to stack in order to easily calculate Spell Book point totals.

Gambit

Gambit cards are the most powerful force in the game. With these enchanted glyphs a wizard can invoke his will to thwart the actions of other wizards or protect Spells from other wizards' interference. Using an Incantation action a wizard may play a Gambit card in one of three different ways to give himself an advantage during play.

- **Aura of Protection:** A Gambit card can be played on a Spell in the Spell Pool to protect the Spell from other wizards playing Magical Components or Incantation cards on that Spell, until the Gambit card is removed from play.
- **Nullify Magic:** A Gambit card can be played on any wizard's Spell Book to cancel the effect of that Spell ability, until the Gambit card is removed from play.
- **Destroy Gambit:** A Gambit card can be played on a competitor's Gambit card to destroy the targeted Gambit card. Both cards are removed from play with this action.

Playing the Gambit

1. Aura of Protection

Place the Gambit card on a Spell in the Spell Pool. The targeted Spell is now protected and is not a legal target for other wizards' Magical Components or Incantation cards nor may it be claimed by any wizard until the Gambit is removed from play. When desired on a subsequent turn, the wizard who played the Gambit card may use his Incantation action to release the Gambit card already in play. This Gambit is removed from play.

2. Nullify Magic

Place the Gambit card on a Spell Book of a target wizard. The Spell on top of that Spell Book is now nullified and the wizard that owns the Spell Book may not use Spell abilities while the Gambit is in play. Any permanent effects in play at the time the Spell Book is nullified are immediately canceled. The wizard whose Spell Book is targeted may still claim new Spells from the Spell Pool, but the new Spell's abilities are also nullified until the Gambit card is removed from play. Simply place the newly claimed Spell under the Gambit card on top of the Spell Book, leaving the Gambit on top. Gambit cards played on a wizard's Spell Book do not affect the Spell point total of that Spell Book, so a wizard with a Gambit on his Spell Book can still claim a new Spell and win the game!

3. Destroy Gambit

Place the Gambit card on an existing Gambit card on either a Spell in the Spell Pool or a Spell Book. The Gambit is destroyed and both Gambit cards are removed from play. All protection or nullifying effects from the Gambit are canceled. Wizards may not target the dealt Gambit cards face up in front of each player.

Releasing a Gambit

When a wizard has a Gambit in play either guarding a Spell in the Spell Pool or on a another wizard's Spell Book he may use an **Incantation Action** to release the Gambit any time during his turn. Remove the Gambit card from the game once released.

Special Gambit Rules

- The wizard who initiated the Gambit cannot claim Spells until the Gambit card is removed from play.
- A wizard may only have one (1) Gambit card in play at any time. This allows a wizard to Destroy Gambits but not have a combination of two (2) Aura of Protection or Nullify Gambits simultaneously.
- A Spell in the Spell Pool with an Aura of Protection Gambit on it are considered out of play. Spell abilities and Incantations may not target that Spell or its Magical Components. Magical Components may not be played on that Spell while protected.
- Playing a Gambit card is counted as an Incantation action. Wizards may play either an Incantation card – or – play/release a Gambit card on their turn – but not both. This being said, there are certain Spells and Incantations that may override this rule.
- A Gambit card is not an Incantation. Spells or actions that specifically target Incantations have no effect on Gambit cards in play.
- When a Gambit card is removed from play it is permanently removed from the game.
- Each wizard's beginning Gambit card remains face up in front of them until it is played. It is not considered a part of the wizard's hand.
- A wizard may only have one Gambit card in play at any given time.

Winning the Game

The first wizard to claim spells with a total value of ten (10) wins the game. He is granted the venerated title of **Grand Siege Magus**.

On the Origins of Magical Components

From the Convocation of Wizard's great Lyceum Arcanus in High Emerath...

Angel's Breath

One of the rarest flowers in the land, it is said that Angel's Breath absorbs the power emanating from an Angel as one passes over a field of Angel's Breath causing it to bloom immediately. The blooms last only until nightfall, where upon they close until the next rare occurrence

Ash of the Phoenix

Ash of the Phoenix can only be collected during the death and subsequent rebirth of a legendary Phoenix. The ash of the dying Phoenix has rare magical properties used to make the most potent spells and potions. With such qualities it is not surprising that Ash of the Phoenix is a highly sought component by all wizards.
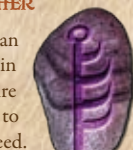
Dragon's Tooth

Teeth from an adult dragon are used in all manner of unique spells and potions. Primarily ground into powder by an ensorcelled diamond mortar and pestle, the Dragon's Tooth is a precious ingredient mainly due to the large variety, yet extreme rarity, of adult dragons. Finding the dragon's lair is definitely the easy part of obtaining this component!

Gryphon Feather

The wing feather of a mighty Gryphon is mainly used as a magical spell writing tool rather than an actual component. Nonetheless, these extraordinary quills are extremely valuable to wizards in that only one spell can be scribed from a given feather, and the most powerful spells may require multiple Gryphons' Feathers to complete. That, and the fact that Gryphons have an aversion to giving them up, make the Gryphon Feather an exceedingly rare component indeed.

Siren's Tears

The flowing tears of a sea siren, or mermaid as they are more commonly known, are most useful in spells and potions that affect the feelings and emotions of a given recipient of such magic. Love Potions, Affinity Charms and the like all contain a significant amount of Siren's Tears. Collecting the tears is further complicated by the fact that they must be stored in a merfolk vessel, thus increasing their worth to any practicing wizard.

Sundered Agate
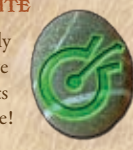
At first glance a Sundered Agate may appear to be any other broken stone, but this is the folly of many a novice to spell craft. A true Sundered Agate must be forged in the belly of an active volcano, blown forth from the cinder cone, come crashing back to earth; sundered upon its landing. Some wizards go half their lives without obtaining any Sundered Agate!

Prismatic Shard

Perhaps the rarest of magical components is the Prismatic Shard. The origin of the Prismatic Shard is still unknown, thus finding one is mostly attributed to luck. Some think that they are the remnants from the *War of Legends*, while others think they are cast off by the gods when creating their heavenly artifacts. To this day, the Convocation is still debating the origin of the Prismatic Shard. Due to their mystical nature, Prismatic Shards are imbued with the essence of each of the other Magical Components and may naturally take the place of those components when needed by a wizard.

Find out more information on game releases and upcoming releases at:

www.gryphonforgegames.com