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- 2 double-sided player aids (1 per player)



Duel resolution and Magic power types

Element compatibility diagram

- 3 Victory tokens



- This rulebook

- 36 Wizard cards (2 identical sets: one Black and one White)



Black Set



White Set

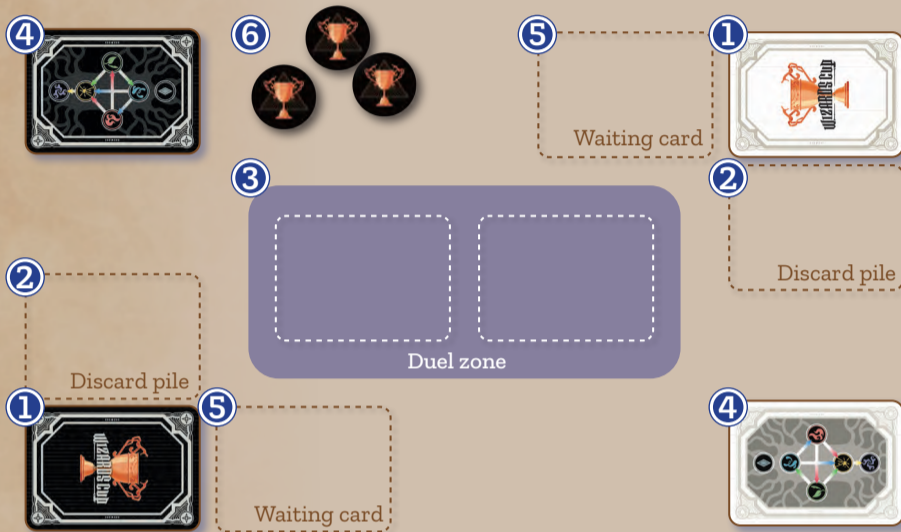


Tonight marks the beginning of the magical tournament for wizards from all walks of life, the **Wizards Cup!**

You, as the great ruler, will be taking part in this festivities by assembling a team of 6 exceptional wizards from your realm and determine the sequence in which they will engage with the rival team.

Once you have set this up, all you can do is to observe your wizards fight the duels, trusting their skills and your strategy.

Forge a formidable team to win this once-in-a-century tournament, and demonstrate the might of your kingdom across the land!



Setup

Each player takes a set of 18 cards with either Black or White backs. During the **Wizard selection** phase, you will create a Deck of 6 cards **1** for the duel.

Leave a space next to your Deck for your personal discard pile **2**.

Create a space for two cards between the two players. This is called the Duel zone **3**.

Place your player aid **4** nearby. We recommend you keep it on its *Element compatibility* side up (as shown in this setup example).

Designate a zone **5** near your Deck for your Waiting card.

Finally, place the 3 Victory tokens **6** within reach of both players.

Wizard card anatomy



Before your first game, we recommend that players familiarise themselves with all the Wizard cards and their Magic powers.

Game overview

Wizards Cup is played in 2 winning rounds (i.e. a maximum of 3 rounds). The first player to gain 2 Victory tokens wins the game.

Each round is played using 6 of your Wizard cards, which will duel one after the other, asserting their Magic power and Value.

Wizard selection

At the beginning of the game, each player assembles a Deck of 6 cards to be used throughout the game. Each player does the following steps:

1. Shuffle your set of 18 Wizard cards face down. Let your opponent **randomly pick 1 card** from the set and reveal it. *This is one of the 6 cards in your Deck.*



2. You may look at the 17 cards left in your set to **select 5 more cards** without revealing them to your opponent.

3. Combine the 1 random card and the 5 selected cards into **your Deck**. The remaining cards in your set are put aside. *You may swap a card with this set between rounds (see **Preparing a new round**).*

Game round

1. The planning

Each player selects 5 of the 6 cards in their Deck and arranges them **in the order in which they will be played** (the card at the top of the Deck is the first one to be played).

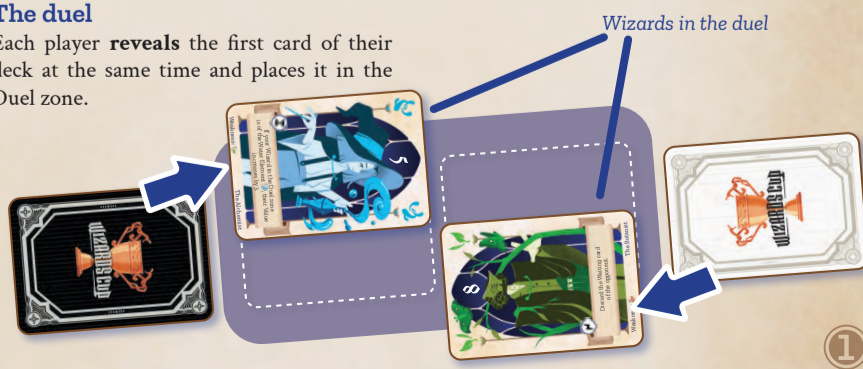


The unselected 6th card is the **Waiting card**. Place it face down next to the player's Deck. It could be affected by the Magic power of an active Wizard card (e.g. **The Detective** or **The Botanist**).

Once the order has been established, each player places their Deck face-down in their respective space.

2. The duel

Each player **reveals** the first card of their deck at the same time and places it in the Duel zone.



To determine the winner, the current duel is **resolved** by the following 3 criteria, in this specific order:

- A. Their **Magic power**
- B. Their associated **Element**
- C. Their **Value**

A. Their Magic power

At the beginning of the duel, resolve the effects of the Wizards' Magic power. If a winner can be determined using this criteria, then continue to step 3 (End of the duel). Otherwise, continue the resolution with criteria B, followed by C.

There are 3 types of Magic power:

Immediate power

The effect of this Magic power is triggered **only once, as soon as** the card is placed in the Duel zone.



If there are no other Magic powers in play, The Shaman immediately causes both Wizards to lose the duel.



The Water Wizard is defeated by the Nature Wizard (despite having a higher Value).

Notes: The reminder for this interaction can be found on the Element compatibility diagram on the player aid.

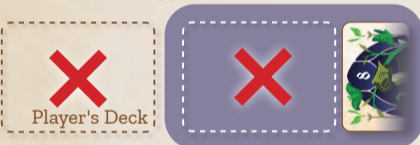
If a winner can be determined using this criteria, then continue to step 3 (End of the duel). Otherwise, continue the resolution with criteria C.

C. Their Value

If the winner of a duel cannot be determined by criteria A and B, now compare the Values of each Wizard in the duel.

End of round

If one of the players has no cards left in both their Deck and Duel zone, and therefore cannot draw a Wizard card for the next duel, their opponent wins the round.



The round ends when both the Deck and the Duel zone is empty

The player who wins the round receives a Victory token.



If both players have played all of their Wizard cards simultaneously and there are no Wizard cards left to play in either Deck, both players win the round and receive a Victory token each.

Dormant power

The effect of this Magic power is applied **when** the card is placed in the discard pile, **as long as** it is visible.

Permanent power

The effect of this Magic power is applied **as long as** the card is in the Duel zone.

The effect of cards already in play (i.e. Permanent power in the Duel zone or Dormant power in the discard pile) **have precedence** over newly played cards entering the Duel zone.

If both cards are played at the same time (into the Duel zone), the card with a lower printed Value is resolved before the one with a higher Value (see FAQ).

Wizards with identical names in the Duel zone **lose their Magic powers**. The duel resolution continues to criteria C (because identical Wizards have the same Element).

After applying any active Value-changing Dormant powers, the Wizard with the higher Value wins the duel.

If the adjusted Wizards' Values are equal, **both Wizards lose** (both are discarded in step 3 End of the duel).

Notes: Some Permanent power effects take precedence when resolving the duel by Values (criteria C). E.g. The Matron or The Blacksmith.



The Nature and Void Element does not interact. If the Values are not modified by any Dormant powers, the Wizard with Value 5 wins the duel.

3. End of the duel

At the end of the duel, follow these steps:

3.1 The losing Wizard card is placed face

B. Their associated Element

The Wizards are associated with one of the 6 Elements in the game: Fire, Water, Nature, Light, Shadow and Void.

Element compatibility

- Fire loses against Water
- Water loses against Nature
- Nature loses against Fire
- Shadow loses against Light
- Light loses against any of these Elements: Water / Fire / Nature
- Void has no weaknesses

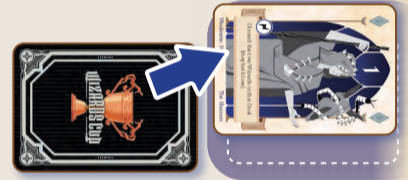
These Elements determine the outcome of a duel if no Wizard wins with a Magic power (criteria A).

A Wizard with a weaker Element than their opponent will always lose the duel, regardless of their Value (criteria C).

up into the owner's discard pile. The winning Wizard card (if any) remains in place.



3.2 Each player with no Wizards in the Duel zone draws the top card from their Deck. Then a new duel begins (step 2).



Duels continue in this way until one of the players can no longer play a Wizard card into the Duel zone (see End of Round).

Preparing a new round

If a player has received 2 Victory tokens at the end of the round, go to the End of the game.

Otherwise, do the following preparation:

Before starting a new round, each player has the option to go through the remaining 12 cards in their set (which were put aside during the Wizard Selection phase).

They may swap one of the cards in their Deck for one of these 12 cards.



Notes: A player's Deck must always consist of 6 cards (even after swapping cards).

Once all players have finished this preparation process, a new round begins at step 1 (The planning).

End of the game

The game ends when one of the players has 2 Victory tokens at the end of the round.

That player wins the Wizards Cup!



If both players are to receive their second Victory token at the same time, the player with the lowest total Value of the 6 cards in their current Deck wins the game.

If the total Values are identical, you share the victory!

FAQ

- What happens if both cards played to the Duel zone have Immediate power? If two cards with Immediate power are placed at the same time, the card with the lower printed Value will use its power first, followed by the activation of the other card's power (regardless of the effect of the first one). Do not take into account any changes to their Values (from the effect of any Dormant power) for this purpose.
- What happens if two Wizards with identical names are in the Duel zone? Both Wizards do not activate their effects (both lose their Magic powers). Resolve the duel by comparing their Value (criteria C) —could be affected by Dormant power.
- Do I have to always apply the effect of the Magic power of Wizard cards? Only the Magic powers with the word "may" in its effect text are not mandatory. Otherwise, it must be applied.

- Do I activate the Magic power of the Waiting card placed by The Detective? Yes, activate it when the card is placed. However, if this newly-placed card is identical to the one it encounters in the duel, neither card's Magic power is activated (both lose their Magic powers).
- When does the opponent discard a card because of The Revolutionary? Before they discard the losing Wizard (step 3.1).
- When The Revolutionary wins against The Soldier, do I have to discard a card? Yes. The effect of The Revolutionary is applied before The Soldier is placed into the discard pile.
- Can The Blacksmith win against The Geomancer? No. The Element association determines the outcome of the duel before their Values are compared.

- Do I apply the Dormant power of the Waiting card discarded by The Botanist? Yes.

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