

# ☞ Arcanity ☞

a card game of magical duels for 3-5 players

## Introduction

Can you master the magical arts? In a duel between mages, you will have to use fire, ice, nature, shadow and arcane magic to overcome your opponents. Break their shields and score points to win the title of master mage!

## Setup

If you are playing with three players, remove the Shadow and Nature cards from the deck. If you are playing with four players, remove the Shadow cards from the deck. Alternatively, each player can take turns selecting their school of magic and include it in the game.

Shuffle the cards. Deal an equal number of cards to all players. If there are any remaining cards, discard them face down.

Decide on a number of points to play for. A standard game is 50 points.

## Play

For the first round of play, each player selects three cards and passes those cards to the player on their left. Players cannot look at their new cards until all cards have been passed. On the second round of play, pass to the left. On the third round, all players hold their cards. Start again from the beginning on the fourth round, and so on.

After cards have been passed, or if all cards are being held, each player selects one card from his or her hand. This is the bid card. All players place their bid card face down on the table in front of them and place a marker on the card. Once placed, players cannot examine bid cards.

The player with the *Arcane 2* card leads the first hand with that card. (If no player has the *Arcane 2* card, then the player with the *Arcane 3* card plays first, and so on.) After the first hand, the player that won that last duel determines the type of magic and leads the first card.

The next player, clockwise around the table, then plays a card from the same school of magic. If a player no longer has a card from that school, they may play any card from their hand. (A player is disqualified if they later play a magic card from a school that they failed to play. Disqualified players score no points.)

After all players have played a card, the player that played the highest card from the chosen school of magic takes all the cards and places them facedown in a pile in front of them. They have won this duel.

Once all cards have been played, the round is scored.

## Shield Cards

The 1 card of each school of magic is a shield. If a player has no cards that match the school of magic for a duel, they may play a shield card face down. At the end of the

duel, the shield card is revealed and if no other player used a card of that school, they win that duel. Otherwise, the player who played the highest card of the shield school wins the duel. Once a player plays a shield card, no other player can use a shield card on that duel. (If a player has no other cards besides shield cards, they reveal their hand to all players and all shield cards count as 0 cards of the original school for that duel only.)

### Ability Cards

The 6 and 7 cards of each hand are called ability cards. The 6 cards are detrimental and you will want to play them on your opponent if you can. The 7 cards are beneficial cards and you will want to win the duel with them.

If both Arcane ability cards are taken in a duel, the next duel is played normally.

### Scoring

Players earn one point for each duel they won.

They earn two additional points for each shield card they have in their stack of cards at the end of each round.

The player who won the most duels also scores a number of points equal to their bid card. If two or more players tied for the number of duels, then each of those players score their bid card.

### Victory

If at the end of a round player scores exceed the point limit of the game, the player with the highest score wins.

Table 1: Ability Cards

Magie School	Detrimental	Beneficial
Arcane	The winner of this duel cannot win the next duel.	The winner of this duel automatically wins the next duel.
Fire	The winner of this duel must choose one card to discard.	The winner of this duel selects another player to discard one card.
Ice	The winner of this duel must pass these cards to the player on their left.	The winner of this duel immediately scores one point.
Nature	The winner of this duel must lead with a Nature card next duel, if possible.	The winner of this duel may announce one shield that is ineffective for the rest of this round.
Shadow	The winner of this duel immediately loses two points.	The winner of this duel adds four to their card in the next duel and wins any tie.