

SPEEDCASTERS RULES

Spellcasting is a great feat of precision and focus that take time to get perfect. Or, at least it should be. In the world of Professional Spellcasting, speed is all that matters. No audience wants to sit through an hour of silent meditation, so Pro Spellcasters are expected to shoot off Spells as fast as the audience demands them. Quick Spells that match the crowd's mood make the audience gift wonderous Rewards on attentive Spellcasters, but they have to be careful - working fast may cause them to slip up their casts, putting them in danger of magical Backfire.

Are you ready to become a Pro Spellcaster?

SUMMARY

Spellcasters is played like the playing card game Spoons, with a twist. Players pass cards around the table, switching cards in and out of their hands, trying to get a viable Spell combination. When a player plays a viable Spell, that player and any players that notice take Rewards. Once all Rewards are cleared, a new round starts, and players may use the effects of Rewards they've won at any time in subsequent rounds. When a player hits 20 Prestige, they win over the audience's hearts and become the most famous Pro Spellcaster.



SETUP

Shuffle the Rewards deck and place it in the middle of all players. Flip over the number of players minus one cards from the top of the deck and place them face up on the table. For example, 5 player games should only have 4 Rewards revealed. For a different play style, play with the Rewards face down.

Shuffle the Mana deck. Choose a player to be the first in the mana line. This player becomes the Initiator. The Initiator deals 5 cards to each player, then places the Mana deck next to them.

Play rotates clockwise.

THE MANA LINE

The Initiator begins the game by drawing a card from the top of the Mana deck. The Initiator may choose to pass the card along to the next player in the circle, or keep it and choose to pass another card from their hand, with the goal of creating a series that matches a possible Spell (explained in “Casting a Spell”). The Initiator continues to draw cards one at a time from the Mana deck, choosing which cards from their hand to keep and which to pass along.

Players who are not the Initiator pick up cards that are passed from the player before them, and choose which card from their hand to pass. A player may only pick up and pass one card at a time. If a player does not make choices quick enough, a pile will form next to that player, called Mana Clump.

The Initiator continues to draw from the Mana deck until the deck runs out or a player casts a Spell (explained in “Casting a Spell”). If the deck runs out, the Initiator shuffles the Mana Clump that has built up next to them to create a new deck, then continues play.



Players: 2-6+
Time: 15-25mins
Age: 12+

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CASTING A SPELL

The Spell Sheet in front of each player outlines different situations for viable Spells. The viable Spells are determined by the Rewards currently in play, not including Rewards that have been claimed. Note that this means the viable Spells can change mid-round if Rewards are taken and the round continues. For an easier game, only play with the Tie section as viable Spells.

When a player has the cards in hand that match a viable Spell, that player puts them down face-up in front of them and takes a Reward.

If a player attempts to cast a Spell that is not viable and, that player's spell Backfires. That player puts their hand in the Mana Clump of the player to their left, and any additional Mana cards in play pass over that player as if they were not there. That player may still attempt to grab a Reward if another player casts a viable Spell.



TAKING REWARDS

When a player puts down a Spell, they take a Reward. Rewards are put in front of a player face up. Any players who notice that a Reward has been taken can also choose to take a Reward, even if they have not cast a spell or have been hit by a spell's Backfire. Players may only take one Reward per Spell cast. If Rewards remain on the table long enough, a player that has already cast a Spell can cast a second viable Spell and claim another Reward.

Once all Rewards from the center are claimed, all Spell cards are given to the Initiator and shuffled back into the Mana deck. The player to the left of the Initiator becomes the new Initiator for the new round.

THE PLAYER WHO PLAYED A SPELL AND ANYONE WHO NOTICES CAN CLAIM A REWARD



USING REWARDS

Rewards with a Use effect can be used at any time during gameplay to have an effect on the game. When a Reward is used, it is flipped upside down in front of the player that owns it. A Reward can only be used once and can not be flipped face up again unless done by another Reward's effect.

There are five different Rewards that can be used:

- **+1 Hand:** For the rest of the round, you may have an additional card in hand. For example, if your current hand limit is 6, it is increased to 7.
- **Steal Clump:** Take a Mana Clump that has built up next to a player and add it to your own.
- **+1 Draw:** For the rest of the round, you draw and pass an additional card. For example, if you were previously drawing and passing 1 card at a time, you draw and pass 2 at a time.
- **Gem Wild:** You may use this Reward in place of any Gem required for a Spell this round.
- **Glyph Wild:** You may use this Reward in place of any Glyph required for a Spell this round.

PLAYERS MAY USE REWARD ABILITIES ONCE PER GAME AT ANY TIME. FLIP TO USE.



There is a sixth Reward type, called Prestige. These cards count only for the victory condition of the game and have no use effect. The amount of Prestige the card gives is in the name. For example, a Prestige 2 Reward card gives 2 Prestige towards victory.

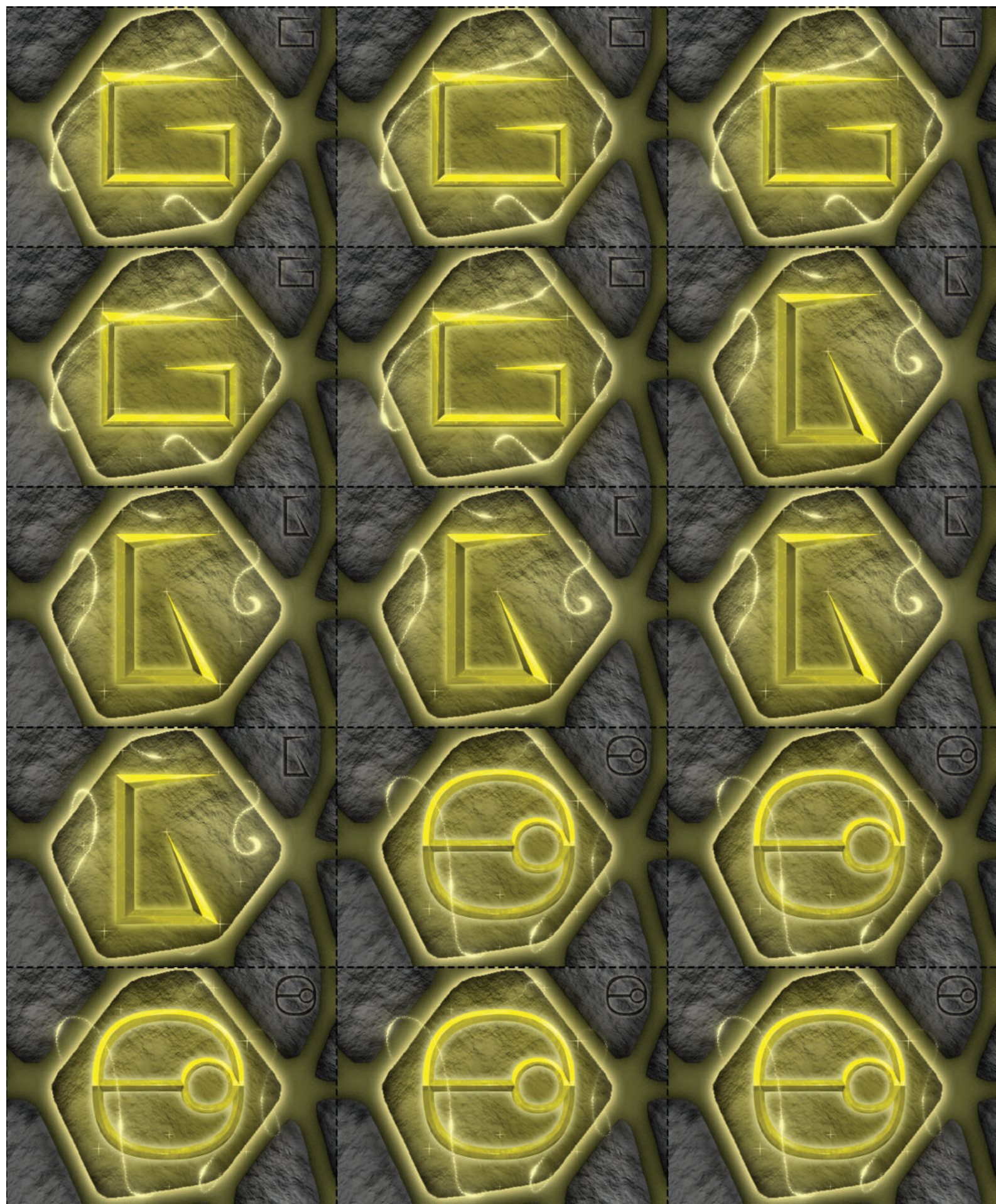
GAME END AND VIKTORY

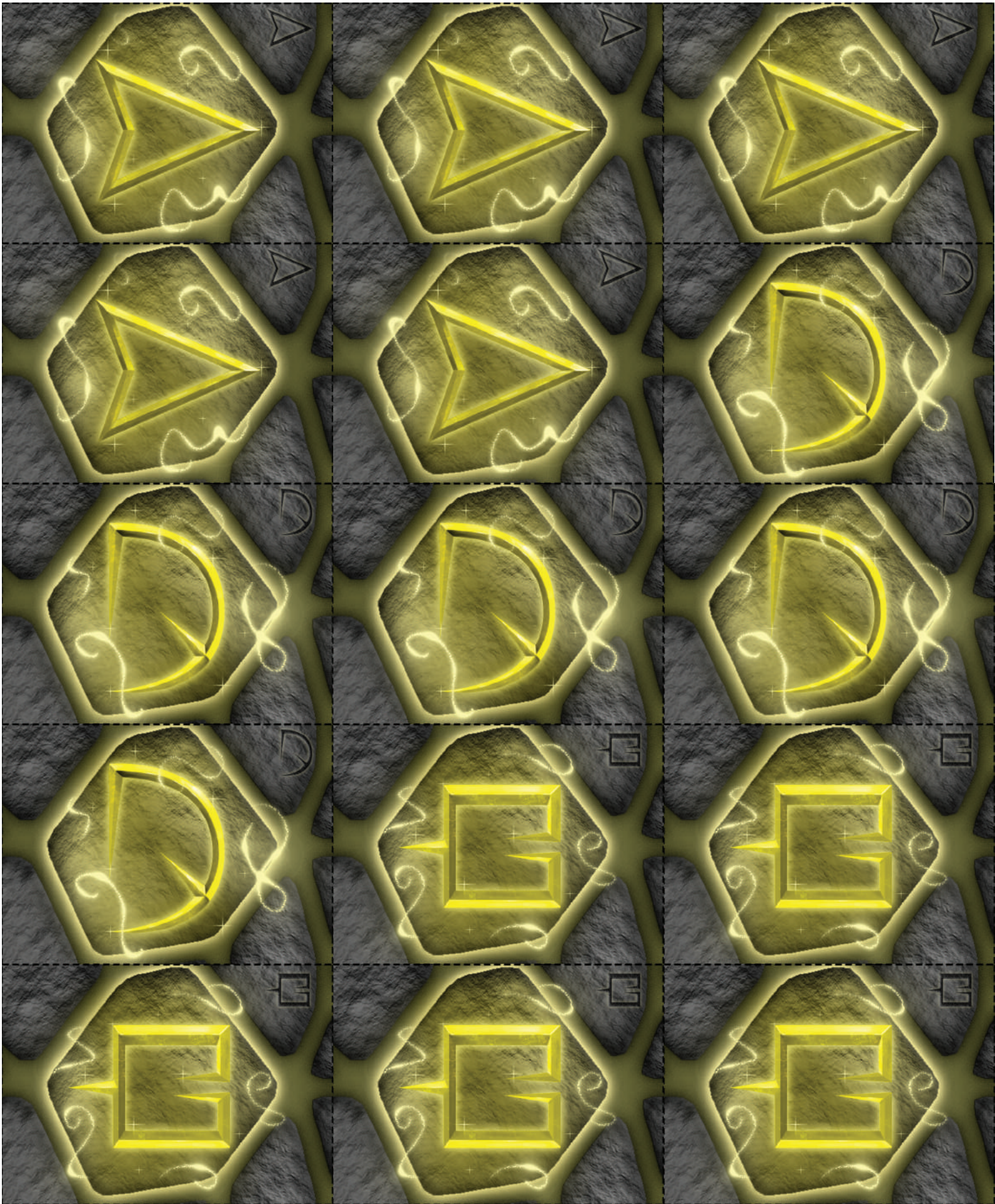
The victory condition of the game is counted by Prestige. Each Reward counts as 1 Prestige. Rewards that say "Prestige X" give the number of Prestige that is on the card.

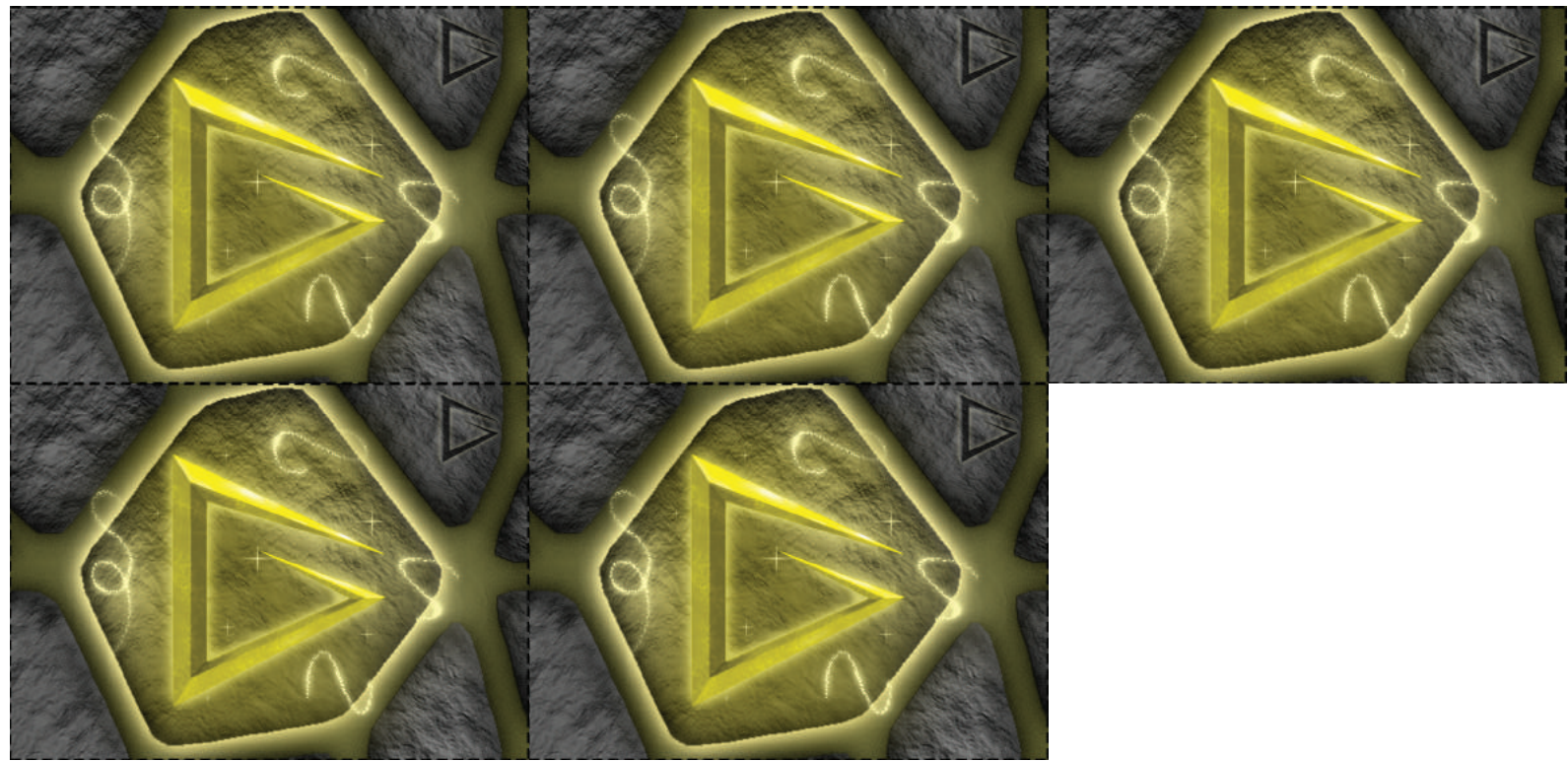
When a player hits 20 Prestige total, the game ends and they are declared the best Pro Spellcaster.

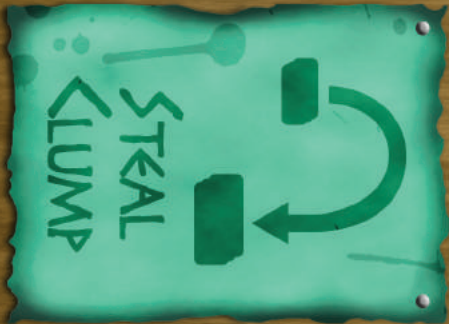
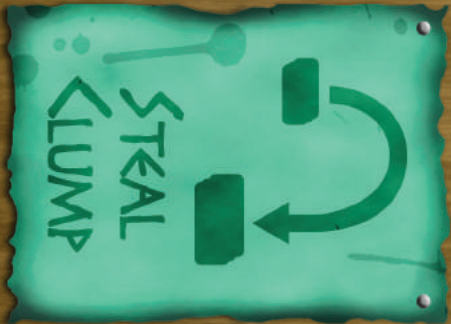
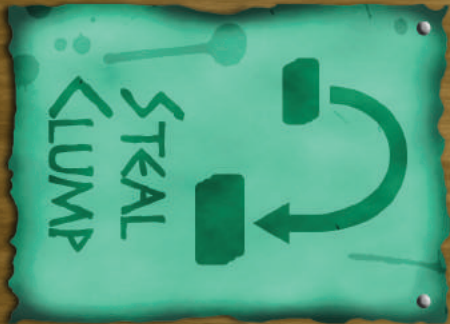


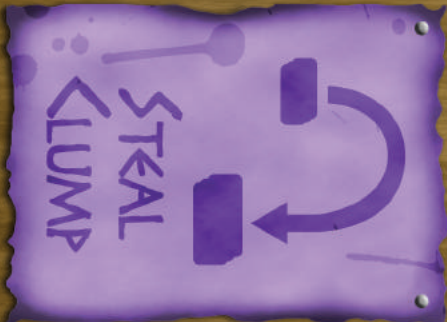
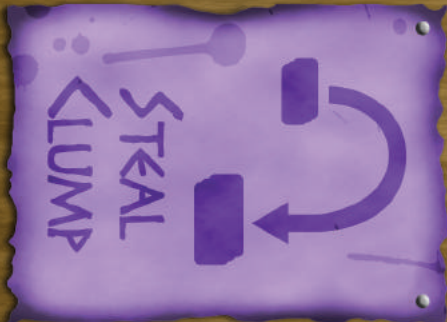
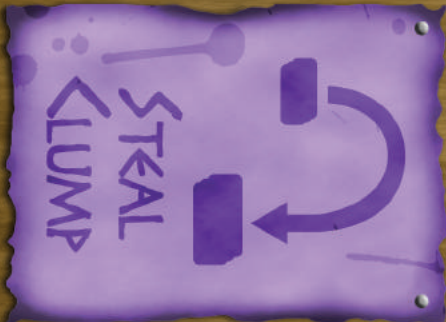


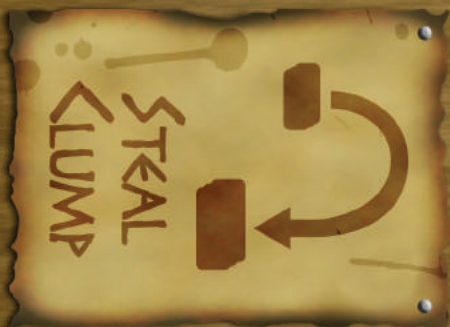
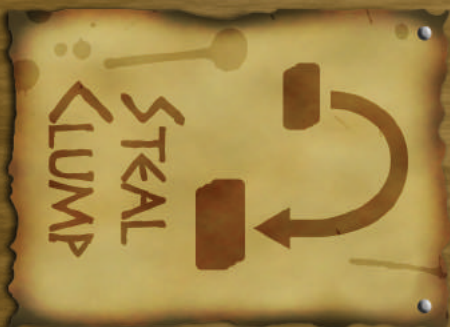
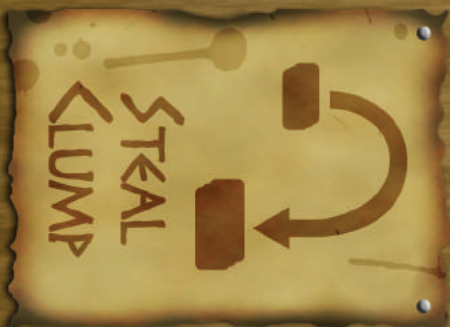


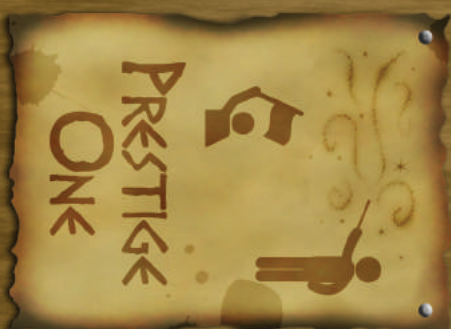












VIABLE SPELLS

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MAJORITY ORANGE REWARDS



COMPOSED

MAJORITY TEAL REWARDS



AWED

MAJORITY PURPLE REWARDS

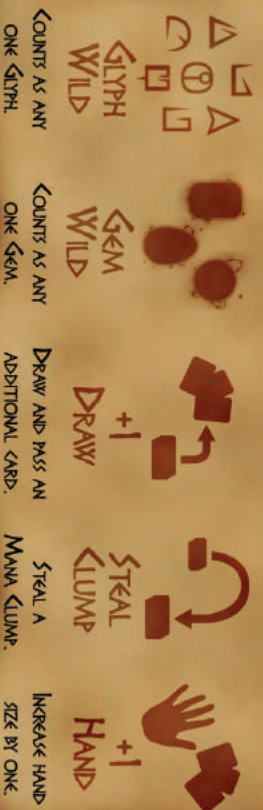


WILD

TIE FOR MAJORITY
OR EASIER GAMEPLAY



REWARD EFFECTS



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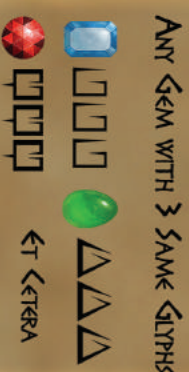
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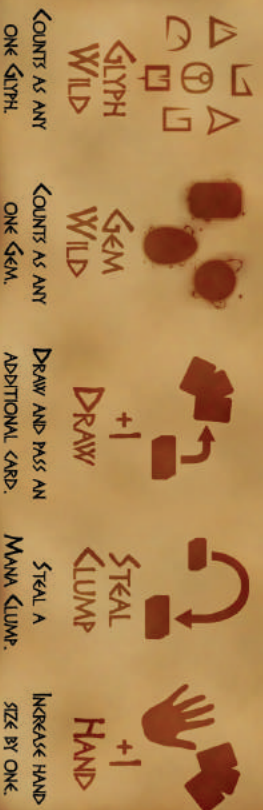


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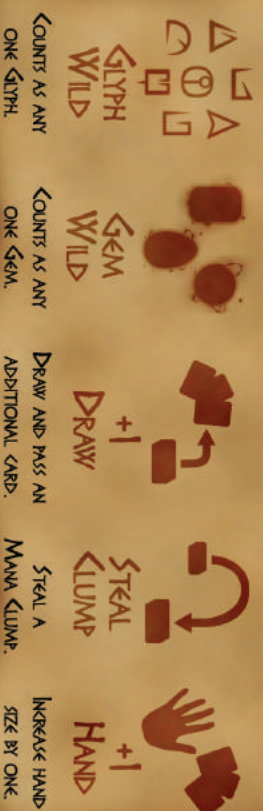


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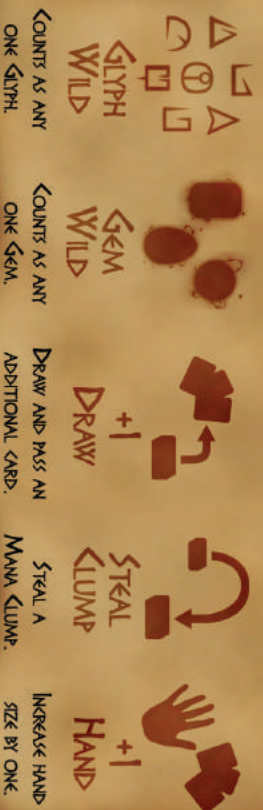


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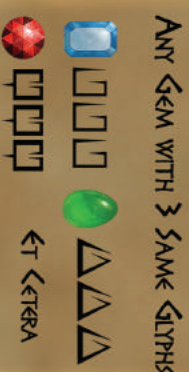
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