

Staves

A Card Game for 2 to 6 Mages - All Mages 6yr+

You are a mage apprentice to Andarion, a master mage and renowned staff maker in the capital city of Orynn. You and your fellow apprentices must help Andarion craft new magickal staves in his workshop for his many and varied clients from the Mages Guild.

Apprentice Mode [Mages 6yr+ --- 10 to 15 minutes]

Setup:

1. Set out each starter Staves Foot card with the Element side revealed.
2. Shuffle the Staves deck, then deal out four Staves cards to each player for their Hand.
3. Place the Staves deck on the table, then turn three Staves cards face up next to the deck, creating the Storage resource spaces.
4. Shuffle the Client deck, then deal out three Client cards to each player.
5. Place the Client deck on the table to the side.
6. Each player chooses one Client to play in front of them face down to be scored at the end of the game, then places their remaining Clients on the bottom of the Client deck.
7. Determine the starting player randomly, then play begins.

Play begins with the starting player taking their Player Turn, which then passes to the next player to their left, and so forth around the table. Play continues until six Staves have been completed with Crown pieces in accordance with Magickal Rules.

Player Turn:

1. Player may choose to pay one Gold to discard and redraw Staves cards on all Storage spaces
2. Player may choose to switch one Staves card from their Hand with any Staves card in a Storage space.
3. Player must play one Staves card in accordance with Magickal Rules, or may instead choose to discard their Hand then redraw the same number of Staves cards, ending their turn.

4. If the player plays a Staves card to a Staff in the Workshop, the player gains one Gold. If the card completes a Staff with a Staff Head piece, the player instead gains one Gold for playing a card, plus one Gold for each midsection piece of the completed Staff. The player may then choose to use one Magickal power of an Element present in the completed Staff.
5. Once the player has played a Staves card to the Workshop (center play area), or has chosen to pass their play to redraw their Hand, their turn ends.
6. If six or more Staves are completed, the game ends. Otherwise, play continues with the player to the left beginning their Player Turn.

Scoring and How to Win:

- Once the game ends, all players discard any remaining Staves cards in their Hand.
- All players reveal their hidden Client card, and gain bonus Gold based on the Client's requirements and the completed Staves in the Workshop.
- The player with the most Gold wins!
- In the case of a tie, all players tied for "most Gold" win!

Marketplace Mode [Mages 8yr+ --- 8 minutes per Mage]

Setup:

1. Each player takes one starter Staves Foot card with the Prismatic side revealed.
2. Each player takes three Gold to begin the game with.
3. Shuffle the Staves deck, then deal out four Staves cards to each player for their Hand.
4. Place the Staves deck on the table, then turn eight Staves cards face up in the center of the table, creating the Market as described in the Market section below.
5. Shuffle the Client deck, then deal out three Client cards to each player.
6. Place the Client deck on the stable to the side.
7. Each player chooses two Clients to play face-up in their personal play area, returning the third to the bottom of the Client deck.
8. Determine the starting player randomly, then play begins.

Play begins with the starting player taking their Player Turn, which then passes to the next player to their left, and so forth around the table. Play continues for nine full rounds, then the game ends and players score their personal play area.

Player Turn:

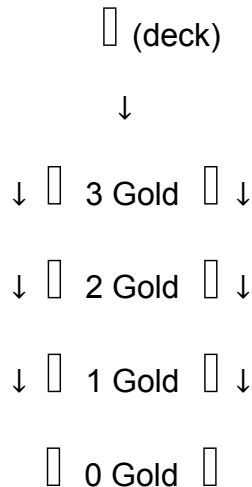
1. Player takes one Staves card from the Market, paying the required amount of Gold to buy the card.
2. Move all Market cards in the same column down to fill any Market gap, drawing a new Staves card for the 3 Gold position of that column.
3. Player may play one Staves card from their Hand to their personal play area in accordance with Magickal Rules, or may discard two cards from their Hand to take any one Market card to their Hand regardless of Market cost.
4. If the player plays a Staves card to a Staff in their personal play area, the player gains one Gold.
If the card completes a Staff with a Staff Head pieces, the player instead gains one Gold for each midsection piece of the completed Staff. The player may then choose to use one Magickal power of an Element present in the completed Staff.
5. If nine full rounds are completed, the game ends. Otherwise, play continues with the player to the left beginning their Player Turn.

The Market:

The Market is made up of eight cards, placed two-by-two with a Gold value between, which denoted the card's current Market cost.

Any Market card may be purchased for an amount of Gold equal to it's Market cost.

When any card is purchased from the Market, any Market cards in the rows above of its same column shift one place down. *i.e. If you buy a Market card for 1 Gold, the Market cards currently costing 2 Gold and 3 Gold above it in the same column shift down to fill the gap, the 2 Gold card moving into the 1 Gold position, the 3 Gold card moving into the 2 Gold position, and a new Staves card being drawn to refill the 3 Gold Market space.*



Scoring and How to Win:

- Once the game ends, all players discard any remaining Staves cards in their Hand.
- All players calculate their Gold from their Client cards based on the Client's requirements and the completed Staves in the Workshop.
- The player with the most Gold wins!
- In the case of a tie, all players tied for most Gold win!

Magickal Rules:

Rule #1:

The first card played to a Staff's Foot card must be a Midsection of the same matching Element.

Rule #2:

The first Midsection piece of a Staff may be of any Element.

If it matches the previous Midsection's Element, this Staff is now a One Element Staff, and may only have Staves cards of the matching Element added to it.

If it is different than the previous Element, this Staff is now either a Two Element or Three Element Staff. If the third Midsection added to the Staff matches the first Midsection's Element, it will become a Two Element Staff. If the third Midsection added to the Staff is different from the previous two, it becomes a Three Element Staff.

Two Element Staves must be played in alternating Elements:

Foot A -> Element A -> Element B -> Element A -> Element B -> etc.

Three Element Staves must be played in 1-2-3 order:

Foot A -> Element A -> Element B -> Element C -> Element A -> Element B -> etc.

Rule #3:

The Crown piece played to complete a Staff must be the appropriate next Element in the Staff's Element pattern, and must be an Element already present in the Staff.

A Crown piece may not be placed to complete a Staff with less than two Midsections.

Magickal Element Effects (choose one from Staff when you complete it):

Death: Look at target opponent's Hand and choose one card for them to discard from it

Fire: Discard any one card you choose from the Market/Storage

Stone: Opponents may not play a Staff piece on their next turn

Ice: One Market/Storage card may not be accessed for one full round

Life: Draw 2 cards from the Staves deck, then choose 1 card to discard from your Hand

Air: Each player passes one card at random from their Hand to the player on their left