

SPELLSLINGERS

The Fastest Game of Wit and Wizardry



SPELLSLINGERS IS A FAST, EASY TO LEARN CARD GAME OF WIT AND WIZARDRY. CAST SPELLS TO ELIMINATE YOUR COMPETITION AND BE THE LAST WIZARD STANDING!



2-10



15



5-15 MIN

OBJECTIVE

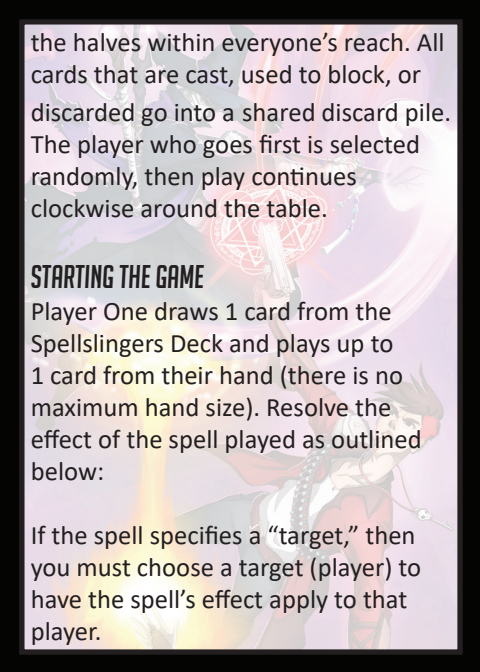
As a Spellslinger, your objective is simple: eliminate your competition! Cast spells to attack your opponents, and if successful, they are out of the game... but it won't be that easy. Be the last Spellslinger standing to win!

COMPONENTS

All you need is a Spellslingers deck.

SETUP

Setup is easy! Simply shuffle the Spellslingers deck and place it where everyone can reach it. Everyone starts the game with 5 cards in their hand. If there are 6 or more players, you may want to split the deck in half and place

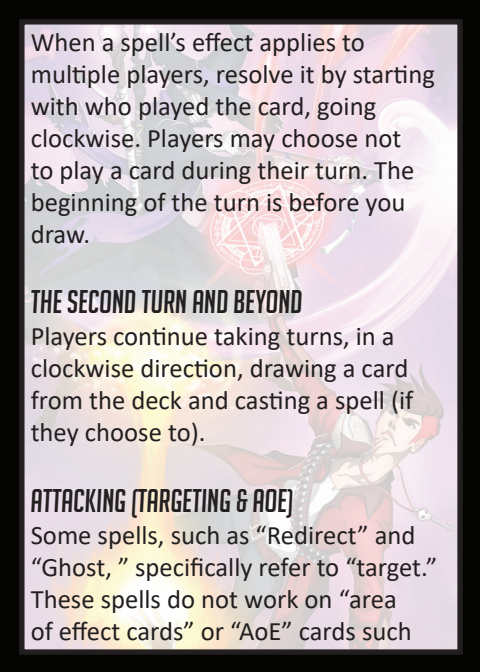


the halves within everyone's reach. All cards that are cast, used to block, or discarded go into a shared discard pile. The player who goes first is selected randomly, then play continues clockwise around the table.

STARTING THE GAME

Player One draws 1 card from the Spellslingers Deck and plays up to 1 card from their hand (there is no maximum hand size). Resolve the effect of the spell played as outlined below:

If the spell specifies a "target," then you must choose a target (player) to have the spell's effect apply to that player.



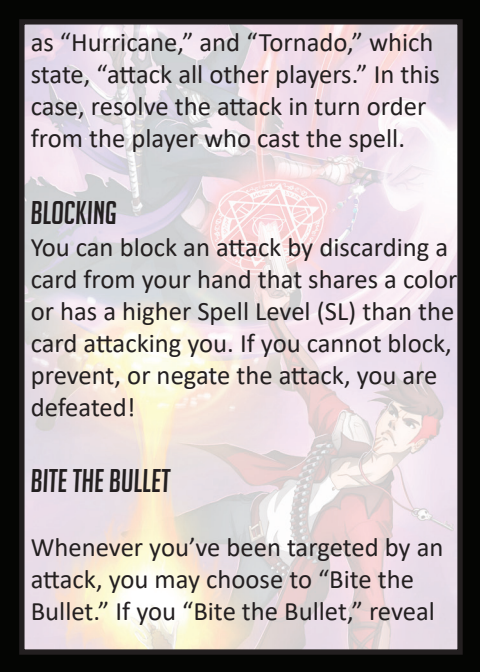
When a spell's effect applies to multiple players, resolve it by starting with who played the card, going clockwise. Players may choose not to play a card during their turn. The beginning of the turn is before you draw.

THE SECOND TURN AND BEYOND

Players continue taking turns, in a clockwise direction, drawing a card from the deck and casting a spell (if they choose to).

ATTACKING (TARGETING & AOE)

Some spells, such as "Redirect" and "Ghost," specifically refer to "target." These spells do not work on "area of effect cards" or "AoE" cards such



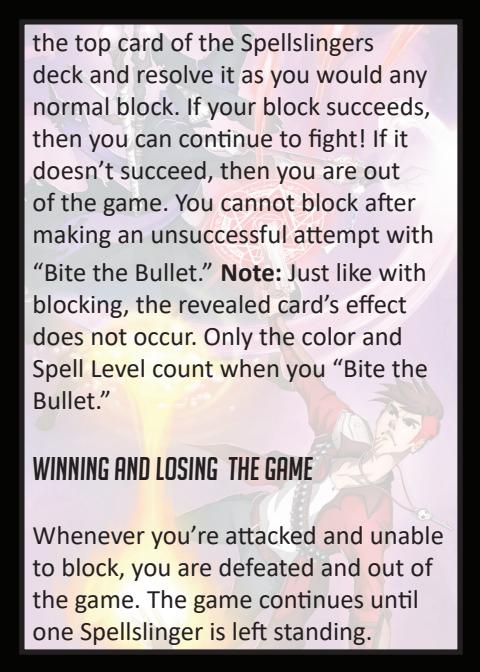
as “Hurricane,” and “Tornado,” which state, “attack all other players.” In this case, resolve the attack in turn order from the player who cast the spell.

BLOCKING

You can block an attack by discarding a card from your hand that shares a color or has a higher Spell Level (SL) than the card attacking you. If you cannot block, prevent, or negate the attack, you are defeated!

BITE THE BULLET

Whenever you’ve been targeted by an attack, you may choose to “Bite the Bullet.” If you “Bite the Bullet,” reveal



the top card of the Spellslingers deck and resolve it as you would any normal block. If your block succeeds, then you can continue to fight! If it doesn't succeed, then you are out of the game. You cannot block after making an unsuccessful attempt with "Bite the Bullet." **Note:** Just like with blocking, the revealed card's effect does not occur. Only the color and Spell Level count when you "Bite the Bullet."

WINNING AND LOSING THE GAME

Whenever you're attacked and unable to block, you are defeated and out of the game. The game continues until one Spelllinger is left standing.

ADDITIONAL MECHANICS

- **Clock** [🕒]: These spells stay in play for a number of turns specified on the card.
- **Reactions:** These can be played at any time. The last reaction played is the first to resolve.
- **Spellslinger Characters:** These cards are selected by choice or at random at the start of the game. You may use their effects as stated on their card. You are your Spellslinger, so when you're defeated, so is your character.
Note: For beginners, playing with characters aren't recommended, as they add a layer of depth and extra time to the game.

THE TYPES OF MAGIC



Holy (Yellow): Protect and bless, as you deliver punishing blows to those that dare oppose you.

Rage (Red): Attack relentlessly. The greater your fury, the greater your power!

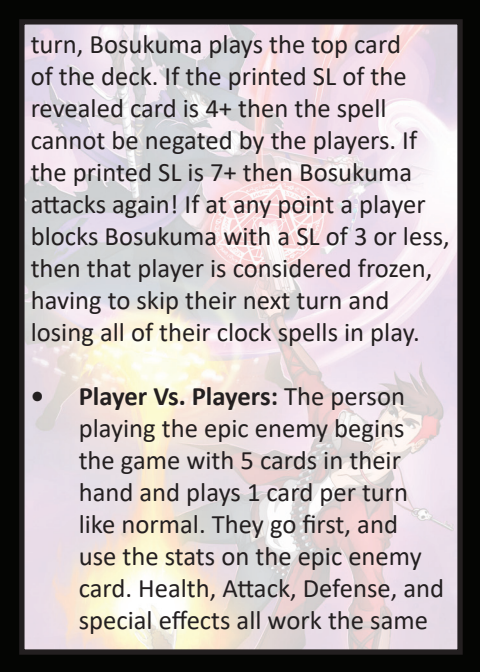
Nature (Green): Bend nature to your will. Unleash mighty attacks that hit all your foes, while protecting yourself.

Arcane (Blue): Know your opponent more than they know themselves, then unravel them with intellect.

ADDITIONAL GAMETYPES

Epic Enemies: Play against the epic enemy “Bosukuma” with your friend. You can play against the deck or a player playing as Bosukuma.

- **Deck Vs. Players:** The epic enemy card denotes how many players the deck fights against (Bosukuma is designed to fight against two players). Epic enemy cards always go first and have three stats: Health, Attack, and Defense. Health is how many attacks you must hit the epic enemy with to defeat it. Attack and Defense are how much of a bonus the epic enemy will get whenever it attacks and blocks-- in this case it's +2. At the start of its



turn, Bosukuma plays the top card of the deck. If the printed SL of the revealed card is 4+ then the spell cannot be negated by the players. If the printed SL is 7+ then Bosukuma attacks again! If at any point a player blocks Bosukuma with a SL of 3 or less, then that player is considered frozen, having to skip their next turn and losing all of their clock spells in play.

- **Player Vs. Players:** The person playing the epic enemy begins the game with 5 cards in their hand and plays 1 card per turn like normal. They go first, and use the stats on the epic enemy card. Health, Attack, Defense, and special effects all work the same



as they do in the Deck Vs. Players variant.

Signature Spells: Shuffle all signature spells into the Spellslingers deck. They are played normally, but offer powerful effects and have a Spell Level of 8.

Signature Spells Variant: Shuffle and put the signature spells in their own pile facedown. Whenever a player defeats another player (or character), they may draw one card from the Signature Spell Deck.

CREDITS

The following people made this game possible:

- **Game Creator:** Vincent Baker
- **Artwork:** Jesika Barinque, Zack Miller, Jared Sanford, Hannidiot, Vincent Baker
- **Editors:** Brian Murray, Abigail Edwards, Trey Falco

LEGAL

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