

EPIC SPELL WARS of The BATTLE WIZARDS

HIJINX AT HELL HIGH

START OF EACH ROUND

1. EACH WIZARD DRAWS FROM THE MAIN DECK UNTIL HE OR SHE HAS A FULL HAND OF EIGHT CARDS.
2. EACH DEAD WIZARD DRAWS A DEAD WIZARD CARD. DRAW THEM BY ORDER OF DEATH.
3. RESOLVE THE SOCIAL STATUS BOARD ABILITIES FROM TOP (8) TO BOTTOM (1).
4. NOW IT'S TIME TO LOOK AT THE CARDS IN YOUR HAND AND BUILD YOUR SPELL FOR THE ROUND!

CREATE YOUR SPELL

EACH WIZARD PLACES UP TO THREE DIFFERENT TYPES OF SPELL COMPONENTS FACE DOWN IN FRONT OF HIM OR HER.

TURN ORDER

EACH WIZARD ANNOUNCES HOW MANY COMPONENTS ARE IN HIS OR HER SPELL. WIZARDS WHO PLAYED ONE CARD GO BEFORE WIZARDS WHO PLAYED TWO CARDS, AND THEY GO BEFORE WIZARDS WHO PLAYED THREE. TIES ARE BROKEN BY THE INITIATIVE NUMBER ON DELIVERIES. A WILD CARD IN THE DELIVERY SLOT OR NO DELIVERY COMPONENT IS INITIATIVE 0. THE HIGHER YOUR DELIVERY'S INITIATIVE, THE SOONER YOU ACT.

IF THERE IS AN INITIATIVE TIE, EACH TIED WIZARD ROLLS A DIE, AND THE HIGH ROLLER RESOLVES HIS OR HER SPELL FIRST.

RESOLVE YOUR SPELL

READ THE NAME OF YOUR SPELL IN A WIZARD VOICE. RESOLVE THE EFFECTS OF THE CARDS IN YOUR SPELL IN THE ORDER THEY ARE READ:

SOURCE, THEN QUALITY, THEN DELIVERY.

when you Die

THE PLAYER THAT KILLED YOU GAINS A KILL TOKEN AND 1 SOCIAL STATUS. DISCARD YOUR HAND. THEN DRAW A DEAD WIZARD CARD AND DISCARD ANY CARDS YOU OWN THAT DON'T HAVE THE WORD EVERLASTING ON THEM.



CRYPTOZOIC
ENTERTAINMENT



[Loud speaker crackle]

"Attention, students, for this important announcement: Can Johnny Pisspants Sissy-Boy and Mary-Sue Drool-Driper please report to me, PRINCIPAL HORNHOLE, in my office?! CUZ I'M GONNA RIP OFF YER HEADS AND DROP A DEMON DEUCE DOWN THE NECK STUMP... HAHAAHHAH!"

DON'T BE TARDY, KIDS!

RIIIING RIIIIING! Oh shit, that's the school bell and you definitely don't want to be late to class. That's right, wizards, it's time to go back to high school... HELL HIGH, to be exact. Yes, the next mega-gnarly wizard tournament is happening at HELL HIGH. It looks like high school was hellish for Uncle Andy, so now it is literally

HELL FOR YOU!

I should know, since I've been a sophomore here for, I don't know, like 60 years, or some shit. I'm sure you've noticed time don't mean jack squat anymore, not since the change. But in all my time here, one thing has been made abundantly clear: High school still fucking sucks! If it's not the cliques, it's the bullies and if it's not the bullies, it's the GODDAMN TEACHERS. I mean, seriously, everyone here is either looking to peel your skin off with some new magic nonsense they just learned or are fucking TEACHING someone to peel your skin off with some magic nonsense. And the bullies are out of control! You thought regular bullies were bad? Wait till you run into a bully with the power to whip up a Category 4 Shit-Storm Swirly. I've seen one of those take out half-a-dozen nerds at once... it's not pretty. As a matter of fact, it's a real crap-and-gore splatter-fest. Pieces of feces-covered dork everywhere. I don't envy Mr. Frowns the janitor... he may have the most miserable job in all of creation.

So this tournament is gonna be a little different, since it's gonna include everyone's favorite high school nightmare fuel: **SOCIAL STATUS!**

That's right, your ability to sling red-hot death spells is going to partially depend on if you're COOL enough to rule the halls of Hell High. Do you have the gold-plated ego it takes to be Class President? Or maybe you would be better off as a sadistic Jock grinding your cleats into anyone smaller than you?

Or, hey, you could even be the Slutty Cheerleader and "buff" other wizards and yourself. Shit, that's for me! Nothing I love more than "buffing" myself. But don't get comfortable! One minute you're the big man ON campus and the next you're the big man BLOWN all over the campus... in chunks. Flaming, twitching bloody chunks of gore. This is still Epic Spell Wars after all. Speaking of BLOWING CHUNKS... avoid the cafeteria at all costs. I don't know what's in that sloppy joe, but I can tell you this: Joe hasn't been to class all week.

That's it, kids! Sure, it's still a tournament with only one competitor able to be the LAST WIZARD STANDING in a battle royale of

MASS CARNAGE & ULTIMATE BLOODSHED

but try and have some fun out there. Remember that this is the best four years of your ceaseless, horrible, never-ending life. Sure, your first kiss may be to a blood-sucking vampire hussy or maybe your prom date's a slathering eldritch horror, but at least you're still in school. I hear it gets much worse after this... I hear you have to get a JOB!

Welcome to Hell High.

Go, You Fighting Hell Hounds!!!



COMPONENTS

- 30 Source Cards
- 30 Quality Cards
- 30 Delivery Cards
- 8 Wild Magic Cards
- 9 Oversized Wizard Cards
- 25 Treasure Cards
- 25 Dead Wizard Cards
- 15 Kill Tokens
- 7 Last Wizard Standing Tokens
- 8 Skull Life Counters
- 5 Six-Sided Dice
- 1 Social Status Board
- 9 Wizard Standees with Bases
- 1 Power Bonus Token
- 1 Hell High Standee

OBJECT OF THE GAME

Blast your opponents into smoldering bits of goo. Score 1 point for each Wizard you kill. Score 1 point for being the Last Wizard Standing at the end of a game. Score the most points over several games to win!



SETUP

Combine all of the Source, Quality, Delivery, and Wild Magic cards into one Main Deck. Then shuffle each deck (Main, Treasure, and Dead Wizard Decks) separately. Each player chooses an Oversized Wizard to play, and takes the corresponding Wizard Standee.



Each Wizard starts each game with 20 Hit Points. Place a skull life counter on the 20 (found on your Wizard card) and use it to mark your gains and losses of Hit Points. Should you gain any Hit Points, your maximum HP is 25.

Place the Main Deck (the cards with the black backs) and the Hell High Standee in the middle of the play area. Place the Treasure and Dead Wizard Decks off to the side. Place the Social Status Board in the middle of the table, so everyone can read it.

Each player rolls two dice. The highest roller places his or her Wizard Standee into the Rank 8 slot on the Social Status Board: Class President. Continue placing Standees into lower slots in order of highest rolls (second highest roller gets the Rank 7 slot and so on). In a 4-player game, slots 5-8 will be occupied at the start of the match.

MATCH PLAY

A match consists of a number of games: three games for 2-4 players, two games for 5-6 players. A game consists of enough rounds for one player to win that game.

During each round, players will create Spells, blast their opponents, collect fabulous Treasures, and most importantly, try to survive. Each time you kill a foe, grab a Kill Token. That's worth 1 victory point (VP) at the end of the match. If you cream your last foe in a game, leaving only you among the living, you earn a Kill Token as usual, but also a Last Wizard Standing Token. LWS Tokens are also worth 1 point at the end of the match.

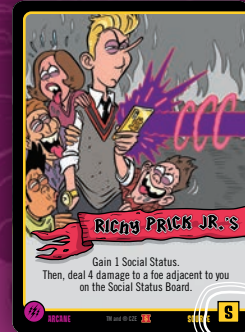
START OF EACH ROUND

1. Each Wizard draws from the Main Deck until he or she has a full hand of eight cards.
2. If there are any Dead Wizards, they each draw a card now. The first to die draws first, and so on.
3. Resolve the Social Status Board abilities from top (8) to bottom (1).
4. Now it's time to look at the cards in your hand and build your Spell for the round!

The CARDS

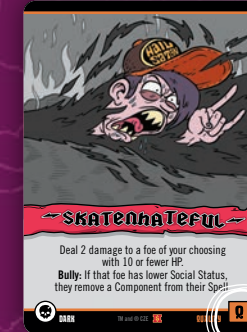
Your hand will consist of various Spell Components:

SOURCE S



Each Source is named after a legendary Wizard. When you cast your Spell, the Source will give credit where credit is due.

QUALITY Q



A Quality gives your Spell flavor, often giving your foes a taste of the trauma they're about to suffer.

DELIVERY D



A Delivery is the big boom—the cataclysmic finality of your Spell. Deliveries all have an Initiative number and require a Power Roll.

BUILDING A SPELL

Each Spell may contain up to three different Components. A Spell can contain no more than one of each type of Component (Source, Quality, and Delivery). These are all legal Spells:



SOURCE



SOURCE + QUALITY



QUALITY + DELIVERY



QUALITY



DELIVERY



SOURCE + DELIVERY



SOURCE + QUALITY + DELIVERY

Notice the nameplate banner? A full three-card Spell will always have a complete nameplate with a beginning, middle, and end. A Source is always the leftmost card of your Spell, a Quality is always found in the middle, and a Delivery is always the rightmost card of a Spell.

These are examples of illegal Spells:



QUALITY + QUALITY



SOURCE + QUALITY + QUALITY

If a Wizard reveals an illegal Spell, he or she must choose and remove cards from it until the Spell becomes legal. Place those removed cards into the discard pile. Note that a player may never play more than three Components. If a player does, he or she must return the additional cards to his or her hand before announcing the size of his or her Spell.

PLACING YOUR SPELL

A Wizard must play all the Components of a Spell face down into the play area directly in front of him or her. You may stack your cards up, spread them out, or even keep them under your hand if you wish to hide the number of Components you are playing—opposing Wizards don't have the right to thumb through your cards to check. Here is what the table might look like when all Wizards have placed their Spells.



TURN ORDER

When all Wizards are done placing their cards on the table, the order of Spell resolution must be determined. At this time, each Wizard should call out the number of Components in his or her Spell: one, two, or three.

Wizards who played one Spell Component take their turns before Wizards who played two or three Spell Components. Wizards who played two Spell Components take their turns before Wizards who played three Spell Components.

If two or more players declare the same number of Components in their Spell, then those Wizards announce their Initiative numbers.

Find your Delivery's Initiative number in the flaming ember next to the end of the card name banner.

You may peek at your Delivery to find this out, but don't reveal the card yet. A Wizard who didn't play a Delivery Component or has a Wild Magic card in his or her Delivery slot has an Initiative of 0. (More on Wild Magic cards later.)



The player with the highest Initiative acts first. If there is a tie for highest Initiative, each tied Wizard rolls a die, and the high roller resolves his or her Spell first.

Example: In a four-player game, three players each declare three Components, while one player declares two Components. The player with only two Components will act first in the round. When that player's Spell is done resolving, the other three players call out their Initiative numbers. Let's say they are 17, 14, and 14. The 17 Initiative will act first amongst the players at three Components, as it's the highest Initiative. When that player's Spell is done resolving, the two players at Initiative 14 each roll a die to break the tie. The high roller will act first, then the low roller will act last in the round.

REVEAL YOUR SPELL

When your Initiative comes up, reveal the Components of your Spell. Now, in your best Epic Wizard Voice, read the name of your Spell in dramatic fashion in this order: Source, Quality, Delivery. Your play group can decide the proper punishment for a Wizard who fails to read the full name of his or her Spell before starting to resolve it.

RESOLVE YOUR SPELL

Resolve the effects of the cards in your Spell in the order they are read:

- Source first
- Quality second
- Delivery last

If you have multiple cards of one type (through card effects, not through Spell placement), resolve them in the order of your choosing.

If a new Component enters your Spell while you are resolving it, and it's of a type that you have already resolved, finish resolving your current Component, then resolve the new one. Example: Your Quality puts a Source into play, but you have already resolved your Sources. No matter. Resolve the new Source before proceeding to your Delivery.

When you are resolving your Spell, it is your turn. When you are done resolving your Spell and using any Treasure effects, it is the end of your turn. After any "end of turn" effects have resolved, discard your Spell cards in play and then the next player begins his or her turn.

MAGICAL GLYPHS

Each Spell Component has a magic type, represented by a word and a glyph on the card.

The five types of magic are:



ARCANE

Hurt foes. Gain Treasure. Still time for tea.



DARK

Deal with forces beyond your control as you dispense unrighteous magiks.



ELEMENTAL

Ignite your foes, then laugh at their screams of fiery anguish.



ILLUSION

You never know what you'll get, except corpses.



PRIMAL

Whether you heal damage or deal damage, it all revolves around deep wounds.

POWER ROLLS

When you make a Power Roll, look at the glyph on the card that requires the roll. You roll one six-sided die for every card you have in play that matches that glyph, including itself. Be sure to include your Creatures from previous rounds. They are also part of your Spell!

For example, if you play an Illusion Delivery Component but no other Components with Illusion glyphs, you'll roll one six-sided die. If you had played an Illusion Quality in that Spell, you would have rolled a total of two six-sided dice.

There are many other effects, Dead Wizard cards, and Treasures that let you roll more dice with Power Rolls.

TARGETS

Most Spells have targets. Most of the time, your Spell will dictate its target. Keep these targets in mind when creating your Spell! A target can be random: a foe on your left, right, or left and right; each foe; or various other criteria. If it's a healing Spell, the target will be you. The target of a Spell Component must be determined before any dice are rolled. Your target cannot be a Dead Wizard. If your Spell targets the player to your left and that player is dead, skip him or her and target the next player to your left.

STRONGEST & WEAKEST FOES

The strongest foe is the foe with the most Hit Points. The weakest foe is the foe with the fewest Hit Points. If there is a tie, you get to choose who you want to consider strongest or weakest from among those tied players. You are not your own foe, so if you are the strongest or weakest Wizard, you don't count.

STRONGER & WEAKER FOES

A stronger foe is any foe with more Hit Points than you. A weaker foe is any foe with fewer Hit Points than you. Choose a target from among your stronger or weaker foes. If a foe has the same amount of HP as you, he or she is neither stronger nor weaker.

RANDOM FOES

Starting with the player to your left, distribute values on a single six-sided die to each of the legal targets for the effect. Then roll a die to see who the victim will be. So, in a five-player game, you would assign 1 to 4 clockwise to the players next to you, then roll; re-roll any 5s or 6s.

ADDING CARDS TO YOUR SPELL

Some Spell Components can add cards to your Spell. Adding cards this way doesn't make a Spell illegal. Added cards should be placed vertically adjacent to the Components of the same type. If you have multiple unresolved Spell Components of the same type, you resolve them in the order of your choice.

CREATURES

Creatures are a subset of the Delivery Component. The word Creature appears in the lower left corner of any such card. Creatures are unique in that they can stay in play at the end of your casting. Creatures have the word "KEEP" somewhere on them. When you Keep a Creature, leave it face up in front of you. You don't discard it with the rest of your Spell Components after resolving your Spell. Most of the time you trigger the Keep keyword by rolling well on Power Rolls. Some other card effects might help to Keep the Creature around.

With a face-up Creature in play, you have a new friend! This faithful companion is even willing to sacrifice its life for you. Anytime you would take any damage from a foe, you may instead choose to discard a face-up Creature you have in play. Doing so negates the damage to you, but not to other players (if the damage has multiple targets). Creatures cannot absorb self-inflicted damage. A Creature that is unresolved (face down) in your Spell is not eligible for this kind of loyalty. If a card deals multiple instances of damage, like 2 and then 2 more later, a Creature only blocks one instance of damage. If a card deals 2 damage, or 4 damage if you are the strongest foe (or whatever), that is a single instance of damage, so one Creature will absorb it all.

While protecting you like a guard dog is certainly useful, if your Creature survives until the next round, you get to attack with it again when your Initiative comes up. In fact, you must! You cannot choose to skip making a Power Roll for it.

- A "Kept" Creature does not add to the Spell Component card count that determines how quickly you cast your Spell. For example, if you play a three-card Spell and you have Kept two Creatures from previous rounds, you are still playing a three-card Spell, not a five-card Spell.
- If your Creature has no legal target, you still roll to see if you Keep it or not (whether it is new or already in play from an earlier round).
- The glyphs on your Kept Creatures ARE counted amongst all of the glyphs for your Spell.

Count the glyphs that match your Kept Creature and roll, just as if it were part of your Spell. It's certainly possible to Keep a Creature around for several rounds if you are lucky enough to roll a KEEP result each time. But if you don't roll a KEEP result again, it is discarded at the end of your turn as usual.

- Discard all of your Creatures at the end of each game in a match.
- Only cards that specifically target or mention Creatures can hit Creatures. You can't choose to hit a foe's Creature with generic damage. Only that foe may choose whether or not to have the Creature absorb the damage. If the damage is random, wait until the value has been determined before deciding whether or not to block the damage. You don't need to decide before you know how much is coming at you. No matter how little or great the damage, the Creature absorbs it all, and then the Creature card is discarded. Zero damage does not kill a Creature.
- When you die, discard any Creatures you have in play. You should have sacrificed them to stay alive, numbskull!

OTHER CARDS

WILD MAGIC

These special cards in the Main Deck take the place of any Component type when added to your Spell. For example, if you don't have a Quality in your hand but you still wish to play a three-Component Spell, you can place a Wild Magic card in your Spell to act as the missing Component.



When your Spell is revealed, immediately reveal cards from the top of the Main Deck until you find the type of Component you're missing. Add it to your Spell and then discard the Wild Magic card and the rest of the revealed cards. If you play more than one Wild Magic card in your Spell, repeat this process for each one. Read the name of your Spell only after you have replaced all of your Wild Magic cards.

TREASURES

Treasures are powerful items that some card effects will award you. When you gain a Treasure, it is always placed face up in front of you for all to see. But look out! Some crafty Wizards may try to get rid of your Treasures.

Some of the Treasures have the keyword **Everlasting**, which has the effect: "Do not discard this when you die or at the end of a game." While you are dead, your Everlasting Treasures cannot be stolen or destroyed. So Dead Wizards and the Last Wizard Standing will all hang onto their Everlasting Treasures into the next game.

THE DEAD WIZARD DECK

When a Wizard is slain, he or she discards the cards in his or her hand, discards his or her Treasures that don't have the Everlasting keyword, and immediately draws a card from the Dead Wizard Deck. Being dead isn't enough to put a Wizard completely out of the action. At the start of each new round of the game, each Dead Wizard draws a Dead Wizard card. These cards will help you win the next game. If there are multiple Dead Wizards, they draw and resolve Dead Wizard cards in the order in which they died.

Some Dead Wizard cards have the words "Resolve now" on them. These cards resolve immediately when drawn. If not, keep your Dead Wizard card face down until you wish to use it or until it tells you to reveal it (such as "start of next game"). You do not have to use it during the very next game if it allows you to use it "during a future game." Note that you cannot save it for a new match next week. After a Dead Wizard card resolves, discard it. If your Dead Wizard card kills a foe, you score a Kill Token, but don't gain any Social Status. If that foe was the Last Wizard Standing, he or she still earns that token, and then he or she will get to draw a Dead Wizard card.

Some Spell Components have the keyword "Reaction" on them. Reaction cards let you spring a surprise on a foe in case of your untimely death. If a Reaction card is in your Spell and you are unceremoniously killed before you get the chance to resolve the card with the word Reaction on it, you get the effect listed. Only the text after the word Reaction resolves.

REACTIONS

All of the Reactions in this set deal damage to the active player (the Wizard taking his or her turn), so hopefully you can take someone with you into the great beyond and earn a Kill Token to boot! Reaction cards in hand do nothing. They must be waiting in the cards you've placed to be able to trigger.

CONTROL

You "control" things that are in play in front of you. This includes Treasures, Creatures, Dead Wizard cards that give you a long-term bonus, and the Components in your Spell. You do not control the cards in your hand.

Note that a Creature in your Spell cannot be used to block damage unless it has resolved and you rolled a KEEP result.

The SOCIAL STATUS BOARD

Ah, high school. What a time. Is there anything worse than a teenager with magical abilities? Probably not. With this board, players can track their Social Status and compare themselves to their foes. The higher your Social Status, the better!

This board guides a lot of the action at the start of each round. There are also lots of cards that reference your position on the board, mostly in relation to whether you are higher or lower than those you wish to beat down.

During Step 3 of the Start of Each Round, players get to resolve their abilities granted them by their Social Status, starting at the top (Rank 8) and moving down to the bottom (Rank 1).

RANK 8: CLASS PRESIDENT

You're the big man on campus, so you get to make the rules. You get to draw a card, and then choose a glyph to get a bonus die for the round. Once you have chosen, place the Power Bonus Token into the circle above that glyph in the upper right of the Social Status Board. All players get to take advantage of that extra die when making Power Rolls for some Qualities and all Deliveries this turn. If there is no Class President during a round, remove the Power Bonus Token from the board.

SOCIAL STATUS BOARD			
8	CLASS PRESIDENT	Draw a card and choose a glyph. All players add 1 die to Power Rolls with that glyph this round.	
7	JOCK	Choose Source, Quality, or Delivery. Deal 3 damage to a foe of your choosing with lower Social Status unless they give you a card of that type.	
6	SLUTTY CHEERLEADER	Heal 2 HP. Then choose a foe with higher Social Status to heal 2 HP.	
5	BASIC BITCH	Gain a Treasure, unless you own more Treasures than each foe.	
4	NERD	While your HP is a prime number, add 1 to any damage you deal. (2, 3, 5, 7, 11, 13, 17, 19, 23)	
3	STONER	Deal 1 damage to a foe of your choosing with higher Social Status for each HP they have.	
2	LONER	At the start of your turn, if your Spell has one or fewer components, add the top two cards of the Main Deck to your Spell. Discard any that match the component type you control.	
1	THE ULTIMATE LOSER	YOU SUCK!	

Reminder: Each time you kill a foe, gain 1 Social Status and gain 1 Kill Token.

RANK 7: JOCK

Typical Jock, picking on 98-year-old Wizards. Choose any player with a lower Social Status and ask him or her for a Component: Source, Quality, or Delivery. If he or she has a card of that type, he or she may give it to you or may refuse. If that player refuses, you get to give him or her a figurative punch in the stomach and he or she takes 3 damage.

RANK 6: SLUTTY CHEERLEADER

Who would you rather frolic with behind the gym: the Class President or the Jock? You gain 2 HP, then must choose one of those two Wizards (if any). That Wizard also heals 2 HP. If there aren't any Wizards with higher Social Status, you still heal your 2 HP.

RANK 5: BASIC BITCH

A Basic Bitch is a try-hard who always follows the latest trends and talks about how many followers he or she has on Magic-Gram. If you have an equal or fewer number of Treasures than each foe (not combined), you gain a Treasure. For example, at the start of the first round of the first game, no one has any Treasures. That means you do not have more than any of your foes, so you gain a Treasure.

RANK 4: NERD

The Nerd ability does not resolve at the start of the round like all of the above do. Instead, each time you cause damage, if you are the Nerd, check your HP. If it's a prime number (2, 3, 5, 7, 11, 13, 17, 19, or 23), add 1 to any damage you deal out. So if a Component deals 1 damage to each foe, but your HP is 13, you deal 2 to each foe instead.

RANK 3: STONER

Someone with a higher Social Status harshing your buzz? Get some revenge by dealing them 1 damage for each VP they have collected this game. If this kills them, you earn a Kill Token (1 VP), gain 1 Social Status, and get to smoke their ashes!

RANK 2: LONER

The Loner ability does not resolve at the start of round like most of the above do. Instead, check this ability when it is time to resolve your Spell.

Nobody likes you. You have no friends. They're all going to pay. Act fast by placing a lone Component as your Spell and watch the fireworks! When it is your turn to resolve your Spell, if you have one or fewer cards in your Spell (and you're still the Loner), reveal the top two cards of the Main Deck and discard any that match the Component type you placed. If the card you placed is a Source, discard all Sources you revealed. If you placed a

Quality, discard all Qualities you revealed. Same for Delivery. Add the rest of the revealed cards to your Spell. Note that if your one Component is a Wild Magic or you have no Components, you get to add both cards automatically. Once all the cards are in your Spell, replace your Wild Magic cards as usual. Creatures you control are not part of your Spell, so they will not cause any discards when revealing cards.

RANK 1: THE ULTIMATE LOSER

The Social Status Board sums it up pretty well.

GAINING AND LOSING SOCIAL STATUS

There are many Components, Treasures, and even Dead Wizard cards that allow you to gain Social Status, or cause others to lose it. When gaining or losing Social Status, move your Wizard Standee to the appropriate slot. For example, if you are at Rank 5 and gain 1 Social Status, move your Standee to Rank 6. Gaining moves you up the board, while losing moves you down the board.

If your Standee lands on a slot where another Wizard Standee is present, it will be displaced. The direction the other Wizard goes depends on where you came from. If you lost rank, the Wizard you displace moves up. If you gained rank, the Wizard you displaced moves down. Note that this can cause a chain reaction in which multiple Wizards need to move at the same time. If this happens, do not move them one at a time. Instead, move all displaced Wizards at the same time so they remain in the same order. For example, your Wizard is at Rank 8. Ranks 7 and 6 are also occupied. You lose 2 Ranks. You move your Standee to Rank 6. Simultaneously, the Standee at Rank 6 moves to 7, while the Standee that had been at Rank 7 becomes the new Class President at Rank 8.

DYING AND THE SOCIAL STATUS BOARD

When you die, remove your Wizard Standee from the Social Status Board and count the number of Wizards in the game. That is how many Ranks from the top you will start the next game, assuming you were first to die. In a 4-player game, the first Wizard to die counts down 8-7-6-5 and places their Standee on its side just off the board next to Rank 5. Each subsequent Wizard to die counts down one fewer than the previous. The final Wizard to die goes into Rank 7, while the Last Wizard Standing becomes the new Class President at Rank 8. Now turn all Standees upright, put them into the slot they are next to, and start a new game!

new keyword:
BULLY

Bully is a keyword found on Source and Quality cards. When a Component with Bully resolves against a foe with lower Social Status than you, the Bully effect happens. If your Component resolves against a foe with higher Social Status, the Bully effect doesn't happen.

All Source Bully effects add the top card of the Main Deck to your Spell. If it's a Wild Magic card, choose any Component type to replace it and then start revealing cards from the top of the Main Deck as usual.

All Quality Bully effects remove a Component from the unresolved Spell of the target. He or she gets to choose which card to discard. If the target has already resolved his or her Spell, this effect does nothing. Reducing his or her Spell size will have it resolve sooner in the round, but not before you finish resolving your Spell.

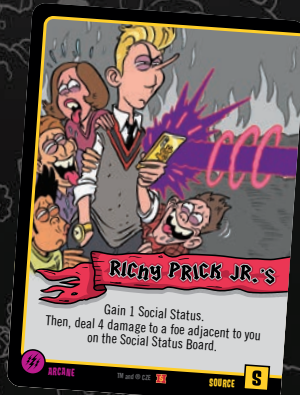
FULL SPELL
RESOLUTION
EXAMPLE

In a four-player game, a foe who played a two-Component Spell has already acted. With an Initiative of 13, your Spell is the fastest of the three-Component Spells, so yours resolves next.



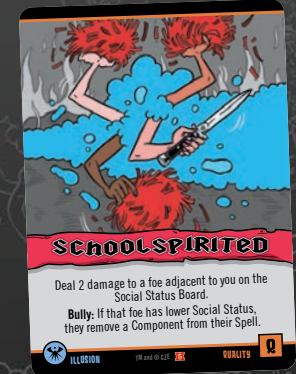
The Source of your Spell is Richy Prick Jr.'s, so it will resolve first. It reads:

"Gain 1 Social Status. Then deal 4 damage to a foe adjacent to you on the Social Status Board."



You move from Rank 6 to Rank 7, and your foe at Rank 7 moves down to Rank 6. You then decide to deal the 4 damage to the Class President at Rank 8, which is adjacent to Rank 7.

Now that you have resolved your Source, you move on to your Quality, Schoolspirited. You deal 2 damage to the guy you demoted from Jock to Slutty Cheerleader; and your Social Status is higher than his! You Bully him and he has to remove a Component from his Spell.



Now that your Quality is done resolving, we move to your Delivery, which is Pain Locker. Looking over your Spell, you have two Arcane glyphs: one from your Source and one from your Delivery. Hold the intercom! The Class President declared that Arcane Spells get a Power Bonus this round, so you add an extra die to your Power Roll. Thanks, Prez! Your Delivery targets a foe with lower SS (cards with Power Rolls on them abbreviate Social Status as "SS"). You decide to target the Basic Bitch at Rank 5.

You roll them and the sum of all three dice is 8, so you deal 2 damage to the Bitch AND she loses 2 SS (Social Status). That puts her down to a Stoner level of ostracism. There wasn't anyone at that rank, so no one else changes rank as a result.

When you are done resolving all the Components of your Spell, discard each of your resolved Components, and the Wizard with the next highest Initiative gets to reveal his or her Spell and start resolving it.

END OF A GAME

When the dust settles and there is but one Wizard alive, the game ends and that Wizard earns a Last Wizard Standing Token. In the unlikely event that a Wizard kills himself or herself, no one earns a Kill Token. If a player kills himself or herself while also killing their last foe, he or she still earns a Last Wizard Standing Token (and a Kill Token for killing a foe).

All cards that don't have Everlasting, all Creatures, and all cards in each Wizard's hand are discarded at the end of each game. None of the decks should be reshuffled until they run out of cards. This ensures that you will see a wide variety of different cards during each game.

SPECIFIC CARD CLARIFICATIONS

CANCELLED: Keep this face down or your opponents will be wary of it. Only the active player would ever be responsible for causing you to lose Social Status.

FINAL CRAMMING (AND OTHERS LIKE IT): The number of cards in your Spell does not include Creatures kept from previous rounds, but will include any new cards added to your Spell during its resolution.

GIRLFRIEND'S CHERRY: For example, if your Delivery targets a weaker foe, but you roll a 6 on one of the dice, the effect will also resolve against an additional foe of your choosing, and they do not have to be a weaker foe.

SK8 OR DIE: You may choose another player's Spell if you wish. You may use this card even after some players have resolved their Spells.

ROLL-RITUALIN': If your Social Status is 7 or 8, you cannot roll high enough on one die to avoid the damage.

HELL HIGH STANDEE: Seeing as how this is an odd-numbered set, the Standee doesn't do jack shit, but it looks good!

NOW GO
SCHOOL YOUR FOES
AND **TEACH THEM A LESSON!**

COMBINING WITH THE PREVIOUS GAMES

Feel free to shuffle each of the different decks together, but that will be hard to shuffle! Another way to do it is to use a different Main Deck, Treasure Deck, and Dead Wizard Deck for each game of the match.

WHY DO I HAVE 8 LIFE SKULL TOKENS?

They're Small, we know it, you know it. So when a dingus like you loses one you wont have to cry to the teacher.

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