



START of each ROUND

EACH WIZARD DRAWS FROM THE MAIN DECK UNTIL HE OR SHE HAS A FULL HAND OF EIGHT CARDS.
EACH DEAD WIZARD DRAWS A DEAD WIZARD CARD.

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.

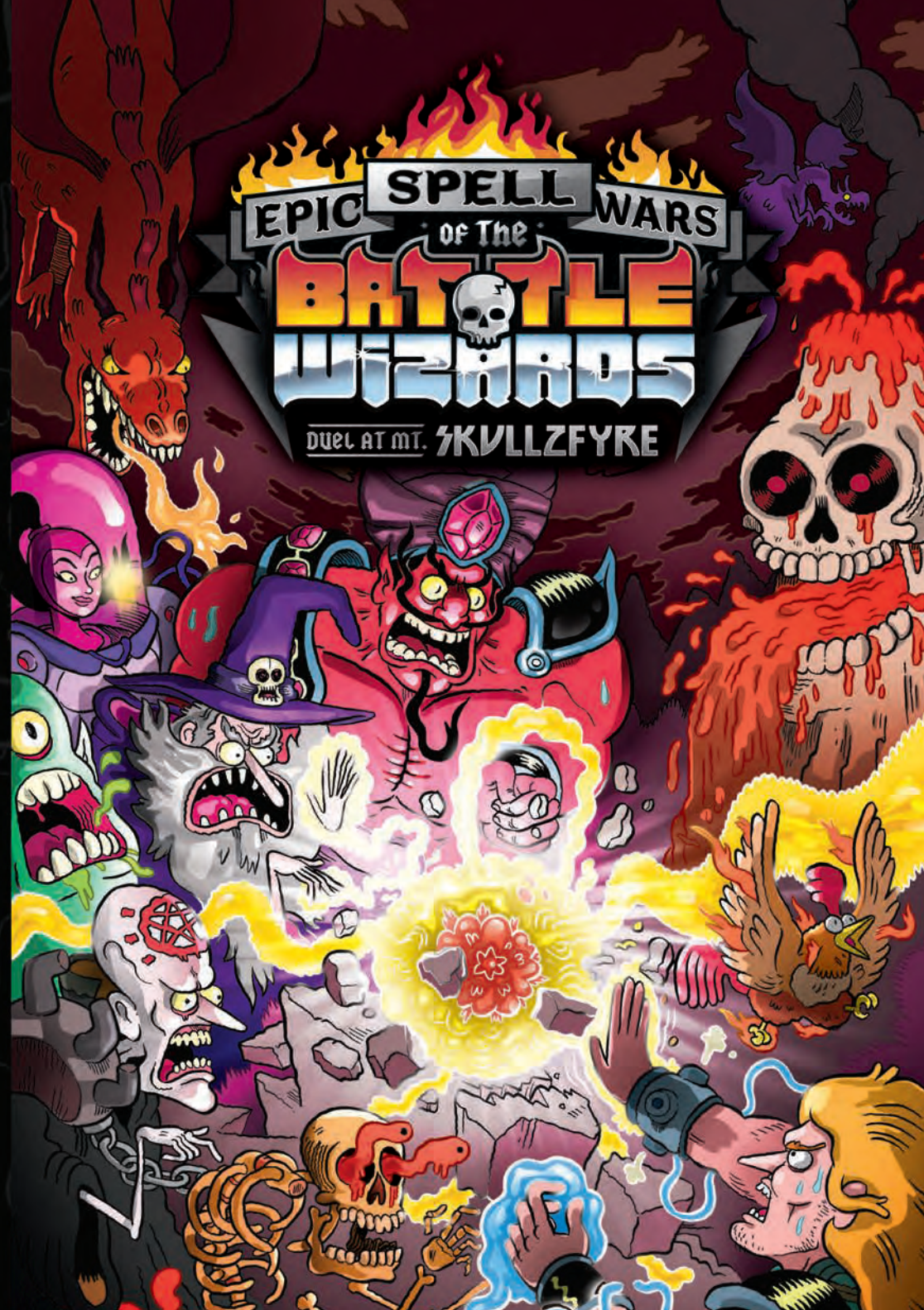
RESOLVE YOUR SPELL

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.

CRYPTOZOIC
ENTERTAINMENT

©2012 Cryptozoic Entertainment. 16279 Laguna Canyon Road, Irvine CA 92618. All Rights Reserved.



"LEARN TO PLAY" VIDEO ONLINE AT WWW.CRYPTOZOIC.COM/DEMO/EPICSPELLWARS



ONCE UPON A TIME, THERE WAS A WORLD FILLED TO THE BRIM WITH RADICAL MAGIC. AND NOT PUSSY MAGIC, LIKE RABBITS IN HATS OR SHIT LIKE THAT. NO, IT WAS KICK-ASS MAGIC, WHERE ONE GUY BLOWS ANOTHER GUY'S HEAD OFF WITH LIKE A FIREBALL OR SOMETHING! YOU KNOW—

BALL-ROCKING MAGIC!

WHAT'S THE NAME OF THIS RADICAL WORLD? WHO'S IN CHARGE? WHAT'S THE POINT OF ALL THIS RADICALNESS? TAKE IT EASY, DUDE—I'LL ANSWER ALL THOSE QUESTIONS, AND SOME OTHER LESS-IMPORTANT ONES, AND THEN SOME YOU DON'T GIVE A SHIT ABOUT . . . BUT YOU WILL LISTEN BECAUSE I'M TELLING THIS STORY, AND IF YOU DON'T LIKE IT, THERE'S THE DOOR, SMART GUY.

I HOPE YOU'RE READY FOR THIS SHIT . . .

THE KINGDOM OF CARNAGE WASN'T ALWAYS AS KICK-ASS AS IT IS TODAY. NO, FOR EONS IT WAS TOTALLY FUCKING DULL, WITH PEOPLE FARMING, AND BANKING, AND BLAH BLAH BLAH . . . SERIOUSLY, I CAN'T EVEN THINK ABOUT IT WITHOUT WANTING TO KILL MYSELF FROM THE BOREDOM. SHIT, EVEN ITS NAME WAS DIFFERENT, BUT THERE'S GOOD NEWS . . . NEWS THAT GOES BY THE HANDLE **Uncle Andy**. YES, OUR MOST RIGHTEOUSLY REVERED AND ULTIMATELY AWESOME LEADER DELIVERED OUR WORLD FROM BOREDOM AND MADE EVERYTHING EPIC ALWAYS!!!

HOW DID HE DELIVER THIS MIRACLE? NO ONE KNOWS . . . OR GIVES A SHIT, SINCE THEY'RE ALL TOO BUSY USING MAGIC TO BLOW EACH OTHER TO BITS IN HIGH-STAKES TOURNAMENTS OF SORCERY. GONE ARE THE DAYS OF SIMPLE PLEASURES, THE LOVE OF FAMILY, AND THE REWARD OF A JOB WELL DONE, **NO!** HOW CAN THAT COMPARE TO COMBINING THE POWER OF A SUPERNOVA WITH THE THUNDERING FURY OF A LIGHTNING GOD . . . AND THEN USING THAT SORCERY TO TURN YOUR OPPONENT'S HEAD INTO BLOODY SHRAPNEL? COMPARED TO THE HIGH-OCTANE THRILLS OF THE **Epic Spell WAR**, ORDINARY LIFE WAS TOTAL BULLSHIT, AND THAT COULD NOT BE TOLERATED. UNCLE ANDY SAVED US FROM OURSELVES, FROM BEING NORMAL AND LAME.

THE TOURNAMENTS ARE ALL HAPPENING NOW, AFTER THE GREAT PURGE. THOSE OF US TOTALLY AWESOME ENOUGH TO EMBRACE UNCLE ANDY'S GIFT OF RADICALNESS WERE SPARED THE WEEPING DEATH AND TRANSFORMED INTO **BATTLE WIZARDS** IMBUED WITH THE POWER TO BEND REALITY TO OUR WHIMS. THE REVOLVING ROSTER OF TOURNAMENTS SPANS THE LENGTH AND WIDTH OF CARNAGE KINGDOM. GONE ARE THE SIMPLE VILLAGES AND TOWNS—NOW, TOWERING SKULL-HEADED VOLCANOES AND ISLANDS FLOATING ABOVE WHIRLPOOLS OF BLOOD DOMINATE THE LANDSCAPE AND SERVE AS A REMINDER OF HOW OUR WORLD IS NOW HIS PLAYGROUND . . . WHICH IS . . . UH . . . AWESOME.

DEATH HAS ALSO LOST ALL MEANING, AS IT NO LONGER MARKS THE END OF OUR EXISTENCE, BUT ONLY SENDS US FROM ONE ROUND OF THE ENDLESS TOURNAMENTS TO THE NEXT. THE WICKEDLY TOUGH EARN THE HONOR OF LAST WIZARD STANDING, AND ALL GLORY TO THAT WIZARD, AS HE IS KICK-ASS IN THE EYES OF OUR BELOVED UNCLE ANDY. BUT ALL GLORY FADES, AND THE BRIEF THRILL OF VICTORY GIVES WAY TO THE START OF A NEW TOURNAMENT, AND EACH TOURNAMENT IS A STEP IN THE MARCH TOWARD THE **GRAND TOURNAMENT . . . ANNIHILAGEDDON!** GLORIOUS ANNIHILAGEDDON, THE YEARLY TOURNAMENT THAT PITS THE MOST TOTALLY FUCKING RIGHTEOUS OF WIZARDS IN A BRUTAL CONTEST OF ASS-KICKING UNLIKE ANYTHING ELSE . . . EXCEPT THE HUNDREDS OF TOURNAMENTS DURING THE YEAR THAT LEAD UP TO IT.

YOU HAVE CHOSEN TO BECOME A BATTLE WIZARD, AND NOW YOU WILL KNOW THE ADRENALINE-PUMPING MADNESS OF MAGIC-FUELED BLOODSPORT. NOTHING WILL EVER BE THE SAME, NO THRILL WILL COMPARE, NO SATISFACTION LIFE CAN OFFER WILL SCRATCH THE ITCH TO UNLEASH ARCANED DEATH ON AN OPPONENT UNTIL HE MELTS INTO A BUBBLING PILE OF BLOOD AND BONE. YOUR ADDICTION WILL CONSUME ALL DESIRE FOR ANYTHING BUT BATTLE—EVEN TELLING YOU THIS STORY HAS BEEN TOO MUCH TIME AWAY FROM THE ARENA FOR ME. TO END THIS TALE, I WILL DESTROY YOU, MY ENRAPTURED AUDIENCE, WITH MY FAVORITE SPELL, **GORENADO!** BUT DON'T WORRY, DUDE, YOU'LL BE BACK IN TIME FOR YOUR FIRST TOURNAMENT. AND WHO KNOWS? MAYBE SOMEDAY YOU'LL BE AWESOME ENOUGH TO WIN THE ANNIHILAGEDDON AND ITS SECRET PRIZE . . . WHICH I PRAY IS TO DIE PERMANENTLY AND ESCAPE THIS HELL . . . THIS RADICALLY AWESOME HELL.

COMPONENTS

40 SOURCE CARDS
40 QUALITY CARDS
40 DELIVERY CARDS

8 OVERSIZED HERO CARDS
8 WILD MAGIC CARDS
25 TREASURE CARDS
25 DEAD WIZARD CARDS

7 LAST WIZARD STANDING TOKENS
6 SKULL LIFE COUNTERS
4 SIX-SIDED DICE
1 MT. SKULLZFYRE

OBJECT OF THE GAME

BLAST YOUR OPPONENTS INTO SMOLDERING BITS OF GOO.

IF YOU DEFEAT EACH OF YOUR FOES, YOU EARN A LAST WIZARD STANDING TOKEN.

EARN TWO OF THESE, AND YOU WIN THE MATCH!

SET UP

SHUFFLE EACH DECK SEPARATELY.

EACH PLAYER CHOOSES A HERO TO PLAY.

EACH WIZARD STARTS WITH 20 HIT POINTS.

PLACE A SKULL COUNTER ON THE 20 (FOUND ON YOUR HERO CARD) AND USE IT TO MARK YOUR GAINS AND LOSSES OF HIT POINTS.

YOU CAN RAISE YOUR HP ABOVE 20 DURING PLAY, UP TO A MAXIMUM OF 25.

PLACE THE SPELL DECK IN THE MIDDLE OF THE PLAY AREA. PLACE THE TREASURE AND DEAD WIZARD DECKS OFF TO THE SIDE.



MATCH PLAY

A MATCH CONSISTS OF NUMBER OF SHORT GAMES.

A GAME CONSISTS OF ENOUGH ROUNDS FOR A PLAYER TO WIN THAT GAME.

DURING EACH ROUND, PLAYERS WILL CREATE SPELLS, BLAST THEIR OPPONENTS, COLLECT FABULOUS TREASURES, AND MOST IMPORTANTLY, TRY TO SURVIVE. THE WIZARD WHO CAN STAND TALL WHEN ALL OTHER WIZARDS HAVE BEEN DISINTEGRATED WINS THAT GAME AND EARNS A LAST WIZARD STANDING TOKEN.

START OF EACH ROUND

EACH WIZARD DRAWS FROM THE MAIN DECK UNTIL HE OR SHE HAS A FULL HAND OF EIGHT CARDS.

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



EACH QUALITY ALLOWS YOU, THE WIZARD, TO INJECT SOME OF YOUR OWN CREATIVITY INTO YOUR SPELL. THESE ADJECTIVES GIVE 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, SURE TO LEAVE YOUR FOES BLOODIED AND BEGGING FOR MERCY. DELIVERIES ALL HAVE AN INITIATIVE NUMBER AND REQUIRE A POWER ROLL. (MORE ON THAT STUFF LATER.)

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:



NOTICE THE NAMEPLATE BANNER? A FULL THREE-CARD SPELL WILL ALWAYS HAVE A COMPLETE NAMEPLATE WITH A BEGINNING, MIDDLE, AND END. SOURCES ARE ALWAYS THE LEFTMOST CARD OF YOUR SPELL, QUALITIES ARE ALWAYS FOUND IN THE MIDDLE, AND A DELIVERY IS ALWAYS THE RIGHTMOST CARD OF A SPELL.

THESE ARE EXAMPLES OF ILLEGAL SPELLS:



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.

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.

