

## Mana Stream Card Game

Welcome to the Mana Stream a card game where you pull from the source of magic itself to challenge other mages in one-on-one duels.

### **How It Works:**

#### **Deck building:**

Use the cards available to you to create deck of 30 cards. This is your Mana Stream, the origin of your magic and where it will return.

No more than three copies of a card are allowed in a deck.

All Cards have a cost represented in the upper left hand corner of the card. This is the cost to play the card.

Some cards have an effect listed on the card. Card effects take priority. If a card effect declares something that disagrees with the rules written here then the effect happens as written on the card. Any effect that searches a deck shuffles that deck.

In the interest of keeping the game quick a “quick shuffle” is allowed. Shuffle effects can dealt with at any time before the next draw/end of turn

If any card is Destroyed it is returned to the bottom of its owners deck

Cards have two types:

    Creature Cards stay on the field and protect your life from getting damaged.

    The cost spent to play the Creature is also the amount of Mana required to keep it on the field.

    In the top right corner is the health of the card. If the card takes more damage than this value it is destroyed.

    In the bottom right corner is the attack value of the card. This the damage it'll do to other creatures or the mage's health if there is no creature to block.

    Spell Cards only stay on the field until their effects are resolved then are destroyed

It's recommended to have an even mix of Spells and Creatures. Ideally 15 of each.

### **The Play Field:**

Each player has three zones facing them. The Mana Stream is furthest right. Then the space in front of a player is divided into the Summon Zone and the Mana Zone

### **Playing the Game:**

Before Starting each player shuffles their deck and places it in the Mana Stream. Decide who goes first however you choose.

Each player starts with a total of 10 Life.

Both players then draw 5 cards from their respective decks. If a player is not satisfied with their hand they have the option to return it the cards, shuffle, and draw 5 more cards. This can be done only once.

The game will continue in rounds with each player alternating turns until one or both players have their life lower to 0.

### **How A Turn Works:**

Start:

At the start of each turn, except the first player's first turn, the active player draws a card.

Refresh any exhausted Mana

Any creatures on the field need Mana to be tapped to keep them on the field.

Active:

Any cards in the hand can be placed face down in the Mana Zone and can be used as Mana to pay for anything that requires a Mana Cost. When Mana is used turn it on its side to represent it being exhausted. It can not be used again until it's refreshed. When it's refreshed turn it back to vertical as though you had just placed it.

Creatures and Spells in your hand can be placed into the Summon Zone by paying the Mana Cost

The Active player can choose any number of creatures to Attack, except during the first player's first turn. Each creature can only be chosen to attack once. The defending player can choose which creatures, if any, defend. If there are defending creatures the Active player has to target them first but if there are multiple defenders the attacker can choose who to target as long the defending creatures are dealt with. If there are still active attackers after all defending creatures have been destroyed the remaining damage goes through to the opponents Life. Only one creature attacks at a time. To destroy a defending creature the attacker needs a higher Attack Value then the defending creatures health. If the Attack Value and Health are the same or the Attack Value is less than the Health then there is a stalemate. Neither card is destroyed.

End:

When ending a turn the Active player must discard their hand back down to only 5 cards.