

# MANASURGE™



## LAWS OF MAGICAL COMBAT



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# The Story of ManaSurge

Grünia Fuego hasn't been in the presence of this many renowned wizards in her entire life. Only the strongest and most formidable wizards are able to make it to the heart of the mountain ruins alive. All of them must too have been called by the mana erupting from the central chamber. They are the final obstacles that stand between Grünia and her prize: control of the legendary World Crystal.

Grünia ventures a quick look at the rough facets of the World Crystal, the core of her world's mana, which pulses with an inner light. The World Crystal waits here, at the center of everything, calling powerful wizards to its innermost sanctum. Though it is covered in dust, dormant for the past century, Grünia can feel the crystal yearning for a new master to tap into its limitless energy once more.

Stepping into the light, she calls her first magical attack. The mana of the elements surge through her body and culminate at the end of her staff. Grünia smiles and welcomes the final battle. She prepares to fight for the World Crystal's mana, and no one will stand in her way!

## Online Tutorial

You can read through these rules or learn the game with our video tutorial! Scan the QR Code or visit our website:



[dailymagicgames.com/manasurge](http://dailymagicgames.com/manasurge)



## Gameplay Overview

ManaSurge is a competitive card game where dueling wizards fight for possession of the legendary World Crystal, a much sought after relic that will grant immense power to the wizard who masters it. You are one of many wizards who have come to claim the crystal, but gaining control of it won't be an easy task.

This free-for-all magical showdown pits 2-6 wizards against each other over a series of rounds, with each round's Caster choosing one spell to fling around the table, daring opponents to boost the power until one wizard finally fails and suffers the spell's damage. Metamagics can divert the spell or warp it in different ways, but in the end, someone will always be too weak or caught unaware. When any player ends a round with at least 12 Shards (10 in a 5/6 player game), they win!

## Components

72 Spell Cards (6 Spell Suits):

- 12 Blades
- 12 Fireball
- 12 Frost
- 12 Lightning
- 12 Quake
- 12 Entangle

14 Metamagic Cards

8 Wizard Role Cards

6 Reference Cards

40 Shard Tokens

10 5-Shard Tokens

1 Wooden Caster Token



If you are missing any of the listed components, please email us at: [contact@dailymagicgames.com](mailto:contact@dailymagicgames.com).

## Card Anatomy

There are 3 primary types of cards: Spells, Wizards, and Metamagic.

### Spell Cards

Spell cards are made up of six Spell suits: *Blades*, *Fireball*, *Frost*, *Lightning*, *Quake*, and *Entangle*. Spell cards are sometimes referred to as “numbered” cards.



### Rank

Each Spell card has a number or rank on the top left. This is the power of the card relative to other cards. Sometimes you have to play numbers higher or lower than the last number played. There are 12 cards in each Spell suit numbered: 1, 2, 3, 3, 4, 4, 5, 5, 6, 6, 7, 8.

### Spell Suit Icon

The icon represents the Spell suit. You may also find this icon in Spell power text. (See “Spell Suits” on page 12.)

### Spell Name

The Spell name is shown here for your reference.

### Spell Power

The Spell power defines the special rule for the round when the Caster plays it as their first card. The Spell power can modify what happens

when the player plays the same Spell suit or what happens at the end of the round. The Spell power is ignored during play if the card does not match the suit of the Spell card with the Caster token on it.

## Metamagic Cards

Metamagic cards are considered to be their own suit and have no rank. They may always be played regardless of whether the player can complete the action written on the card or not.

Each Metamagic card has a different game effect that happens as soon as the card is played. A Metamagic card can never be a Caster's first card play in a round.



### Metamagic Suit Icon

The icon represents the Metamagic suit. You can also find this icon in Metamagic power text. Note that all Metamagic cards have the same icon.

### Metamagic Name

Each Metamagic card has a unique name shown here for your reference.

### Metamagic Power

Each Metamagic card has a unique power. The Metamagic power text defines what happens when you play the Metamagic card. (See "Card Clarifications on page 13.)

## Setup

1. For a 2 to 5 player game, randomly select 5 Spell suits to play with and place the remaining Spell suit back in the box. (Note: For your first game, we recommend you remove the *Entangle* Spell suit from the game.) For a 6 player game, use all 6 Spell suits.
2. Shuffle the Spell cards and all Metamagic cards together and deal out 5 cards to each player - this is their starting hand. Place the remaining cards in the center of the table to form the draw deck.
3. Place all of the Shard tokens next to the deck in the center of the table so they are accessible to all players to form the supply.
4. Select a player at random to be the Caster for the first round and give that player the Caster token.

## Game Flow

The game is played in a series of rounds where players take turns playing valid Spell cards from their hands. If the draw deck ever runs out, shuffle the discards to form a new draw deck.

### Beginning a Round

The Caster begins a round by placing a numbered Spell card on the table in front of them, placing a Shard token on the card from the supply, and placing the Caster token on the card.

A Caster may not begin a round with a Metamagic card. If the Caster has 5 or more cards in hand and does not have a numbered Spell card to begin the round, then they must perform a Rebirth ritual (see "Rebirth" on page 10). If the Caster has fewer than 5 cards in hand and does not have a numbered Spell card to begin the round, then they must draw up to 5. If the Caster still does not have a numbered Spell card to begin the round, then they must perform a Rebirth ritual.





Each Spell suit sets the rules for the round, and the Caster token is there to remind each player what the special rule is for that round. The Caster may take an action, if appropriate, based on the rules text on the Spell card.

The Caster then picks a direction in which the Spell will be traveling: clockwise or counterclockwise. The spell continues in this direction for the round unless some event changes the direction.

## Continuing the Round

The next player in the Caster's chosen direction must play a valid card in front of them or be struck by the Spell. A valid card is:

1. A Spell card of any suit with a rank equal to or greater than the last numbered card played. (Note: Some Spell cards have rules that change this definition slightly.)
  - a. If you play a Spell suit that does not match the suit of the Spell card with the Caster token on it, you do not use the power written on the Spell card.
  - b. If you play a Spell suit that does match the suit of the Spell card with the Caster token on it, you are Resonating with the Spell (see "Resonating" below). Perform the Resonating actions before play continues.
2. Any Metamagic card. You must perform the actions written on the Metamagic card you played, if able, before play continues.

Play continues to the next player in the current direction of the spell.

## Resonating

If you play a Spell suit that matches the suit of the Spell card with the Caster token on it, you are Resonating with the Spell. When you are Resonating:

1. You must place a Shard token from the supply on the Spell card you played.

2. You may take an action, if appropriate, based on the rules text on the Spell card.

Example: The Caster token is on a Lightning Spell. On your turn, you play a 5 of Lightning. You are Resonating, so you place a Shard on your card and you may play again since you've activated Lightning's power. You play a 6 of Lightning. You are Resonating again, so you place a Shard on the card but decide not to perform Lightning's power again. The Spell passes to the next player in the current direction of play.

## Counter-Spell

If the Spell card you play is equal in rank to the last numbered Spell card played, you may declare a Counter-Spell to reverse the direction of play.

Example: The Caster plays a 5 of Fireball and places a Shard and the Caster token on it. The Caster picks your direction to start the spell and you are the next player. You play a 5 of Frost and declare a Counter-Spell and sling the spell back at the Caster. The Caster plays a Dark Mirror which duplicates your card, in effect making it a 5 of Frost, and they declare a Counter-Spell and sling the spell back at you. You play a 5 of Quake, but this time do not declare a Counter-Spell and continue play to the next player.

## Counter-Spell in a 2-Player Game

Since reversing the direction of play in a 2-player game really has no effect, Counter-Spell is treated differently with only 2 players. Instead of reversing the direction, you skip the other player, effectively extending your turn until you make a valid play that does not equal the current spell rank.

Example: The Caster plays a 5 of Fireball and places a Shard and the Caster token on it. On your turn, you play a 5 of Frost and declare a Counter-Spell, skipping the Caster. You next play a 5 of Quake and again declare a Counter-Spell and skip the Caster again. You then play a 6 of Fireball, place a Shard on the card, and the spell proceeds normally to the Caster.



## Ending the Round

If a player cannot make a valid play, then they are struck by the spell and the spell ends. The player who made the last valid play gains 1 bonus Shard token from the supply.

The end of the round is resolved in the following sequence:

1. The struck player must do the following:
  - c. Take Damage by drawing cards from the deck equal to the number of Shard tokens on Spell and Metamagic cards in play, and placing the cards face down in front of them. Note: Some Spell cards have rules that increase Damage.
  - d. Remove any Shard tokens on cards they played during that round to the supply.
  - e. Discard any cards played to the discard pile.
  - f. Check for Rebirth conditions (see “Rebirth” on page 8).
2. All other players take possession of the Shard tokens on Spell cards or Metamagic cards that they have played during the round and then discard any cards played to the discard pile.
3. Check the End-game conditions (see “Victory” on page 8). If they are not met, a new Spell round begins.

## Passing the Caster Token

After a spell ends, the Caster token passes to the left until it reaches the player with the lowest number of Shards or the first tied player with the lowest number of Shards.

Example: If the Caster has 1 Shard and the other players in clockwise order have 2, 3, and 1 Shard, the Caster token would pass to the 4th player (the player to the Caster's right) with 1 Shard since that player is the first tied player with the lowest score.

This can result in the Caster token



staying with the same player several times if they persist with the sole lowest score.

Example: If the Caster has 0 Shards and the other players have 1 Shard, the Caster token would stay with the current Caster since that player has the lowest score.

## Between Rounds

Each player, starting with the Caster, must choose to either draw until they have a hand of 5 cards OR hold the remaining cards they have in the hopes of scoring a ManaSurge (see “ManaSurge” below).

## Rebirth

Damage is represented by cards placed face-down in front of you. When you have 5 or more Damage cards in front of you after a Spell ends or at the end of your turn, you must immediately perform a Rebirth ceremony by doing the following:

1. If you have 1 or more Shards, return 1 Shard back into the supply.
2. Discard your current hand of cards into the discard pile.
3. Collect all of the Damage cards in front of you as your new hand (even if this is more than 5).

Example: You have 4 Damage cards in front of you. You are unable to play a valid card on your turn and you take 3 Damage cards. You have more than 5 Damage cards so you must perform a Rebirth ceremony. You return a Shard, discard your current hand, and pick up all 7 Damage cards as your new hand.

## ManaSurge

At any point in the game when you play, discard, or give away the last card in your hand as part of a valid play, you experience a ManaSurge! Play is temporarily paused and you must perform the following:

1. Immediately collect 2 Shards from the supply.
2. Collect all of your Damage cards (if any) as your new hand. Draw cards from the deck to fill your hand to 5 cards if necessary.

## Victory!

When any player ends a round with at least 12 Shards (10 in a 5/6 player game), they win! If multiple players end a Round with 12+ Shards, the player with the most Shards wins.

In case of a tie, the player with the fewest number of damage cards wins. If the tie persists, the player with the fewest cards in hand wins. If there is still a tie, both players win.

## Wizards

Once you've played **ManaSurge** a few times, you may want to incorporate the Wizard cards to give each player a unique power they can use during the game. Randomly deal one Wizard card to each player at the start of the game.

Each Wizard power can only be used once per Spell. Flip the Wizard card face-down when you use it. Flip the Wizard card face-up at the start of each Spell.



Wizard Name

Wizard Power

### Wizard Name

Each Wizard has a unique name shown here for your reference.

### Wizard Power

All Wizard powers allow the player to break the rules in this rulebook to their advantage.

## Card Icons



Metamagic



Player



Damage



Caster



Card



Shard

## Spell Suits



**Blades**

The Spell's rank progresses downward. The Spell's final Damage is equal to the number of Shards on cards +1.



**Fireball**

The Spell's final Damage is equal to the number of Shards on cards +2.



**Frost**

If you play a Frost Spell card, then you may may give one card from your hand to the next player.



**Lightning**

If you play a Lightning Spell card, then you may play another valid card.



**Quake**

If the Caster is not struck by the Spell, then all other players take 1 Damage.



**Entangle**

If you play an Entangle Spell card, then you may ignore the Spell's rank progression.

## Key Concepts

- The Spell power is ignored during play if it does not match the Spell card with the Caster token on it.
- Metamagic cards can be played regardless of whether you can complete the action or not. They are always considered a valid play for your turn unless a card on the table says otherwise.
- A Rebirth is only performed if you have 5 or more Damage cards in front of you at the end of your turn or at the end of a Spell round.
- When a player performs a ManaSurge, the game temporarily pauses so that they may perform the ManaSurge actions.
- Remember that the player who made the last valid card play when a spell ends collects 1 bonus Shard token from the supply unless a card on the table says otherwise.
- When the rules on a card conflict with the standard rules, the card rules apply.

## Card Clarifications

Where a card allows you to choose a player, you may not choose yourself.

### Absorb

You are hit by the Spell and draw Damage in to your hand instead of placing the cards face-down in front of you. Discard any Shards on cards you played this Spell. Other players still receive the Shards on cards they played. There is no last play Shard awarded. If Absorb was the last card in your hand, perform the ManaSurge actions before ending the spell.

### Amplify

If you are not hit by the Spell, you may claim this Shard at the end of the Spell. Count the Shard on this card as Damage at the end of the Spell.



## Blink

You must either draw or discard, and cannot choose to do neither. If this is the last card you play from your hand, perform the ManaSurge actions first and then do the power of *Blink*.

## Dark Mirror

This copies all of the anatomy of the card previously played either by you or another player. If the last card was Resonating, then the *Dark Mirror* is Resonating. If the last card was a Metamagic, then you perform the same power on that Metamagic card.

## Deceive

If this is the last card you play from your hand, perform the ManaSurge actions first and then do the power of *Deceive*.

## Deflect

If this is the last card you play from your hand, perform the ManaSurge actions first and then reverse the direction of play.

## Magic Missile

As with all other cards, you may not target yourself as the player to draw 2 cards and take 1 Damage.

## Mystic Ward

You must give 1 card of your choice to each player from the cards you just drew as a result of playing *Mystic Ward*.

## Polarize

For the rest of the Spell, the rank progression is reversed. The next player plays off of the last numbered card played.

## Portal

The Spell cannot go back to you.

## Spell Lock

This is the last Metamagic card to be played for the rest of the Spell.



## Stagnation

This does not affect you at the time you play it. It will affect you the next time it is your turn.

## Torment

This does not affect you at the time you play it. It will affect you the next time it is your turn.

## Wrest

You may take the card with the Caster token. You become the Caster.

If you still have questions on any of the cards or rules in the game, please email us at [contact@dailymagicgames.com](mailto:contact@dailymagicgames.com).

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# Quick Play Reference

## Setup

Shuffle together 5 Spell suits (6 suits w/6 players) and all Metamagic cards, then deal 5 cards to each player. Randomly choose a Caster to begin the game.

## Game Play

Begin Round: Caster plays a Spell card, places a Shard + Caster token on the card and sets the direction of play. The Spell card sets the rule for the round.

Continue Round: Players take turns playing either a Spell card of equal or higher rank, or a Metamagic.

- If you Resonate with the active Spell, place 1 Shard on the card and you may use its power if appropriate.
- If you match rank, you may Counter-Spell.
- If your hand is empty, perform ManaSurge immediately.
- If you have 5+ Damage at the end of your turn or at the end of a Spell, perform Rebirth.

End Round: Spell ends if a player cannot play a valid card. They take Damage equal to Shards in play then discard Shards on their own cards. Check for Rebirth. All other players take Shards on cards they played this round. The player who played the last card takes 1 bonus Shard. Pass the Caster token left to the next player with the least Shards. Players may draw back up to 5 cards between rounds.

## Victory

When a player has 12 Shards (10 with 5/6 players), the game ends. Player with the most Shards wins. Ties go to least Damaged, then fewest cards in hand.