

# Arcane Arena

Arcane Arena is a multiplayer dice game based on wizards competing for the title of Archmage. Materials needed for playtesting are as follows:

- Up to 4 individual decks of the included 18 spell cards (1 deck per player).
- Up to 25 tokens used as Magic (include additional tokens on the side to keep track of magic acquired beyond the starting amount)
- 10 dice (6 white “study” dice and 4 red “aggro” dice)
- 1 Sheet of printable label paper to adhere symbols to dice.
- 4 HP tokens (to track HP on each player’s character card)
- 1 Archmage card.

## Dice Symbols



### Draw

Draw 1 card



### Failure

Take 1 damage  
(before resolving other dice)



### Magic

Gain 1 Magic token.



### Attack

Give another player 1 damage.

### Goal:

Reduce all other players to 0 HP or have the most Magic when the game ends.

### Magic Pool:

2 Players – 18 Magic

3 Players – 23 Magic

4 Players – 25 Magic

### Setup:

Place appropriate amount of Magic in middle of the table as the Magic pool.

Choose a starting hand of any 3 spells from your available 18 cards.

Shuffle the remaining cards to create your deck.

Decide who begins as the Archmage.

At the beginning of each round, everyone must place a spell face-down in front of them. Reveal all spells at the same time and resolve any "**When Revealed**" abilities clockwise beginning with the **Archmage**.



### When Revealed

#### **Steps of a turn (in order):**

1. Roll 1-6 dice in any combination.
  2. Spend any amount of Magic to re-roll that many of your own dice (only once).
  3. Players may then use abilities, starting with the current player.
  4. Resolve all spell failure dice.
  5. Resolve all other results (all copies of a symbol resolve at the same time).
- After everyone has taken their turn, the round ends and all current spells are discarded.

#### **At the end of the Round:**

If the magic pool is empty, the game ends and players count their Magic to determine a winner. Use remaining HP to determine the winner of a tie. If there is still a tie, the player that would go first during the next round wins.

#### **Archmage card:**

If any player gives the Archmage at least 3 damage from one action, they may claim the Archmage title. If the Archmage is eliminated without the title being claimed, it automatically passes to the next player.

**Elimination:** When a player's HP is reduced to 0, they are eliminated and half of their magic (rounded down) goes to the player that eliminated them. Return the rest to the magic pool. If a player eliminates themselves, all of their magic returns to the pool.

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**FAQ:**

- Some abilities refer to "When", "Before" or "After". These abilities happen automatically.
- Players may not pass or refuse to play a card if possible.
- If the Magic pool is empty, players may still claim additional magic until the round is over.
- The game ends as soon as only one player remains. Dice will not resolve after this point.
- Dice that are currently on a card may not be rolled until they are removed or the card is discarded.
- **Chaos** spells are orange with rough borders while **Arcane** spells are blue and have smooth borders.