

CLASH of MAGIC SCHOOLS

Rules

For generations, the Blancgriffon school has trained apprentice sorcerers to master the arcane mysteries of earth, water, air, and fire. Every three years, the school's most talented students enter the Tournament of Sorcerers to defend their class's honor. In magical memory, the Dragombre school has always won this competition. But this year could very well be different... Who will win?

The C.H.S. (Council of High Sorcerers)



Contents

1 Tournament board



20 Student cards (12 per Element: Earth, Water, Air, Fire, and Darkness)



45 Trial cards (10 for level 1, 9 for level 2, 8 for level 3, 7 for level 4, 6 for level 5, and 5 for level 6)



2 Emblem markers (1 white marker that represents the Blancgriffon school and 1 black marker that represents the Dragombe school)



1 score pad (for the Curriculum and Championship variants)



2 player aid (double-sided)



Overview and Goal of the Game

In this two-player game, each player is the headmaster of one of the magic schools facing each other in the finals of the Tournament of Sorcerers. Be prepared to do anything it takes to help your school win this prestigious challenge. **During the game, send your students to face danger in a series of perilous trials across different arenas.** But beware of the rival school, which will try to steal victory from you at any cost, even by using forbidden magic. Tensions are high... Who will win the Tournament of Sorcerers this year?

Game Elements and Setup

1

Sit across from each other and place the **Tournament board** in the center of the table so that each player has their school's blazon in front of them (black dragon or white griffin).

On each side of the board, there are 5 spaces to play Trial cards (called Trial spaces). Leave room below each of these spaces to play columns of Student cards. In the middle of the board are 5 Arenas. Next, between the two blazons is a space for the Trial deck. And finally, below each blazon, there is a space for available Trial cards (see *Pass a Trial*, pg.5).

2

Each player takes the **Starting Trial card** of their school's colors (refer to the card back) and places it below their blazon next to the board. These cards are treated as level 1 Trial cards.

3

Shuffle the rest of the **Trial cards** and make a face-down deck on the designated space of the board.

5

Shuffle the **Student cards** and make a face-down deck next to the board. Leave space next to it to discard Student cards.

Each Trial card's level represents the points your Students will earn for your school. The level is shown on the top of the card, numbered from 1 (lowest level) to 6 (highest level). Only you may play your Starting Trial card on your first turn.

4

Each player takes the **Emblem marker** of their school and places it on their blazon printed on the board.

This marker moves around the board to show where your school will act on your turn.

6

The **Dragombre school** player (black) is the **first player**. They draw 3 Student cards, while the **Blancgriffon school** player draws 5.



Gameplay Overview

A game of *Clash of Magic Schools* plays over several turns. Take turns starting with the first player until someone meets a victory condition (see End of the Game, pg. 9).

On your turn, complete the following 3 phases in order:

 **Draw 3 Student cards**

 **Take actions**

 **Announce the next 2 Trials**



Draw 3 Student cards

Draw 3 Student cards and add them to your hand. *During their first turn, the Dragombre player will have 6 cards in hand.*

New Students: If the deck is empty, shuffle the cards in the discard pile and make a new deck.

 **Take actions**

Take as many actions as you like, in any order, from the 5 available. You can take the same action multiple times (except for Summon Students).

A. Move

B. Assign Students

C. Pass a Trial (mandatory on your first turn)

D. Summon Students (once per turn)

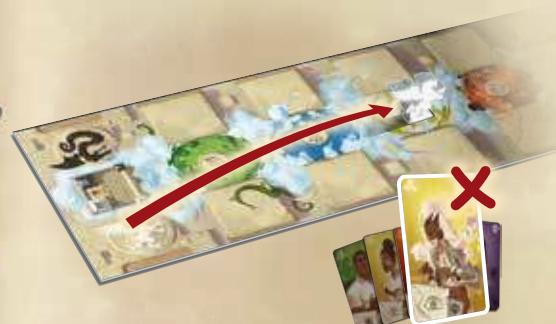
E. Cast a Spell

A. Move

Discard 1 Student card from your hand, then move your Emblem marker to the Arena that matches the Element on the discarded card.

Both players' Emblem markers can be in the same Arena. During your first movement, move your marker from your blazon. You will never move your Emblem marker back to your blazon.

Example: Adrien discards 1 Air Student card from his hand, then moves his marker to the Air Arena.



B. Assign Students

Play any number of Student cards from your hand, no matter which colors they are, in the Arena your Emblem marker is in.

You must follow these rules:

- If you play multiple Student cards in an Arena, **overlap them slightly in a column** to save space and see the board easily. You must always be able to see all Students in each Arena. The Student you played most recently will be on top of this overlapping column.
- Once you play a card, **you may only move it with the Summon Students action or via an opponent's spell effect.**

C. Pass a Trial (required on your first turn)

Take 1 available Trial card and place it on your side of the board, on the Trial space of the Arena with your Emblem marker.

You must follow these rules:

- **Only the top card in the column of Trial cards below each player's blazon is available.** You can only choose between these 2 cards when you are passing a Trial. At times, there may only be a single card, or none, meaning you won't have a choice of card to take.

The level of the Trial you want to take must have a value that is **1 higher than** the Trial you already have on this Arena. If there aren't any Trials on this Arena, consider your current level as being 0. If you already have a Trial card in this Arena, stack the new card on top of it.

- **The number of Student cards assigned to your side of the Arena must be equal to or greater than the level of the Trial you want to take.**

During the setup, your school's Starting Trial card is the only one in your column. On your first turn only, you **must** pass this Trial and cannot pass your opponent's Starting Trial.

Example: With this action, Adrien decides to assign 3 Students (2 Water Students and 1 Earth Student) to the Arena with his Emblem marker, which already has 1 Fire Student. Now he has 4 Students in this Arena.



Example: On his first turn, Adrien places his Starting Trial card (level 1) on the Arena with his Emblem marker, which already has 1 Student 1. On a later turn, he has 4 Students in this Arena, which means he can go up to level 4. He decides to take the level 2 Trial card from his opponent's column (a), then continue with the level 3 Trial card on his side (b). He cannot take the level 4 Trial card, since it's not yet available. The level 5 Trial card is available, but he would have to skip a level by using a spell if he wants to take it 2.



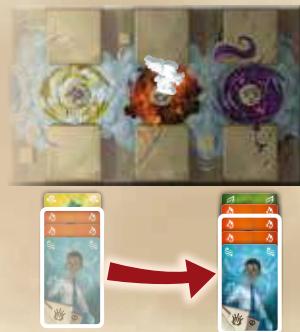
D. Summon Students (once per turn)

Move the top 3 Student cards on your side of an Arena to a different Arena.

You must follow these rules:

- Your Emblem marker does not need to be present on your Students' starting or target Arena; **you can summon from or to any Arena.**
- You must move exactly **3 Student cards**, no more or less. Stack the moved cards on top of any Students already at the target Arena, but keep them in the same order.
- If there are less than 3 Students in your column of the Arena, you cannot take this action.

Example: Adrien decides to move his top 3 Student cards from the Air Arena to the Darkness Arena.



E. Cast a Spell

Cast the spell shown in the bottom-left of one of your Student cards **or** cast a Maleficio curse (see pg.8), then **discard the card**.

You must follow these rules:

- The Student who casts the spell must be **in the Arena with your Emblem marker**.
- The Student who casts the spell must be **flanked by Students of the same Element** (one above and one below them).
- Once you apply the spell's effect, **discard the Student who cast the spell**. The various spell effects are described on the following pages.

*"Why are all the strongest spells forbidden?
People are here for a spectacle, right?
Well, let's give them one!"*

Your Students must pay close attention: Spells shown on cards and the Maleficio curse are forbidden during the tournament. If a Student casts one, the referee will immediately remove them from the Arena.

Various spell effects



Earth (green): "Batrax!"

Choose an Element, then **discard all of your opponent's Student cards assigned to this Arena.**

Example: Adrien casts the spell Batrax. He chooses the Fire Element, so his opponent discards all their Fire Students in this Arena. Adrien then discards the Earth Student who cast the spell.





Water (blue): "Inundatio!"

Immediately take the Pass a Trial action, but ignore one level. You must still follow the normal rules for passing a Trial: The Trial you pass must be available and you must have enough Student cards in the corresponding Arena.



Air (yellow): "Hypnox!"

Add the top card from your opponent's column of Students, plus any others of the same Element to your column of Students in this Arena. Stack these cards on top of any Students you have already assigned to this Arena.

Example: Adrien casts the spell Inundatio while he has a level 2 Trial and 4 Students in this Arena. He takes the level 4 Trial from his opponent's column and places it on top of the level 2 Trial. Adrien then discards the Water Student who cast the spell.



Fire (red): "Combustio!"

Remove all of your opponent's Trial cards from this Arena. Do not discard these cards. Instead, collect them all in a single stack, without changing their order, and place them face down on top of the Trial deck. This means the card with the lowest value will be on top of the deck.

Example: Adrien casts the Combustio spell in the Water Arena. He takes the 4 Trial cards on his opponent's side of the Arena and puts them face down on top of the Trial deck without changing their order. Then, Adrien discards the Fire Student who cast the spell.





Darkness (purple): "Eversio!"

Steal your opponent's top Trial card in this Arena.
You do not need to have the Trial card directly before the stolen card (or have any cards at all), meaning you can skip multiple levels. However, you cannot steal a card that has the same or lower level as your own top Trial card. You must also have at least as many Students assigned to this Arena as the card you steal.

Example: Adrien has 6 Students in the Water Arena, 3 of whom have the Darkness Element. He activates one of these Students to cast the Eversio spell. He takes his opponent's level 6 Trial card and puts it on his side of the Arena, where he already has a level 1 Trial card. Adrien then discards the Darkness Student who cast the spell.



Curse: "Maleficio!"

Your opponent must discard half the cards in their hand (rounded down).

A Student can either cast the spell tied to their Element or cast a common curse. This means the curse is used instead of the spell tied to their Element.

Example: Adrien would like to cast the Combustio spell, but his opponent has 7 cards in their hand, which is a lot. Instead, he decides to cast Maleficio to make his opponent discard any 3 cards. Then Adrien discards the Student who cast the spell.



Announce the next 2 Trials

Reveal the top 2 Trial cards of the deck and place them one at a time, starting with the higher value card, on top of your other available Trial cards, below your school's blazon. Show your opponent how many Student cards you still have in your hand (but not their Elements). Then your opponent begins their turn, starting with **Phase 1 – Draw 3 Student cards**.

Example: Adrien reveals a level 2 and a level 5 Trial card. He places the level 5 card on top of the other cards in his column and then the level 2 card on top. The order of his existing Trial cards does not change.



End of the Game

The game ends immediately when one of the following conditions is met:

- The total value of one player's Trial cards (sum of the levels of all visible and passed Trial cards on their side of the board) is **15 or higher** while their opponent's total is **9 or lower**.
- The last card of the Trial deck is drawn during **Phase 3 – Announce the next 2 Trials**.

Overtime

However, if the total value of one player's Trials is **15 or higher** while their opponent's total is **10 or higher**, the game goes into **Overtime** and continues until one of the following conditions is met:

- The total value of one player's Trials is **20 or higher**.
- The total value of one player's Trials is **9 or lower**.
- The last card of the Trial deck is drawn during **Phase 3 – Announce the next 2 Trials**.

In either case, the player with the **highest total value of Trials** is the winner. Their school is named the **Grand Champion** of the 5 Elements and wins the **Tournament of Sorcerers**.

Example: After passing a Trial, Adrien's score is 15 points. However, his opponent's score is 11. The game is not over and goes into Overtime. Later on in the game, Adrien causes his opponent to drop to 9 points. This triggers the end of the game and, since his score is now at 12 points, he immediately wins.



Variants

Once you're familiar with the rules and different strategies, you can decide to play with either the **Curriculum** or **Championship** mode for higher stakes.



The **Curriculum** mode lets you play multiple games against the same opponent.



The **Championship** mode has you organize a competition with up to 8 players.



Curriculum

Each year during their courses, the same two students go head-to-head in the Tournament of Sorcerers, time and time again. They become even more determined to win.

The **Curriculum** mode rewards the best school after a 7-game challenge.

During setup for this variant, take a sheet from the scorepad. You will use the **Curriculum** side of the sheet for all 7 games. Each player chooses a school (Dragombre or Blancgriffon) and writes their name on the designated spot at the top of the sheet.

At the end of each game, write each player's total value of Trials and cross off the round space on the winner's side of the sheet.

Once you finish all 7 games, the player who won the most games gains 10 bonus points, which you note in the dedicated space. Finally, add up each player's total points earned across all 7 games (and any bonus points). **The player with the highest total score wins! They are named the Grand Champion of the 7 Cycles.**

"However, 10 bonus points are awarded to..." declared the headmaster.

		Adrien		Charlie	
1	15	X		●	7
2	2	●	X	15	
3	15	X	●	9	
4	15	X	●	8	
5	15	X	●	7	
6	5	●	X	15	
7	11	●	X	20	
		88	+10	81	

Championship

 This year, we are organizing a somewhat special version of the Tournament of Sorcerers... Each school will be split into 4 houses for a total of 8 teams. Only one will win!

The **Championship** mode lets you organize a tournament with up to 8 players.

During setup for this variant, take a sheet from the scorepad. You will use the **Championship** side of the sheet for the whole tournament until the ultimate winner is determined.

Each player draws 1 random Trial card. Starting with the player who drew the lowest Trial card and continuing in ascending order, **write your name on the sheet in the left column, from top to bottom**. In case of a tie, the concerned players each draw a new card. If there is an odd number of players, the last player to write their name on the sheet immediately moves on to the next round. Then announce the first match up. During the game, players waiting for their turn can cheer on their favorite team!

At the end of the game, write the winner's name in the space just to the right and cross off the loser's name.

Then start the next game. Continue in this way until there's one ultimate winner!

They are named the Grand Champion of the 8 Houses!



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Player Aid



Turn Overview

1. Draw 3 Student cards
2. Take Actions (∞)
 - a. Move
 - b. Assign Students
 - c. Pass a Trial (required on first turn)
 - d. Summon Students (once per turn)
 - e. Cast a spell
3. Announce the next 2 Trials

End of the Game

You win if you have **15 or more Trial points** while your opponent has **9 or fewer**. If their score is higher than that, the game goes into Overtime.

In Overtime, the game ends when one of these conditions is met:

- You have 20 or more Trial points.
- Your opponent has 9 or fewer Trial points.
- The Trial deck is empty.

List of spells and Maleficio



Fire (red): "Combustio!"

Place all your opponent's Trial cards from this Arena on top of the deck.



Darkness (purple): "Eversio!"

Steal your opponent's top Trial card in this Arena.



Earth (green): "Batrax!"

Choose an element, then discard all your opponent's Student cards of this Element in this Arena.



Water (blue): "Inundatio!"

Immediately take the Pass a Trial action and ignore a level.



Air (yellow): "Hypnox!"

Add your opponent's top Student card and any others of the same Element in this Arena to your column of Students.

Stack these cards on top of any Students you already had assigned to this Arena.



Curse: "Maleficio!"

(instead of an Element's normal spell)
Your opponent must discard half the cards in their hand (rounded down).