

18 Card Spellchain Rules

Summary

Goal

Reduce your opponent's Health to 0

Setup

Shuffle the deck and **lay out 9 cards in a 3 x 3 grid**.

Give each player a Health tracker card. Each player **starts with 16 Health**.

The **first player** is

Health Tracker

Rotate the card so your current **Health value is facing up**. Flip the card over to continue tracking when below 9 Health.

Turn (In order)

Gain Health

On your turn, **gain 4 Health**. You cannot gain over the maximum of 16 Health.

Play Cards

You **start your turn with 5 Mana**. Pick a **card from anywhere on the grid** and **spend the amount of Mana**, indicated in the upper right of the card, to play it. **Resolve the effect on the bottom of the card** then discard the card. If you have enough Mana you can **play any of the adjacent cards**. Your **turn is over** when all your **Mana is spent** or you **declare your turn over**.

Swap Cards (Any Time on your turn)

At any time on your turn you can **spend 2 Mana to swap the position of any two cards** on the board. This cannot be done with an empty space.

Replenish Grid

For each empty space on the grid, **draw a card** to replace it. Cards **replace from left to right and top to bottom**. If the deck is empty, shuffle the discard then it becomes the new deck

Components

2x Health Tracker cards
16x Action cards

Card Breakdown

2x Health tracker
2x Pair
3x Compound
2x Refresh
1x Wild
1x Overload
1x Critical
1x Surround
1x Expose
1x Sacrifice
1x Convert
1x Comeback
1x Mirror

Turn (In Order)

Gain Health

4 Health

Play Cards (Optional)

Start with 5 Mana

Swap Cards (Optional)

Swap 2 cards for 2 Mana

Replenish Grid

Left to Right, Top to Bottom

<p>Comeback 2</p> <p>Gain 1 mana for each 2 health below maximum</p>	<p>Compound 1</p> <p>Deal damage equal to the number of "Compound" cards played this turn</p>	<p>Compound 1</p> <p>Deal damage equal to the number of "Compound" cards played this turn</p>
<p>Compound 1</p> <p>Deal damage equal to the number of "Compound" cards played this turn</p>	<p>Convert 0</p> <p>Spend all remaining mana Deal 1 damage for each mana spent</p>	<p>Critical 2</p> <p>When each card is played this turn deal 1 damage</p>
<p>Expose 0</p> <p>Deal damage equal to number of adjacent empty spaces</p>	<p>Mirror 3</p> <p>Swap health with the other player</p>	<p>Overload 2</p> <p>For every 2 cards played this turn gain 1 mana</p>
<p>Pair 1</p> <p>Deal 1 damage Deal 2 extra damage if another "Pair" was played</p>	<p>Pair 1</p> <p>Deal 1 damage Deal 2 extra damage if another "Pair" was played</p>	<p>Refresh 1</p> <p>Deal 1 damage if 0 mana gain 2 mana</p>

Refresh

1

Sacrifice

0

Surround

2

Deal 1 damage
if 0 mana gain 2
mana

Take 2 damage
Gain 3 mana

Deal damage
equal to the
number of
adjacent cards

Wild

1

Counts as a "Pair"
and "Compund"
This card does not
deal damage

