

## 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