

MAGE WARS® ACADEMY



- Games play fast in 30 minutes or less
- No board - grab your spell book and play
- Spells are played from a spell book, like a real mage, not from a deck
- No random card drawing - choose and cast the card you want at the right time
- No collection aspect, everyone is on equal footing -no rare cards
- Customizable spell books allow for limitless replayability
- All spells are compatible with Mage Wars® Arena

MAGE WARS® ARENA



- Intense gameplay in 45 to 90 minutes
- Tactical gameboard promotes tough strategic decisions every round
- Spells are played from a spell book, like a real mage, not from a deck
- No random card drawing - choose and cast
- No collection aspect, everyone is on equal footing - no rare cards
- Customizable spell books allow for limitless replayability
- Combines the best elements of customizable card games and miniatures games

COMING SOON



PRIESTESS AND WARLOCK ACADEMY MAGE EXPANSIONS

TESTIMONIALS

"This is a direct competitor, really, with Magic the Gathering."
- Tom Vasel, *The Dice Tower*

"I played 3 games of Mage Wars Academy in less than an hour. Best of all, the speed and energy of the game never drops. It only gets more exciting and intense."
- Cyrus Kirby, *Father Geek*

"If you like duel card games or Magic the Gathering, I highly recommend you giving Mage Wars Academy a chance. This is the new entry point that many of us needed."
- Josh "Taco" Eisbrenner, *So1ks Gaming*



WWW.MAGEWARS.COM

MAGE WARS® ACADEMY



THE NEW STAND ALONE TWO-PLAYER DUELING GAME

SET IN THE MAGE WARS® UNIVERSE!

Duels are played in rounds. Each round is divided into three phases, which are played by both players in the following order:

HOW TO PLAY MAGE WARS® ACADEMY

1. RESET PHASE

- 1. Pass Initiative:** Pass the initiative marker to your opponent (unless this is the first round)
- 2 Reset Creatures:** Turn all of your creature cards so they are in the active position.
- 3 Flip Markers:** Flip any face down markers over so they are face up.
- 4 Channel Mana:** Each mage gains mana equal to their Channeling ability listed on their mage card.



2. UPKEEP PHASE

Players resolve all effects that occur during this phase such as Regenerate.

3. ACTION PHASE

Every creature (including Mages) may each take one action. Players alternate taking actions with their creatures. After a creature is activated it is turned and becomes inactive. One of three actions may be chosen:

a. Attack: Each creature (including Mages) has an Attack Bar that shows how that creature can attack:

After you declare your attack, if the creature has a Defense icon, they have the opportunity to try to avoid the attack. If they do not, roll dice and assign damage and effects to the defender.

b. Guard: Place a guard marker on the creature to protect your mage.

c. Cast a Spell (only Mages): Declare a spell to use, pay mana from your mana supply, and resolve the spell's card text.



Once all creatures in play have taken their actions, the Action Phase (and the round) ends and a new round begins!

