

## Magic and Mages

Set the number of mp at the start (20) and regenerate 2 mp per turn.

On their first turn each player takes 2 cards from either the defense deck, the attack deck or both.

The first round is a defense only round meaning the players can only play defense cards. You cannot show your teammate your hand at any time. You cannot talk out loud to your teammate about strategies like which opponent we should focus on, etc. You also cannot tell your teammate how to play their turn. However, you can use subtle gestures and code to communicate with your teammate instead.

The elemental deck is to be face up at all times.

You do not have to put an elemental card when using either an attack or defense card. However using a defense or attack card means that you may end up getting 50% more defense or attack which is an advantage. On the flip side if you use an elemental card on a defense or attack card you may end up getting 50% less defense or attack which is a disadvantage.

When putting down a defense card it must be put face down in front of you. When putting down an attack card it must be put face down in front of you. If you attack someone and they have a defense card down in front of them then you both have to turn your cards face up at the same time to determine how much damage the attack does and how much the defense card protects. The amount of hit points a card damages or protects is listed in the upper left hand corner in the circle.

The amount of mp a card costs is listed in the upper right hand corner in the triangle.

A team wins when both players on the opposing team have 0 hp left.