



The Official Rulebook

THE STORY

Magical Wonder. In the world of spellslingers, roughly 2 out of every 3 people can wield one type of magic or another. What's rare however, is that only 1 out of every 10,000 people can wield all types of magic, thanks to having a helix. These types of spellslingers are very powerful.

The Great Vortex. No one knows the origins of the Great Vortex or when exactly it started. Its existence gave birth to magic in this world. Some theorize it was there since time began, others suggest its an evolutionary stage of nature, or even some suggest it's a gift from powers from another realm. The only known truth is the vortex is powerful and it's impact in the world

can't be measured.

Helix. Profound and mysterious magical connections that activate in a person's soul, often coating where their heart is. A Helix allows a person to wield multiple types of magic.

THE CHARACTERS

Kyugen: His land was attacked and he sought to defend it. A prodigy, Kyugen single handedly took on hundreds of enemies. However, he was trapped into a fire ring and burned alive.

Clericus managed to save him, but he's now paralyzed from the waist down. He now uses his telepathic powers to control his body from the neck down.

Aiden: A passionate Spellslinger with a lot of fire power. Aiden struggled with his accuracy, so this flame brawler turned to his father's spellguns to help him aim.

Bosukuma: A fierce and sentient penguin bear. Bosukuma worked with the Dark Command for some time, but has now gone rogue, believing he can achieve power on his own, without the help of Hex, nor the others.

Luna: A top student of the most prestigious academy in the world! Luna is bubbly, fun, and easily excited when it comes to magic and its possibilities. She loves tutoring and helping others!

Reise: A noble knight of the Balance. He recently was killed in battle and now rumors say that he's been

resurrected.

Stubborn: Despite being able to cast spells, Stubborn still loves her axe!

Solomon: An archpriest of Balance. Solomon seeks balance in all things.

Ravenhil: A huntress who prefers to keep things to herself. Her and her dire wolf however, don't mind intervening when it's called for.

Skraa: A studious and kind mage who specializes in healing magic.

Sage of the Six Spells: A powerful mage of legend.

Filtarn: A guardian of the realm. His powers are limited due to his spiritual form.

Rilas: An instructor at the Academy. Rilas enjoys using an opponent's strengths against them!

OBJECTIVE

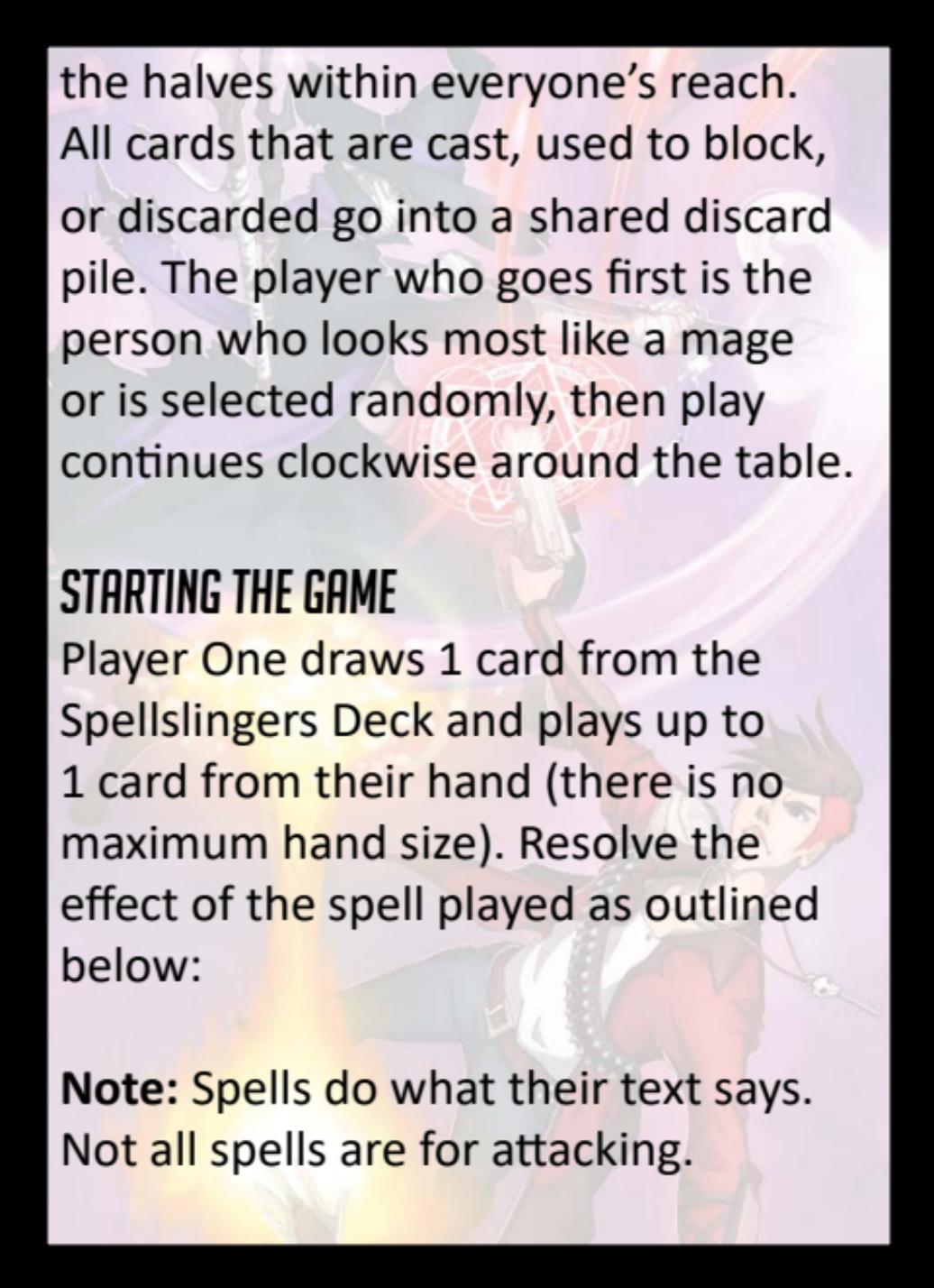
As a Spellslinger, your objective is simple: eliminate your competition! Cast spells to attack your opponents, and if successful, they are out of the game... but it won't be that easy. Be the last Spellslinger standing to win!

COMPONENTS

All you need is a Spellslingers deck.

SETUP

Setup is easy! Simply shuffle the Spellslingers deck and place it where everyone can reach it. Everyone starts the game with 5 cards in their hand. If there are 6 or more players, you may want to split the deck in half and place

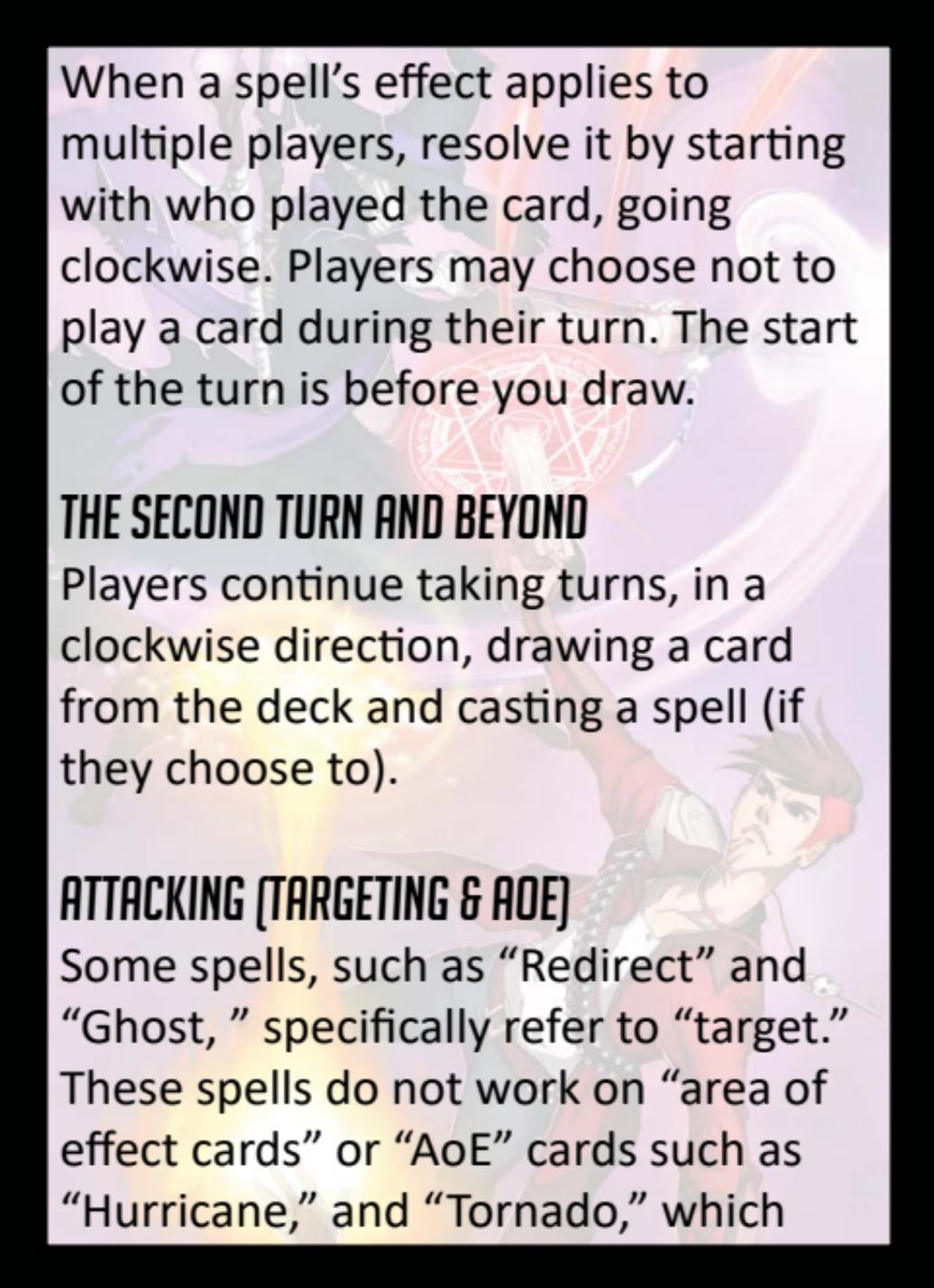


the halves within everyone's reach. All cards that are cast, used to block, or discarded go into a shared discard pile. The player who goes first is the person who looks most like a mage or is selected randomly, then play continues clockwise around the table.

STARTING THE GAME

Player One draws 1 card from the Spellslingers Deck and plays up to 1 card from their hand (there is no maximum hand size). Resolve the effect of the spell played as outlined below:

Note: Spells do what their text says. Not all spells are for attacking.



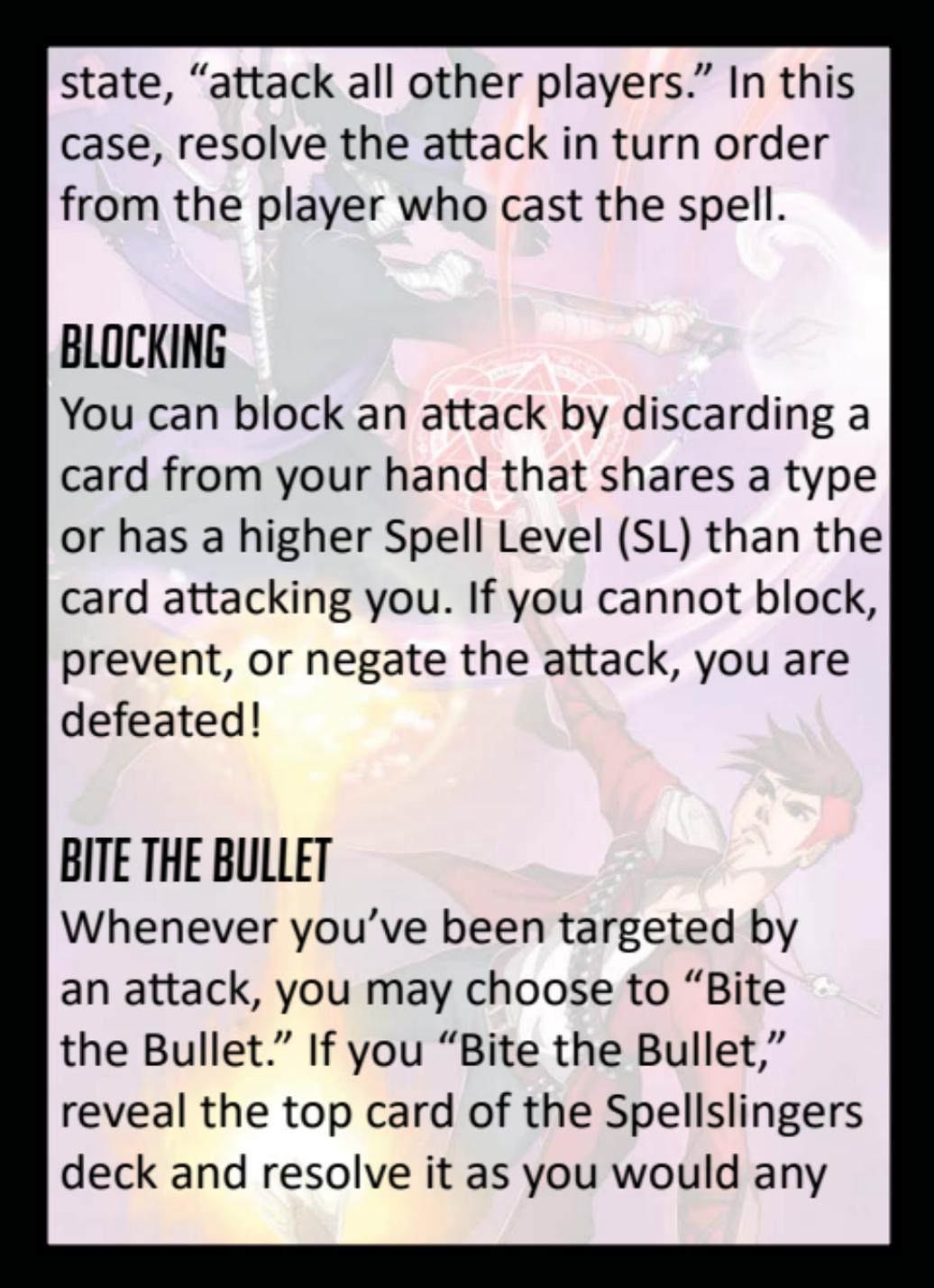
When a spell's effect applies to multiple players, resolve it by starting with who played the card, going clockwise. Players may choose not to play a card during their turn. The start of the turn is before you draw.

THE SECOND TURN AND BEYOND

Players continue taking turns, in a clockwise direction, drawing a card from the deck and casting a spell (if they choose to).

ATTACKING (TARGETING & AOE)

Some spells, such as "Redirect" and "Ghost," specifically refer to "target." These spells do not work on "area of effect cards" or "AoE" cards such as "Hurricane," and "Tornado," which



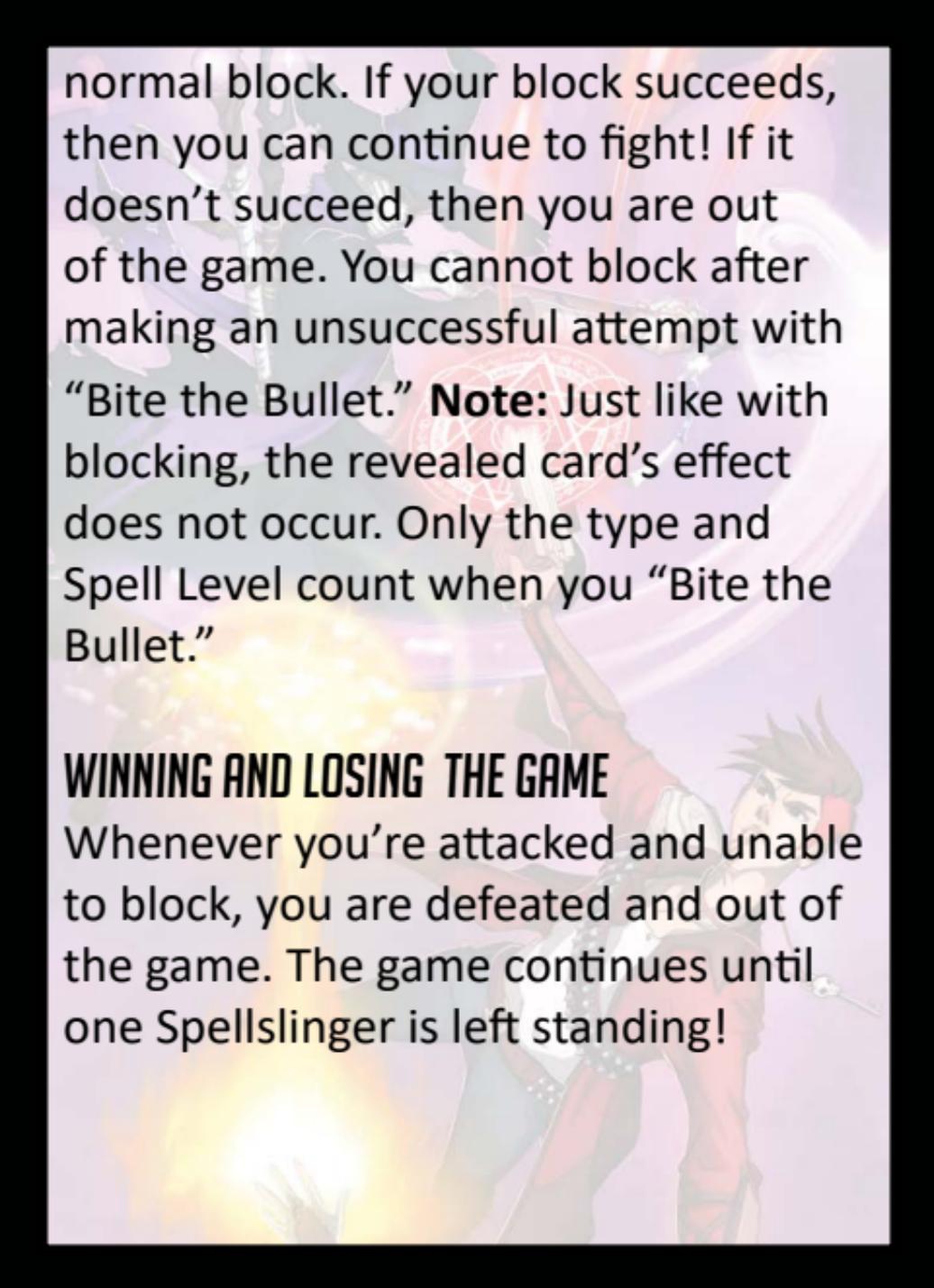
state, “attack all other players.” In this case, resolve the attack in turn order from the player who cast the spell.

BLOCKING

You can block an attack by discarding a card from your hand that shares a type or has a higher Spell Level (SL) than the card attacking you. If you cannot block, prevent, or negate the attack, you are defeated!

BITE THE BULLET

Whenever you’ve been targeted by an attack, you may choose to “Bite the Bullet.” If you “Bite the Bullet,” reveal the top card of the Spellslingers deck and resolve it as you would any

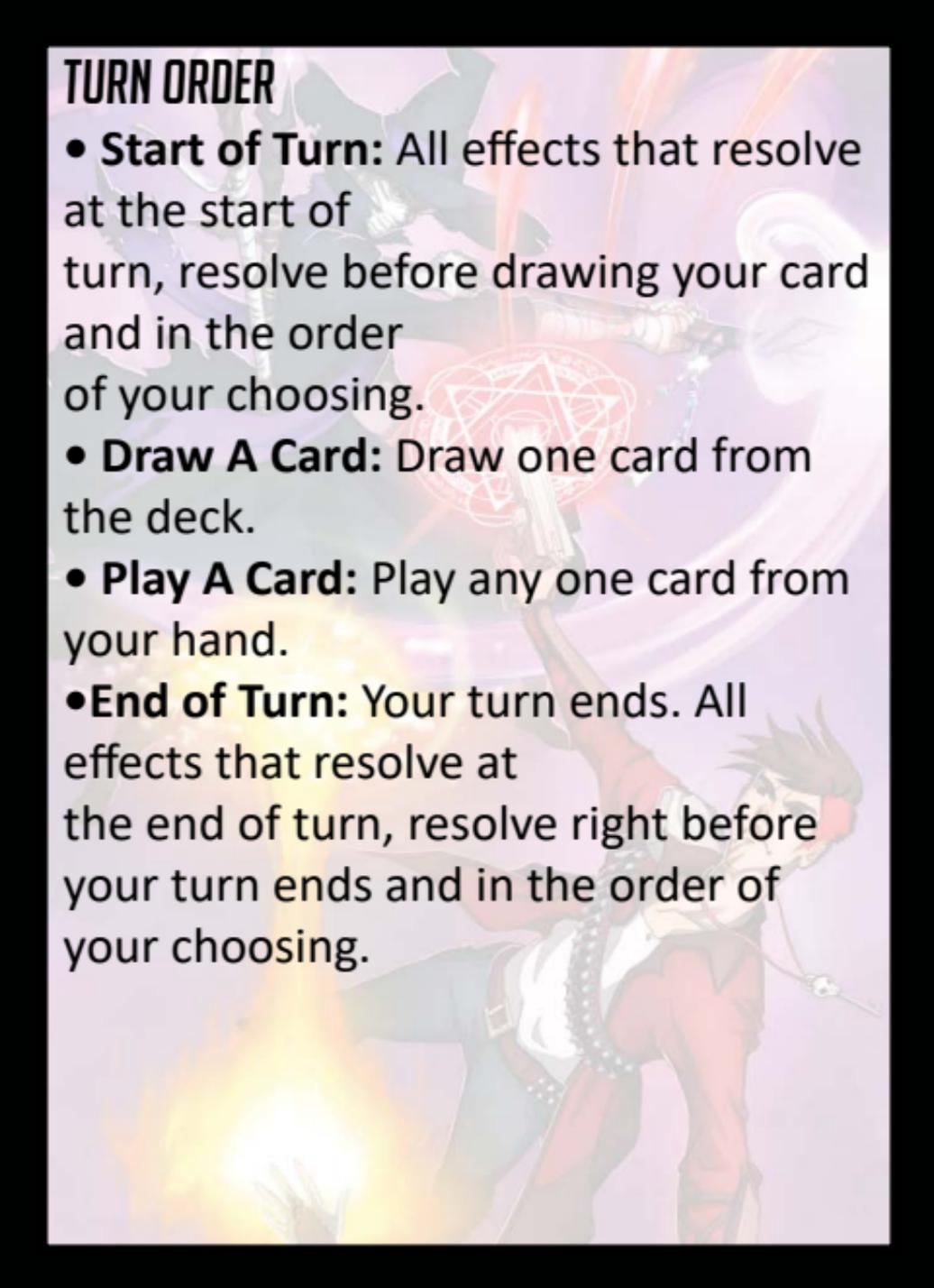


normal block. If your block succeeds, then you can continue to fight! If it doesn't succeed, then you are out of the game. You cannot block after making an unsuccessful attempt with "Bite the Bullet." **Note:** Just like with blocking, the revealed card's effect does not occur. Only the type and Spell Level count when you "Bite the Bullet."

WINNING AND LOSING THE GAME

Whenever you're attacked and unable to block, you are defeated and out of the game. The game continues until one Spellslinger is left standing!

TURN ORDER

- **Start of Turn:** All effects that resolve at the start of turn, resolve before drawing your card and in the order of your choosing.
 - **Draw A Card:** Draw one card from the deck.
 - **Play A Card:** Play any one card from your hand.
 - **End of Turn:** Your turn ends. All effects that resolve at the end of turn, resolve right before your turn ends and in the order of your choosing.
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ADDITIONAL MECHANICS

- **Timed** [🕒]: These spells stay in play for a number of turns specified on the card.
- **Reactions:** These can be played at any time. The last reaction played is the first to resolve. This spells ignore the one card per turn rule.
- **Spellslinger Characters:** These cards are selected by choice or at random at the start of the game. You may use their effects as stated on their card. You are your Spellslinger, so when you're defeated, so is your character.
Note: For beginners, playing with characters aren't recommended, as they add a layer of depth and extra time to the game.

THE TYPES OF MAGIC

Holy (Yellow): The embodiment of spirit. Protect and bless, as you deliver punishing blows to those that dare oppose you.

Rage (Red): The embodiment of emotion. Attack relentlessly. The greater your fury, the greater your power!

Nature (Green): The embodiment of body. Bend nature to your will. Unleash mighty attacks that hit all your foes, while protecting yourself.

Arcane (Blue): The embodiment of mind. Know your opponent more than they know themselves, then unravel them with intellect.

F.A.Q.

How does “Death” work?

The defending player must discard cards from their hand that equal the SL of “Death.” So, at its base SL of 6, the defending player may discard two cards with a SL of 3 each, or one card with a SL of 6, etc. to prevent the effect from destroying them.

Otherwise, they may block with a higher SL (or another black spell) to prevent from being destroyed. Also, being destroyed is like being *super defeated*. So, characters like Stubborn will lose both lives and card’s like “One-Eyed Phoenix” won’t protect you. Also, “destroy target player” isn’t literal. It’s all in good fun, so enjoy the card. :)

F.A.Q.

When can I activate my character's abilities?

You can use any character's abilities as though it's a reaction, meaning they can be used at any time, unless specified otherwise.

How does Reis's ability work?

His ability triggers as you cast your card, so as you play your card, count the number of cards remaining, if that number is 2 or less, then you get your bonus! Also, it doesn't work on blocking (since that's discarding and not casting). Double also, his name is pronounced "Reese."

How do I discard a card at random?

Shuffle your hand a bit facedown and

F.A.Q.

How do I discard a card at random?

Shuffle your hand a bit facedown and have another player select a card to be discarded.

Does using Blastbolt's ability count as casting?

Yes. Recasting counts as casting and as your one card per turn.

If an attack all spell gets negated by one player does it also prevent the other players from being effected?

Yes. However, be sure to resolve the spell in turn order from the one casting it. If the spell gets negated, it will not retroactively protect those that already had to block it.

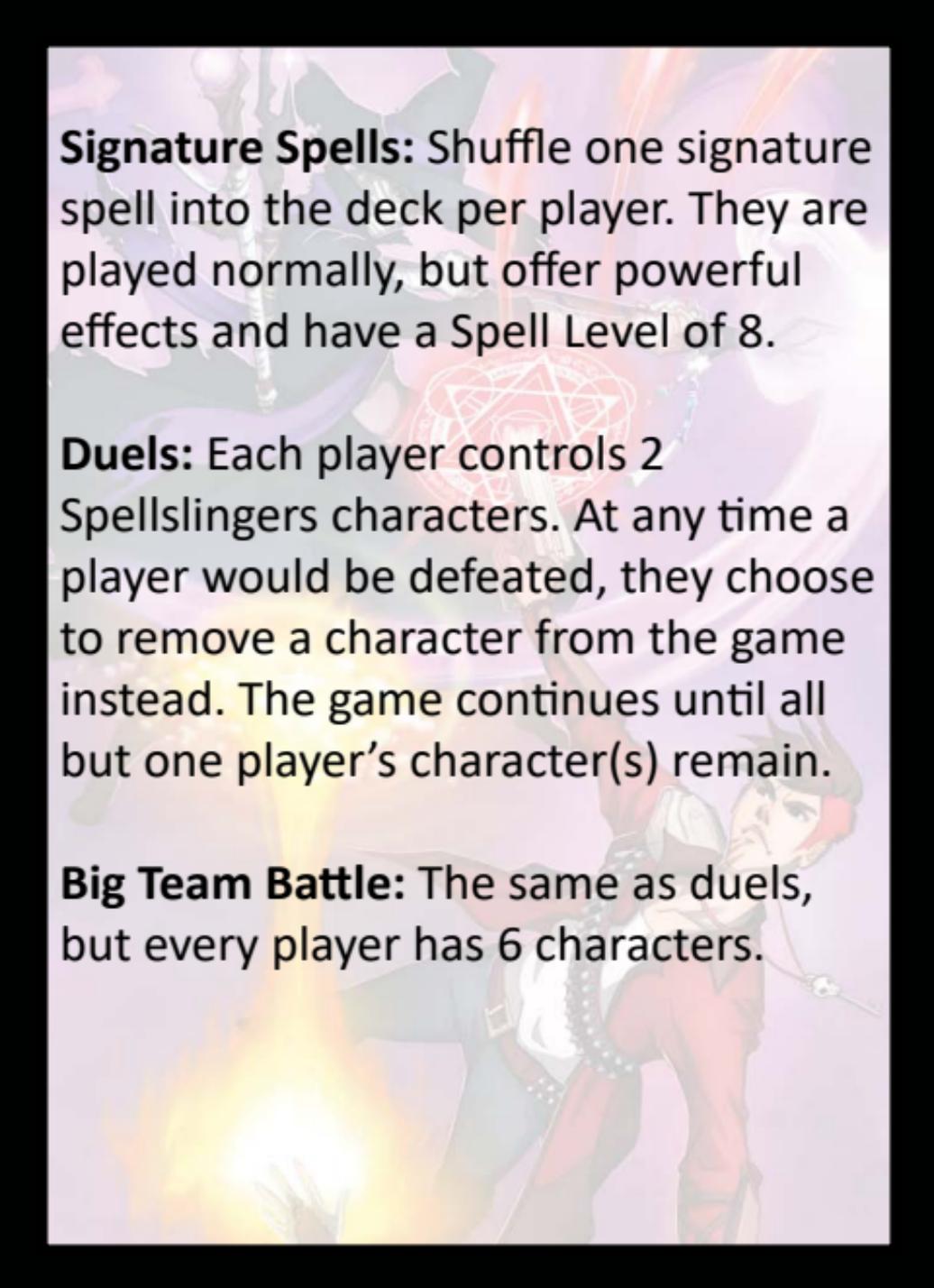
ADDITIONAL GAMETYPES

Epic Enemies: Play against the epic enemy “Bosukuma” with your friend. You can play against the deck or a player playing as Bosukuma.

- **Deck Vs. Players:** The epic enemy card denotes how many players the deck fights against (Bosukuma is designed to fight against two players). Epic enemy cards always go first and have three stats: Health, Attack, and Defense. Health is how many attacks you must hit the epic enemy with to defeat it. Attack and Defense are how much of a bonus the epic enemy will get whenever it attacks and blocks-- in this case it's +2. At the start of its turn, Bosukuma plays the top card

of the deck. If the printed SL of the revealed card is 4+ then the spell cannot be negated by the players. If the printed SL is 7+ then Bosukuma attacks again! If at any point a player blocks Bosukuma with a SL of 3 or less, then that player is considered frozen, having to skip their next turn and losing all of their clock spells in play.

- **Player Vs. Players:** The person playing the epic enemy begins the game with 5 cards in their hand and plays 1 card per turn like normal. They go first, and use the stats on the epic enemy card. Health, Attack, Defense, and special effects all work the same as they do in the Deck Vs. Players variant.



Signature Spells: Shuffle one signature spell into the deck per player. They are played normally, but offer powerful effects and have a Spell Level of 8.

Duels: Each player controls 2 Spellslingers characters. At any time a player would be defeated, they choose to remove a character from the game instead. The game continues until all but one player's character(s) remain.

Big Team Battle: The same as duels, but every player has 6 characters.

CREDITS

The following people made this game possible:

- **Game Creator:** Vincent Baker
- **Artwork:** Jesika Barinque, Zack Miller, Jared Sanford, Hannidiot, Vincent Baker
- **Editors:** Abigail Edwards, Brian Murray, Trey Falco

LEGAL

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