Faction Resources (3)
Each faction in your deck has its own vault of resource cards. Resource cards are needed to play spells and creatures.

Deck (4)
This area is where the deck resides and from where you draw new cards every time it is your turn.

Graveyard (5)
The area where all the discarded, used up, wasted or killed cards go. These might be, for instance, dead creatures, used events or magic cards.

Unbuilt Cities (6)
The area where your remaining unbuilt cities lay dormant. Skip your turn to place one of these in your kingdom.

Hand (7)
Not really an area; these cards you hold in your hand.

Factions & Card Types
Each card has a card type and belongs to a specific faction:

- City / Gaian
- Event / The Empire
- Magic / Dark Legion
- Enchantment / House of Nobles

Cities are built by skipping your turn; they provide strategic advantages.

Events can be played at any time, even during an opponent’s turn.

Magic spells are more powerful and can only be played during your play phase.

Enchantments are permanent spells attached to their target and can only be played during your play phase.

Creatures are always cast into a city where they become a resident. A creature can move to the army or another city during your play phase.

Many creatures have special skills or abilities and may or may not require marking to trigger them. The abilities are explained on the card, and there is an extensive list of abilities available online.
An advantage can be a
When an
All players (including the originating player) have the opportunity to play an
This action
The top card on the imaginary stack is now resolved,
The devotion must be renewed every turn.
New event cards can be played, and put on the stack, and the new top card is resolved, etc...
order, lowest levels first.
for each city level reached, the advantage is
are resolved in
The city's devotion is the sum of all loyalty marks
given by all devoted residents.
For
The city’s devotion is the sum of all loyalty marks given by all devoted residents.
marked residents to indicate their devotion to the city.
The city’s devotion is the sum of all loyalty marks given by all devoted residents.
lowest levels first.
An advantage can be a one-time action, or have a permanent effect.
When the devotion drops below the threshold, the player who owns the city no longer enjoys the advantage.
The devotion must be renewed every turn.

2. Draw & Resources
During the draw phase, the player must take 1 of 3 possible courses of action:
draw 2 cards, and play no resource cards,
draw 1 card, and play 1 resource card (optional),
draw 0 cards, and play 2 resource cards (not an option if the player can’t play the 2 resource cards)
If the player has no cards in hand, they must
draw at least one card. The player draws all cards at once, then plays the resource cards.
To play a resource card, select an unwanted card from your hand and put it face down into a faction’s resource pile of your choice.

3. Tactics (optional)
When a city reaches a certain level of devoted residents, it provides a tactical advantage. Mark any number of residents to indicate their devotion to the city.

4 & 6. Play (optional)
In the play phase, a player may cast enchantments or magic spells and play creatures into a city. To play a card, look at its
or magic spells and play creatures into a city. To
In the play phase, a player may

1. Cost: To play this card, you’ll have to mark a total of 4 resource cards
2. Loyalty marks: Indicate how many of the cost’s resource cards must be paid using the faction’s own resources; the remainder of the resource cost can be paid using any kind of resources.

5. Attack (optional)
During the attack phase, the player may select creatures from their army to attack a single opponent’s city. See Combat.

7. Discard
At the end of your turn, discard cards from your hand to the graveyard until 7 cards remain.

2. attack target city
1. your army: mark creatures to attack

Events
Any player may play an event card at any time, even during an opponent’s turn.
When an event card is played, its effects are not yet taken into account; the opponent is given the chance to react and play an event card in response.

Order of Resolution
- When an event card is played, it is placed on an imaginary stack. Its effects are not yet taken into account.
- All players (including the originating player) have the opportunity to play an event card in response; it is placed on top of the imaginary stack. Its effects are not yet taken into account.
- This action-reaction process is repeated until all players stop playing additional event cards.
- The top card on the imaginary stack is now resolved, and its effects occur.
- New event cards can be played, and put on the stack, and the new top card is resolved, etc...
In short, the last played card’s effect is applied first and, at any time, new event cards can be played.

Combat
- Defending doesn’t require marking.
- Both the city’s residents and the opposing army creatures can intercept. It is up to the defending player to choose.
- Multiple defenders against a single attacker are allowed.
- Attackers that are not intercepted damage the attacked city; its defense strength is permanently lowered.
- When a city’s defense strength is zero or less, it is destroyed. Unmarked residents move to another city; marked residents return to their owner’s hand.
- Lose all of your cities and you’re out of the game.
- Each battle between an attacking creature and its defenders is fought separately.
- The attacker distributes his attacking strength (red circle) among the defenders.
- If the defending strength (green shield) is lower, the defender dies, although not before it strikes back. Hence, both the attacker and the defenders can die at the same time. Any attached enchantments are discarded.
When a creature survives the battle, it is healed at the end of the turn.

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We hope you’ll enjoy the game,
-- the Arcmage team