



MAGISTRAR

DUEL OF THE MAGES

RULEBOOK

“Magistrar”, the realm of mages, is in turmoil. Once a year, the most powerful mages of the country come together to compete in a spectacular contest, the Magicus Pugna. Here everyone joins in who thinks highly of himself and his magic skills. In a huge arena you will fight as two of these mages against each other for fame and glory. Can you harness the magical energy of the arena for yourself and defeat your opponent with your spells?

For better readability, we use only the masculine form of address; the feminine and diverse forms are of course always included.

GOAL OF THE GAME

In this magical competition, you want to earn the title of the most respected mage. To do this, you must earn the highest number of victory points – we call them Honoris points. You receive Honoris when you win individual



duels by tactically deploying your spell pawns and collecting as many energies of one type as possible. If you are the master of the light or the dark energy, you are sure to enthruse the masses.

A GAME BY
ROBERT HELLER



ILLUSTRATIONS BY
MARCO ARMBRUSTER

COMPONENTS



1 game board



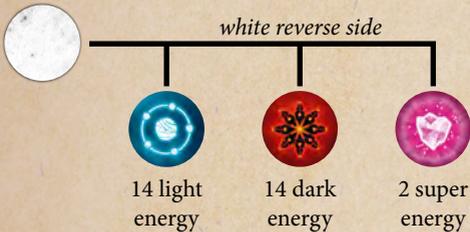
5 duel markers
(Honoris reverse side)



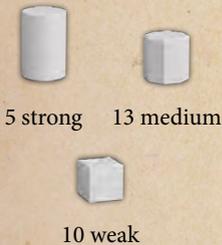
1 starting player's
button

MAGE 1

30 energy tokens:



28 white spell pawns:



1 scoring pawn:

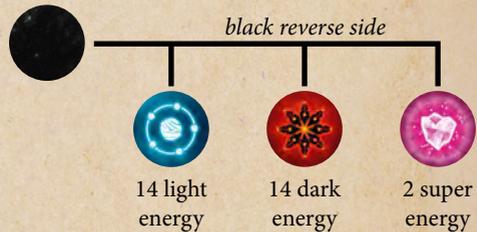


1 bag:



MAGE 2

30 energy tokens:



28 black spell pawns:



1 scoring pawn:



1 bag:



FOR THE GAME VARIANTS (PAGE 5 FF)



4 mage cards
(bilingual)



6 special
spells

4 golden
super energy



15 duel cards
(bilingual)



2 x 2 replacement tokens
(2 white, 2 black)

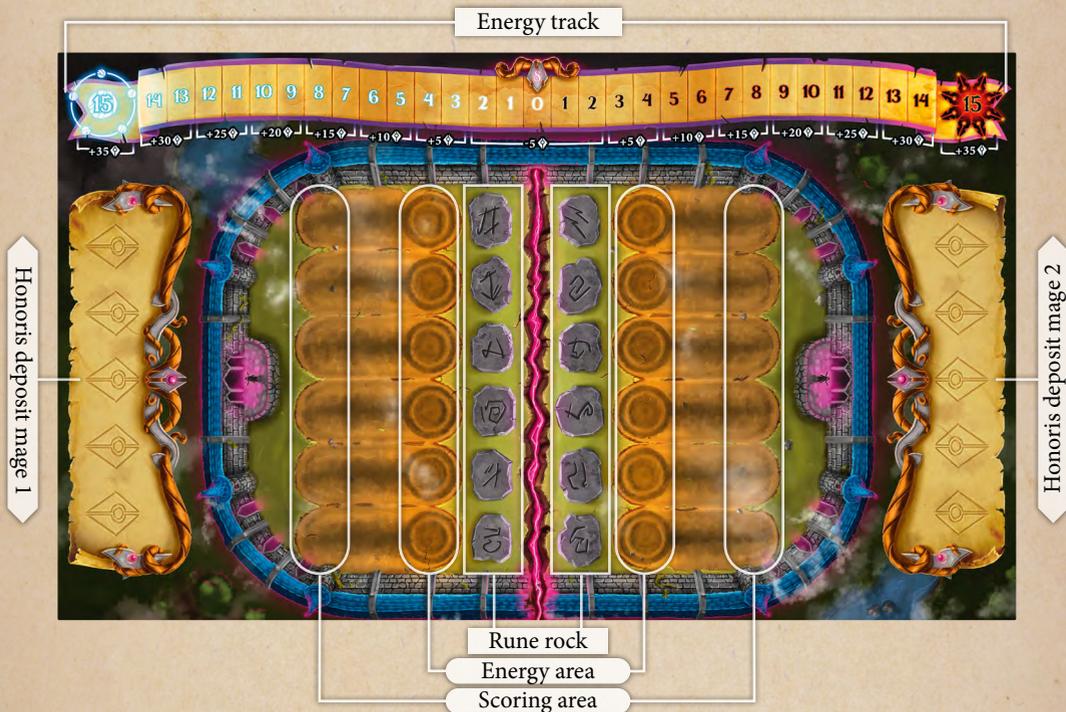
GAME SETUP

Each player chooses a color, white or black, and takes the **game material for mage 1 or mage 2** shown on the left on page 1.

Shuffle your **30 energy tokens** in the **bag**. Place the **scoring pawn** on position “0” of the **energy track** on the game board. Lay out the **five duel markers** sorted from 1 to 5. After that you draw who will start the

game. This player gets the **starting player’s button**. You will need the rest of the game material for the other **game variants**.

The following graphic marks and names important areas on the game board. Their functions are explained in more detail in the **gameplay** chapter.



GAMEPLAY

A game comprises a total of **5 duels**. In each of these duels **6 encounters** take place. In order to win a duel and capture the energy token on your side of the arena, you have to place spell pawns with different strengths (weak ■, medium ●, strong ○). The strongest one wins.

The challenge: You have only a limited number of spell pawns. Manage your forces well!

Each of the five duels consists of the following game phases:

- **Preparation**
- **Fight**
- **Scoring: Energy**
- **Scoring: Duel**
- **Conclusion**

GAMEPLAY

PREPARATION

At the start of each of the five duels, the arena is prepared. You simultaneously draw six **energy tokens** from your bags and place them face up in your own **energy area**. In this way, everyone randomly distributes different energies on his side of the arena. Since randomness is especially important here, draw one token at a time and place them next to each other in the energy area. Start on the side of the **energy track**.



FIGHT

In the fight phase, you summon spells, symbolized by **spell pawns** ■/●/○, which you place on your **rune rocks**. With these spell pawns you can capture energy tokens. First the starting player occupies his six rune rocks.



When all spell pawns are placed, player 2 reacts and also places six spell pawns (exception ▶ **duel number 5**). From now on, the starting player may not change the strength and position of his spell pawns.

What is important during the fight:

- ▶ Each energy token is assigned to the rune rock in front of it.
- ▶ In each of the six encounters, only one player wins an energy token – the one with the strongest spell pawn.
- ▶ Player 2 may never place a spell pawn of the same strength as the starting player's spell pawn.
- ▶ You can only win the energy token on your side of the arena.

Player 2 may not be free to decide, whether to capture the energy token on his side or not.

Example 1: The starting player places a medium spell pawn ○ on his rune rock. Player 2 is free to decide:

- ▶ If he places a strong spell pawn ●, he wins the encounter and captures the energy token on his side. The starting player gets nothing.
- ▶ If he places a weak spell pawn ■, he loses the encounter and gets nothing. The starting player captures the energy token on his side.

Example 2: The starting player places a weak ■ or a strong spell pawn ○ on his rune rock:

- ▶ Player 2 has no choice whether to win or lose the encounter. However, he can freely decide which of the two stronger ●/● or weaker spell pawns ■/● he wants to place.

Special case super energy

These tokens are the **most powerful** of all energies and do not need a spell to be summoned. **Placing a spell pawn is not necessary.**

The opposing player loses this encounter and his energy token. Nevertheless, he must place a spell pawn on his rune rock.

The fight phase ends as soon as player 2 has placed a spell pawn in front of each of his energy tokens and declares that his turn is over.

If you place all the high spell pawns at the beginning, you will hardly be able to win any encounters in later duels. Sometimes it's good to have at least one piece of each strength left in the 4th and even in the 5th duel.

SCORING: ENERGY

Once both players have placed their spell pawns, each of the six encounters is scored individually. You compare the opposing spell pawns:

The stronger spell pawn in each encounter wins and receives the energy token on its side.

Draw it to your side in the **scoring area** for clarity. The loser's token remains in the **energy area**.



For each conquered token, move your scoring pawn on the **energy track** in the corresponding direction: either in the direction of the light or the dark energy symbol. Both players can move in the same direction.



Example 1 (see graphic above): The player is standing at “0” and has captured 3× and 1× :

- For the **three** , the scoring pawn moves to **position 3** of the dark energy track.
- For the **one** , the scoring pawn moves back one space towards the light energy track and ends up on **position 2** of the dark energy track.

Example 2: The player is standing at “2” of the dark energy track and has captured 1× und 4× :

- For the **one** , the scoring pawn moves to **position 3** of the dark energy track.
- For the **four** , the scoring pawn moves four spaces in the opposite direction and ends up on **position 1** of the light energy track.

Special case super energy

Super energies which are placed opposite to a light or dark energy token are considered to be a won encounter. For each super energy you win, you may move your scoring pawn 2 spaces in any direction on the energy track.

If two super energies face each other, the encounter ends in a tie. No player may move his scoring pawn.

You can see from the number below the energy track how many Honoris points your current energy level corresponds to. You cannot reach a higher energy level than 15.



Example:

Both players receive 20 Honoris points at the end of the game.

SCORING: DUEL

Then the winner of the whole duel is determined – this is the player who **has won the most encounters**. He takes the **duel marker** and places it in his **Honoris deposit**.



For this he gets 5 Honoris points at the **end of the game**. You can also turn the marker to the back side, where you can see your points.

Special case super energy

If two super energies are opposite to each other, this encounter ends in a tie. It is not counted in the duel scoring.

If both players have won **the same number of encounters** in a duel, **the duel is a tie**. No one receives the **duel marker**. It is put aside.

CONCLUSION

In the final phase, the arena is cleared for the next duel. **Take all the energy tokens and spell pawns from the game board** and put them aside. They are no longer needed.

In each final phase, **the starting player's button changes the sides**. It now moves to player 2.



DUEL NUMBER 5

5

In the fifth duel, the mages gather their forces for a faster and more direct exchange of blows. **Each encounter is played individually**, the course of the fight phase changes:

The starting player places his first spell pawn on any one of his six rune rocks. Now player 2 reacts immediately and places his first spell pawn opposite the spell pawn of the starting player.

Player 2 then chooses one of his remaining rune rocks and places his next spell pawn.

The starting player reacts immediately. This is how you alternately play all six encounters to finish the fifth duel.

If it is no longer possible to place different spell pawns in this duel you will place identical spell pawns. In this case no player wins these encounters.

Special case super energy

If there are super energies in the fifth duel, these encounters are played at the very end of the game – your last remaining spell pawns are placed here.

END OF THE GAME

After the fifth duel, the magic contest is over. Now you count up all the Honoris points  that you have earned on the energy track and in the duels.

Check the energy track to see how many light or dark energy you have captured. Next to the track you can see the amount of Honoris you receive for

it (from -5 to +35). For each duel you have won, you will receive 5 Honoris points.

You determine the winner by adding both values. In case of a tie, the winner is the player who has won the most duels. If there is also a tie, then you are truly equal.

GAME VARIANTS

We recommend playing “Magistrar - Duel of the Mages” for one or two rounds without the following expansions, in order to learn to better understand

the gameplay of the duels and the scoring system. The game variants suggested here can be combined with each other.

VARIANT 1: MAGE CARDS

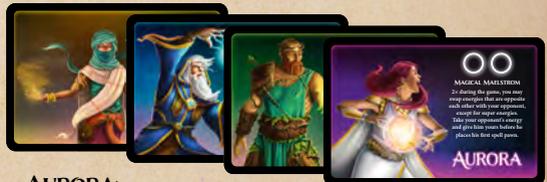
Select one of the four mages and use their individual special spell during the game.



The number of special spells is limited for some mages: If there is a circular space on your mage’s card place a special spell token on it with the coloured side up. If all of tokens have been used or turned face down, the special spell can no longer be used.

The rules of the base game still apply. No spell pawns of identical strength are allowed to face each other.

Also note the following information about the individual mages.



AURORA:

Each time you use your special spell, turn one of your special spell tokens face down.

Don't forget: At the end of the game you have to swap the swapped energy tokens back again.

WOTAN:

Each time you use your special spell, you place one of your tokens on the spell pawn you want to strengthen.

Spell pawns of the highest strength can also be upgraded by 1 with your special spell – however, the super energy is still stronger. Should you only be able to place identical spell pawns, you are not forced to upgrade them with your skill.

SILAS:

When you use your special spell, turn your special spell token face down.

BAHAR:

You do not need any special spell token.

VARIANT 2: DUEL CARDS

The duel cards each influence one duel. They are used in duels 1 to 4 of a game. Duel 5 is still played without a duel card.

Preparation: Shuffle the deck, randomly draw four cards, and place them face down next to the game board. Put the remaining duel cards aside – you will not need them in this game. Also get two special spell tokens  ready. You will eventually need them.



Gameplay: Before the first duel begins, turn over the first duel card and read the contents aloud. The card is valid from now until the end of the first duel. At the beginning of the second duel, turn over the next duel card. It is also valid only for this duel. Continue like this until the last, fifth duel. In this duel there is no duel card.

If the duel card requires a decision from both players, the starting player decides first. The rules of the base game still apply. No spell pawns of identical strength are allowed to face each other.

Due to the duel cards, it may happen that some spell pawns remain after the fifth duel.

VARIANT 3: GRAND MAGE



First get the four **golden super energies** ready. You play a so-called “Best of Five”: Whoever is the first of you to win three games against his opponent, may call himself “Grand Mage”.

The special feature: The loser of the first game may mix an additional golden super energy into his bag before the second game. In all other games the loser also always gets an additional golden super energy into his bag.

In the fight phase, it functions in the same way as your own super energies. In the scoring phase, however, it is stronger:

- ▶ In the **scoring: energy**, you may move your **scoring pawn** on the energy track by **3 spaces instead of 2** in any direction. If two golden

super energies are placed opposite each other, this match is a tie. No one may move his scoring pawn.

- ▶ If the golden super energy is placed opposite a “normal” super energy in the **scoring: duel**, the golden super energy wins the encounter. If two golden super energies are placed opposite each other, this encounter ends in a tie. It is not counted in the duel scoring.
- ▶ The golden super energy gives a **bonus of +1** in the **scoring: duel** when it comes to determining the winner based on the encounters won. A won encounter with golden super energy thus counts twice.

Did you win the Best of Five? Then try to turn the other mages into Grand Mages as well.

THE MAGES



AURORA

AURORA is descended from the 1st great mage house of “Magistrar”, the Imperica – a mage guild with centuries of tradition and the ability to magically influence the energies of the earth. As the most gifted of her bloodline, AURORA fights for the prestige of her family.



BAHAR

Not much is known about BAHAR, the secretive mage from the wide, dry desert plains of “Magistrar”. She moves as lightly as the wind, and a mysterious aura of silence surrounds her delicate appearance. It is said that she gets her strength from the equilibrium that lies deep within her. Is this the calm before the storm?



SILAS

The experienced mage SILAS comes from the 2nd great mage house of “Magistrar”, the Lucemia. But he has withdrawn to a castle in the mountains for a long time. Nobody knows exactly what studies he is conducting there. The powerful spells, with which he competes in the Magicus Pugna, are unparalleled.



WOTAN

WOTAN is as mighty as the giant trees of his homeland. According to legend, he was found as a newborn in the roots of a giant sequoia tree. Nature is his element. He is said to be invincible and have unimaginable powers in the woods. How good it is that the Magicus Pugna takes place on neutral ground.

Author: Robert Heller

Illustration & Graphics: Marco Armbruster
3D rendering: Andreas Resch

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Robert Heller
Am Schächtchen 8
D-55413 Weiler bei Bingen
kontakt@spiel-das.de
www.spiel-das.de

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