

How to Play Teaching Guides: #41 Mage Knight

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #41 of The How to Play Podcast available at www.howtoplaypodcast.com

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The Hook - What the Game is About

"Welcome to Mage Knight. In this game you are a powerful Mage Knight, who seeks to become even more powerful by killing monsters. Killing monsters is worth Fame Points and makes you even more powerful by climbing in levels giving you more powers so that you can kill more monsters and earn even more fame points.

You start the game with a deed deck of sixteen cards. You begin each turn with a hand of five cards from that deck. The cards allow you to do all of the different actions in the game. Some of the most basic actions the cards let you do is to move on the board and fight monsters.

On your turn you will move as far as you want than you may interact with the board, with the most common interaction being to fight monsters if they are nearby. You can use as much of your hand as you want on your turn. At the end of the turn you will draw back up to five cards.

A round is either "day" or "night." With the first round being Day 1 and the second round being Night 1 etc. The player's determine how long a round is by how fast they go through their deck. When a player has no more cards left to draw in his deck he may declare the end of the round instead of taking a turn. All the other players get one more turn and then the round is over.

A scenario lasts between 3-6 of these rounds or until an ending objective has been met. At the end of the game players calculate their score by earning bonus points for having the most in particular categories and add that to the points they have already earned from killing the monsters throughout the game and the player with the most fame points is the winner of the game."

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The Meat - How to Play the Game

The Start of the Game

1. Choose a Character - vary by one card and "skills"
2. Set up Map Tiles
 - 2.1 Start Hex and two particular hexes adjacent
 - 2.2 Countryside tiles (in order for intro) and Core Tiles on bottom
3. Roll 2 + X Mana Dice and place on source board;
4. Draw 5 deed cards from deck as starting hand
5. Choose Day Tactics Cards; Determines turn order & special ability

Moving on the Board

1. In a turn you may move than you may do one action
2. Movement Costs - based on terrain
3. Cant end on another player (unless fighting & not in intro)
4. Rampaging Enemies - moving adjacent to triggers a battle
5. Exploring a new tile - (1 FP in intro scenario)
6. May split movement points amongst moving/exploring
7. Playing cards sideways - to move/attack/block/influence 1

Using Mana

1. Mana makes cards stronger, use bottom half of cards
2. May use one mana per turn from the source, reroll at end of turn
3. Want to use one mana each turn to optimize your hand
4. One of each of four colors, suns are wild, moons kill die for round
5. Difference between mana and crystals, (3 crystals per basic color max)

Interacting with Locals

1. In friendly locations you can heal, get allies or get special cards
2. Get benefits by spending influence cards + reputation
3. Interacting in a village - (Recruit, Heal or Plunder)
 - 3.1 Recruit - Pay Inf. Cost, Village Icon, Requires Command Token

How Combat starts

1. Challenging or provoking rampaging enemies
2. Trying to conquer a site - (i.e. keep, mage tower,)
3. Going on an adventure! - (i.e. monster den, dungeon)

How Combat works

1. Monster attacks you
 - 1.1 Block it - match attack value or higher
 - 1.1.1 Play block cards/sideways cards
 - 1.1.2 Activate Units using command token to block
 - 1.2 OR take damage
 - 1.2.1 Take wound cards into hand (damage/armor) round up
 - 1.2.2 Wound cards stay in hand never discarded
 - 1.2.3 Knockout - wounds = hand size
 - 1.2.4 Assign wounds to units - wounded units may not activate
2. Attack the monster to try to kill it
 - 2.1 Play attack cards/sideways cards or activate units equal to monster's armor to kill it
 - 2.2 If monster is dead collect fame points
 - 2.3 If you fail, monster usually just stays there, if conquering retreat
3. Siege attacks/Range attacks allow you to kill before being attacked
4. Go over any special abilities of monsters on the board

End of Turn Resolution

1. Reroll mana dice used and place on source (next player may begin)
2. Discard played cards & crystals
3. Claim rewards from battle & process level ups
 - 3.1 Level Up 1 - Advanced Card & Skill Selection
 - 3.2 Level Up 2 - Command Token, Hand Limit & Armor
4. Discard any number of cards (must discard 1 if played none)
5. Draw up to hand limit

Healing & Resting

1. Effect of Wound Cards in deck and on Units
2. How to get Healing points (cards, locations)
3. How & When to spend healing points
4. Resting - spend turn to discard any wounds + one non-wound
5. Exhaustion - all wound cards - discard one wound - no move/action

Final Notes

1. Discuss we will go over more locations and monster abilities as needed
2. Reverting - may take back actions if no new information was revealed
3. End of Round
 - 3.1 Remind how end of round is triggered
 - 3.2 Reshuffle deed decks & draw new hand
 - 3.3 Refresh Unit offers, advanced cards & spells, flip & roll source
4. Night Rules - movement changes, suns vs moons, visibility
5. End of game triggers
6. Go over scoring categories

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The Hamster - How to Win the Game

1. Game is all about optimizing the hand you have
 - 1.1 Play the hand you are dealt not what you “want to do”
 - 1.2 Try to use a mana every single turn
2. Fight as many monsters as you can as you move across the board
 - 2.1 Moving without fighting or using influence will cut efficiency
3. Plan out attacks before committing to a “face-up” battle
4. Pay attention to opponents decks in deciding # of cards to play
5. Focus on what scores you points! Killing monsters & FP categories
6. Good Luck and Have Fun!

Credits: Game Design: Vlaada Chvatil

Game Publisher: WizKids

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