

ARCAVEN'S DUEL GUIDE

PLAYERS: 2
CONTENTS: 49 CARDS



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BACK STORY

Long ago in the land of Arcaven, all wizards had almost unlimited power. Each wizard's power was rooted in the elements, but they could also cast many more powerful spells, each with the ability to cause great destruction. But then, three wizards realized that these spells had too much power - they took all the most powerful spells and sealed them away in the Locked Realm, leaving only the basic spells for the wizarding community to use. Centuries later, two great wizards emerged who were the best of friends. But as their power grew, the world around them began to divide into two opposing factions. Their friendship crumbling to enmity, they were thrown into conflict as leaders of the enemy groups. Through this conflict, the Key was discovered and the hunt for the Locked Realm. unfolded.

OBJECT OF THE GAME

Banish your opponent from Arcaven by dealing damage until their health is zero.



SET UP

Basic (for Expansion setup see page 2)

Each player starts with a hand of seven spell cards, marked on the back with "1" and "2" for the respective players.



The Lock Deck - cards with the lock symbol on the back - is placed face down between players.



SET UP

Getting the tokens set up**



10 hearts are placed in front of each player, this represents your health.

The remaining tokens are used as charge tokens, placed in a pile between the players.



Note - if you are playing the basic game, set aside the Expansion Deck (arrow on the back of cards) as well as Air, Ice, Electricity, Earth and Upgrade cards

** For your first game, cut out the heart/charge tokens to separate.

GAME PLAY

Each turn has 4 phases, performed in order below

SELECTION - Players choose a card and set it face down in front of them.

CAST - Players flip cards at the same time



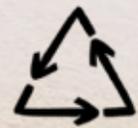
ACTION - Players perform actions from the cards. For cards that cost charges, pay charges first, then settle any other actions.



Example- If one player plays BEAM, they pay 1 Charge token and then deals 2 damage to their opponent (meaning, the other player loses 2 heart tokens)

Note: the element cards (FIRE, GRASS and WATER) deal one damage against any other card, PLUS the action listed on the card. In addition, they are part of a cycle, Fire beats Grass, Grass beats Water, and Water beats Fire. A "winning" Element does 2 damage instead if one, a "losing" Element does no damage.

RECYCLE - Set the card just played aside in your recycle pile (to the side of the playing area) and move the card previously in your recycle pile back in your hand to be used at any time. This prevents players from playing the same card twice in a row.



IF A PLAYER HAS TO USE THE RESTROOM, GO AHEAD.

CARD DESCRIPTION

ELEMENT CARDS

Fire, Grass and Water are the basic element cards. If they are played against each other in the same turn, the ELEMENT CYCLE comes into play. Fire beats Grass, Grass beats Water and Water beats Fire. The player whose card loses in the cycle takes TWO DAMAGE instead of one. The winner does not take damage. The other actions on the card of each player are taken as well. If both players flip the same Element card, each player takes one damage.



ENERGY CARDS

Energy cards have more powerful spells and the actions on them can cause more damage or heal. They require spending Charge tokens to play. The number of Charge tokens required to play these cards is in the left upper corner of the card face. If a player flips a card that costs two Charge tokens, the 2 tokens are paid before any actions on the card are taken.



NOTE: "?" Charge Cost

The Charge cost of these cards is determined during the Action phase. Their charge costs can change based on conditions in the game or a player's choice. Note that the costs are determined after cards are flipped.



CARD DESCRIPTION

CHARGE CARDS

Charges are gained by playing CHARGE, SUPERCHARGE, RESERVE or through actions on cards. For example, When SUPERCHARGE is played you pay 1 Charge to play the card, then after paying the Charge you gain 3 Charges.



KEY AND THE LOCK DECK

The Lock Deck is a deck of more powerful spells accessible only by playing KEY or LOCK PICK. When KEY or LOCK PICK are played, the player draws the top three cards of the Lock Deck and chooses one. That card goes into their Recycle pile with KEY, and the player now owns that card for the rest of the game. The Lock card is permanently owned by the player who retrieved it and functions normally for the rest of the game.



UPGRADE CARD AND UPGRADE DECK

These are used with the Expansion Deck. The Upgrade Deck functions the same as the Lock Deck when selecting cards, but with more powerful cards and the costs to access the Upgrade deck is three Charges (by playing the UPGRADE card).



ELEMENT DUEL

In the event of any tie, game-related or otherwise, both players may play an Element of their choosing to solve the tie, similar to playing Rock Paper Scissors. The Element Duel follows the same cycle as the Elements themselves, but causes no impact to the game other than to break the tie. See Element Cards section

ADVANCED PLAY AND VARIANTS

PLAYING WITH UPGRADE EXPANSION

This is the standard gameplay, the only difference is that the Upgrade expansion is added in. This makes the game more complicated, and is recommended once players have played several rounds of the Basic Game.

UPGRADE EXPANSION SET UP

Starting hands contain 12 cards, marked on the back with "1" and "2" for the respective players. The Lock Deck, cards with the lock symbol on the back, is placed face down between players. The Upgrade Deck, cards with arrow symbol on the back, is placed face down next to the Lock Deck.



SIMPLE VARIANT

This is also the standard game, but without the Lock Deck or KEY. This variant is good for younger players, especially those who cannot read, because the icons of the cards are easy to recognize and memorize, so a player who cannot read the effect of a card can still remember it from the icon. These games end quicker and are great to prepare to play the Basic Game.

INCOME VARIANT

In this variant, each player gets one Charge at the beginning of each turn. The cost of every card with a Charge cost is increased by one. The costs of ? Cost cards do not change. This is a fun way to change up the game a little bit, and combining this with the expansion makes for the most complex gameplay currently possible.

COUNTER DICE

The game can also be played with counter dice, the number on the dice representing the number of Hearts or Charges a player has. A 10 for 10 Hearts, a 2 for 2 Charges, for example. Counter dice do not directly affect gameplay, but do allow a better game experience, because dice are more compact than tokens.