

Caster: The Duel

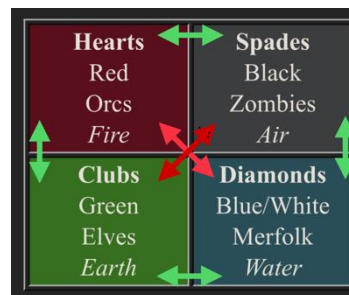
Based on rules for "Duel" created by Mark R. Brown
Additions and modifications by Brandon Lee

Turn Order

The game consists of playing creatures and spells against one another, trying to lower the opponent's health. Each player has a health pool that starts at 20. Creatures are cards that can attack and block. Spells are cards used to modify/influence creatures or the board. There is no limit to the number of turns. A typical turn has 5 phases:

1. **Begin**
 - Un-tap (Turn your cards upright)
 - Draw a card.
2. **Main Phase**
 - Play a mana source (only 1 per turn)
 - Cast creatures and other spells.
3. **Combat**
 - Declare attackers.
 - Your opponent declares blockers.
 - Combat damage is dealt.
4. **Main Phase (Again)**
 - Play a mana source (if you haven't already)
 - Cast creatures and other spells.
5. **End**
 - Creatures heal.
 - Discard down to 7 in your hand.
 - Pass turn to opponent.

This is the color/suit chart. Green lines indicate "friendly" color/suit, red lines indicate "enemy". These terms are used to determine certain ability interactions.



If playing with a standard black and red deck, the opposite color is friendly, the same color (different suit) is enemy.

Beginners Setup

Shuffle the deck. Deal each player 15 cards. Have them discard down to 7 cards in their hand. Take the discards and shuffle them back into the library. Take the top three cards from the library and flip them over face up. This is the start of the graveyard.
The first player always skips the draw step on the first turn.

Commonly used terms

Hand- The cards you are holding. You can have a maximum of 7 at the end of your turn.

Library- The cards you draw from. They are face down and usually shared between both players.

Graveyard- The discard pile. This is always face up and shared between both players.

Exile- Cards placed here are completely outside the game. You cannot retrieve a card from exile.

Mana- Mana is the energy used to cast cards.

Tap- Turning a card sideways.

Creature- Monsters used to fight. They have stats and abilities.

Spell- Cards used to influence or alter the state of play.

@- This symbol represents "1 mana of casting color/suit."

Creatures

Face cards, aces, and jokers are considered creatures. All creatures have cost, power, and toughness determined by *face*. Cost is how much mana is required to summon them. Power is how much damage they do in combat. Toughness is how much health they have. All creatures have abilities. These abilities are determined by both *face* and *color/suit*. The abilities are as follows:

FACE	ABILITY	DESCRIPTION
Ace @+3/4/4	Flying	Creatures with flying can only be blocked by other creatures with flying.
King @+2/3/3	Trample	Any excess damage from blockers is dealt to the opponent.
Queen @+1/2/2	Protection	This creature cannot be targeted, damaged, or blocked by spells/creatures of the <u>enemy</u> color/suit. This includes counterspells.
Jack @/1/1	First Strike	This creature deals combat damage before creatures without first strike.
COLOR/SUIT	ABILITY	DESCRIPTION
Red/Hearts	+Power	<i>Sorcery</i> Spend matching @ (Hearts) to increase power +1 till end of turn. This can stack.
Black/Spades	+Indestructible	<i>Instant</i> Spend 1 matching @ (Spades) to gain indestructible till end of turn.
Green/Clubs	+Toughness	<i>Sorcery</i> Spend matching @ (Clubs) to increase toughness +1 till end of turn. This can stack.
Blue/Diamonds	Vigilance	Attacking doesn't cause this creature to tap.

For example, a Jack of Diamonds would be a 1/1 (1 Power, 1 Toughness) creature who has two abilities, First Strike and Vigilance. To summon them, you would need 1 Blue/Diamond mana.

Another example, an Ace of Hearts would be a 4/4 (4 Power, 4 Toughness) creature who has two abilities, Flying and +Power. To summon them, you would need 1 Red/Heart mana, and 3 of any other kind.

Some special cards have three total abilities, including the abilities from their face/suit. Jokers are also considered special, but only have 1 ability.

CARD	ABILITY	DESCRIPTION
Ace of Spades Cost: @+3 4/4	Damage discard	Whenever this creature deals combat damage to your opponent, they discard a card from their hand at random.
King of Hearts Cost: @+2 3/3	Death- touch	Whenever this creature blocks or becomes blocked by a creature, destroy that creature at end of combat.
“One-Eye” Jacks (Jacks showing 1 eye) Cost: @ 1/1	Damage Tap	Tap to do 1 damage to any target.
Joker 1 (Large/Full Body) * ₁ Cost: 5 X/X	X/X = Creatures	Your power and toughness are equal to the number of creatures you control NOT including itself. Jokers are considered colorless/suit less unless enchanted.
Joker 2 (Small/Face) * ₁ Cost: 5 X/X	X/+/X=6	After you summon this creature, and then at the start of your turn, you may change the power and toughness of this creature to any combination totaling 6. Jokers are considered colorless/suit less unless enchanted.

Combat

On your turn, you declare which of your creatures will attack during the combat phase. Attacking causes your cards to tap. Creatures that have been summoned that turn cannot attack. Attackers may not target anything specific. Your opponent then declares blocking creatures. Tapped cards cannot attack or block. Multiple creatures can block a single attacker. Damage is then dealt, and any destroyed cards are discarded. First strike damage is dealt, then attackers deal damage, followed by blockers.

Spells

Number cards can be played as mana sources and as spells. There are two different kinds of spells. *Instant* spells can be played at any time, including during your opponents turn, provided you have the mana to do so. *Sorcery* spells can only be played during your turn, on one of your two main phases. You may play as many *sorceries* as you have mana to do so.

❖ Mana Source (All) COST: N/A

1 Per Turn

You can play any *number* card as a mana source. It will generate **1** mana of its given color/suit when tapped, regardless of the value of the number. It is always considered a land *unless* it enters the graveyard/exile or returns to the library.

❖ Counter-spell (2,3,5,7 – Primes) COST: 1 Casting Suit +1 Suit-less [@+1]

Instant

You can play specific number cards to counter another card. You can counter any card use, including another Counter-spell. Your card and any countered cards all go to the graveyard.

For example, your opponent is trying to put down a creature, a Jack of Clubs. Countering that creature puts both cards into the graveyard.

❖ Heal (All) COST: 1 Casting Suit [@]

Instant

You can play any number card to heal damage done to either yourself, or a creature. If you choose to target a creature, the creature must be the same color/suit as the card you are playing. The amount healed is dependent on the number of “pips” in the center column of the card. *2



❖ Damage (All) COST: 1 Casting Suit + (X-1 Suit-less) [@+(X-1)]

Instant

You can play any number card to deal damage to either your opponent directly, or an enemy creature. The cost of the card is dependent on the number of columns on the card, X, minus 1. If you choose to target a creature, the creature must be the enemy color/suit as the card you are playing. The damage is dependent on the number of “columns” on the card.



❖ Scry 2 (9) COST: 1 Casting Suit [@]

Sorcery

Look at the top *two* cards of any library. You may put those cards on the bottom or top of that library in any order.

❖ **Enchant Creature (All) COST: 1 Casting Suit for Odds, +1 Suit-less for Evens. [@(+1 Even)]**

Sorcery

You may enchant a creature of a friendly color/suit you control, whose name has the same number of letters as the spelled-out number. Enchanting adds the attribute of that color/suit to the creature. A creature can only have one enchantment.

You may ALSO enchant an opponent's creature of the same casting color/suit. Enchanting an

CARD	SPELLED	FACE
2, 6, 10	Two, Six, Ten	Ace
4, 5, 9	Four, Five, Nine	Jack, King
3, 7, 8	Three, Seven, Eight	Queen, Joker

opponent's creature *removes* the attribute of that color/suit from the creature. It also removes any enchantments already on the creature.

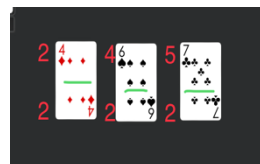
❖ **Artifact Cards (4, 8 – Multiples of 4) COST: 1 Casting Suit, +1 Suit-less [@(+1)]**

Sorcery

These cards can act as colorless mana. They also have abilities when initially played.

CARD	Ability
4	When played, each player draws 2 cards, alternating. Acts as colorless mana source.
8	When played, pick a suit. Until your next turn, all creatures of that suit gain +1/+1. Acts as colorless mana source.

❖ **Transfer/Move Cards (ALL) COST: 2 Casting Suit [@@]**



Number	Zone
1	Play
2	Hand
3	Exile
4	Graveyard
5	Library

CARD	ZONE MOVEMENT	EXPLANATION
2	Play-Play	Tap target creature OR move enchantment between creatures (only if valid enchantment)
3	Hand-Play	Return target creature to controller's hand. (Any enchantments are discarded)
4	Hand-Hand	Steal random card from opponent's hand.
5	Exile-Hand	Exile random card from opponent's hand.
6	Graveyard-Hand	Discard random card from opponents' hand OR retrieve a card from the graveyard.
7	Library-Hand	Draw a card from your library.
8	Library-Exile	Exile the top OR bottom of any library.

9	Library-Graveyard	Discard the top of any library OR move any card from the graveyard to the bottom of your library.
10	Library-Library	Move the top of any library to the bottom OR the bottom to the top.

Sorcery

Move cards between key zones based on group/direction of “pips” shown. The larger group is the first zone, the smaller the second.

Hearts are the Enemy of Diamonds. Clubs are the Enemy of Spades.
All other combos are “friendly”.

You draw at the beginning of each turn. If you cannot draw a card, you take the graveyard and shuffle it. Your opponent splits it, and one half becomes the new library. The other stays as the graveyard. The graveyard is always shared. The graveyard is always face up.

Alternate Setup and Rules

Single Deck Draft

If you would like to have a fairer setup, deal each player 5 cards. They each pick one, then pass to their opponent. Repeat this until each player has 5 chosen cards.

Deal 5 more cards to each player. Repeat the process. Each player should have 10 cards. Both players discard down to 7, taking their 3 remaining and putting those 6 into the shared graveyard.

Dual Deck Draft

If you have two complete 52+2 joker decks, combine both. Shuffle them, then deal each player 15 cards. These are the first set of "packs". They both pick 1 card, then pass the to the other player. Repeat until both "packs" have exactly 7 cards left. Set these 7 cards aside-this is the graveyard.

Repeat this process, dealing 15 to each, picking 1, swapping, once down to 7 set aside. If you run out of cards to create a full 15 card pack, shuffle the unchosen cards with whatever remains and continue. Once each player has 40 cards, stop.

When you are finished, you will have three piles. Two 40 card libraries, and one 28 card pile that is used to start the shared graveyard.

*1 If your jokers look identical, mark one in some way.

*2 The cards 4, 6, and 8 do not have any center pips, and thus cannot be used to heal.

Quick Reference Guide

Enchantment Targets				Card	Ability
No.	Creature				
2,6,10	A				
4,5,9	J,K			1-Eye	Tap Damage
3,7,8	Q,Joker				
				King/Heart	Block Destroy
				Ace/Spd	Damage Discard
Creature Cost Pow Tgh				Zone	No.
J	1	1	1	Play	1
Q	2	2	2	Hand	2
K	3	3	3	Out/Game	3
A	4	4	4	Grave	4
Jkr	5	?	?	Library	5
Card Ability				Suit Ability	
J	1st Strike			H	+Power
Q	Protection			S	+Indestructible
K	Trample			C	+Tough
A	Flying			D	Vigilance

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 - Combat damage is dealt.
4. **Main Phase (Again)**
 - Play a mana source (if you haven't already)
 - Cast creatures and other spells.
5. **End**
 - Creatures heal.
 - Discard down to 7 in your hand.
 - Pass turn to opponent.

LgJoker=Creature # */* | SmJoker=Change Total 5: */6-*

Spell	Type	Cards	Char	Target	Cost
MoveCrds	Sorc	2-10	Pips	Zones	2
Counter	Inst	2,3,5,7	Primes	Enemy	2
Artifact	Sorc	4,8	Fours	Friend	2
EnchCreature	Ench	2-10	Name	Friend	10,2E
Heal	Inst	2-10	Center	Self	1
Burn	Inst	2-10	Columns	Enemy	1+(X-1)
Scry	Sorc	9	Shape	Library	1

