HARMAGIX

Purchase abilities or attack your opponent via a shared resource pool in this deck-building game, being careful not to let the balance shift against you.

Required Materials (2 Players)

- 1 x Game Board
- 76 x Gameplay Cards
  20 Neutral Cards
  56 Elemental Cards (14 per Element)
- 6 Small Meeples (used as Guardians)
- 1 x Green Bead (Earth Marker)
- 1 x Blue Bead (Water Marker)
- 1 x Red Bead (Flame Marker)
- 1 x Yellow Bead (Air Marker)
- 2 x D6 Dice (Player's Focus)

Goal
Reduce the opposing player's hitpoints (D6) to zero using the abilities of the Gameplay Cards to push elemental levels toward their Focus.

Setup
To begin, each player places their D6 in the circle marker on their chosen end of the Game Board, starting with the #6 face on top. The green, blue, red, and yellow beads are placed on their respective elemental starting locations as denoted by the icons:

Flame **Water** **Earth** **Air**

Each player is given 4 of the neutral *Stir Elements* cards, as well as 1 each of the 4 starting elemental cards: *Flash*, *Drop*, *Pebble*, and *Breeze*.

The 8 neutral *Excite Elements* cards are placed in a stack next to the Game Board. The remaining cards are shuffled and 3 drawn from the top; these are placed next to the *Excite Elements* stack, forming the Purchase Row.

Players may roll a D6 or flip a coin to determine who goes first — the player who will go first will only have a hand consisting of 3 cards their first turn (players will draw 5 cards for all subsequent hands - see below for explanation of hands/turns).

Gameplay
Gameplay is done in phases, with players placing their entire hand in their Discard Pile at the end of each turn and immediately drawing 5 new cards from their Draw Pile. The Discard Pile is shuffled and made into a new Draw Pile only when the player needs any additional card(s) to complete their 5-card initial hand.

The phases of a gameplay turn are:

ACTION: The player begins with **1 Action** and may use it to play any of the elemental cards in their hand, typically to push one or more elements on the Game Board toward their opponent's Focus Die.

Neutral cards do not cost an Action, but may only be played when an element is currently at 0 on the Game Board. Some cards provide additional Actions, allowing players to play more cards per turn.

BUY: The player begins with **1 Buy** each turn which they may use to purchase one of the available cards in the Purchase Row. The element cost denoted in the top right corner of the card is exacted upon the indicated element on the Game Board, pulling that element's level toward the player purchasing the card. For neutral cards, the player may choose which element to pull the cost from. Some cards provide additional Buys, allowing players to purchase more cards per turn.

The purchased card is placed in the player's Discard Pile.

CLEANUP: Any elements that have been pushed up to a player's Focus threshold are reset to neutral and 1 point of damage dealt to that player.

DRAW: The current player discards their remaining hand and draws an additional 5 cards, shuffling as needed. Play passes to the other player, starting the phases over.

Gameplay continues in this manner until a player's Focus Dice has been reduced to 0.

Definition of Actions / Mechanics

Elements:
There are 4 elements present on the Game Board: Flame, Water, Earth, and Air. Each of these elements begins in perfect balance - the central 0 mark on the Game Board - and are pushed and pulled by the players as they acquire new cards and play purchased ones from their deck.

If an element reaches 8 - the Focus Threshold - the Focus Die of the player occupying that side of the board loses 1 hitpoint at the end of the turn. An element may not move beyond the Threshold and resets to 0 once the turn is over.

Element Addition:
Shown as "+# Element" on a card, this allows the player to push the element in question the indicated amount toward their opponent's Focus Threshold.

Example:
1. Flame is at -1 (toward the current player) on the Game Board
2. Current player plays a card with +4 Flame
3. Flame moves to +3 on the Game Board (toward the opposing player)

Element Subtraction:
Acquiring a card from the Purchase Row causes elements to pull toward the player by the amount indicated as the cost in the top right corner of the card. This operates under the same principle as Element Addition, and can cause damage to the purchasing player's Focus Die.

Neutral Cards:
Neutral cards may only be used to modify an element that is currently located at the central 0 marker. Neutral cards do not cost an Action to play.

Purchase Row:
When a card is acquired from the Purchase Row, it's spot is refilled by drawing another card from the deck of all remaining unpurchased cards. If 3 turns pass without either player acquiring a card, all cards in the Purchase Row are placed on the bottom of the unpurchased cards deck and 3 new cards are drawn. The space occupied by the *Excite Elements* cards is not refilled if they are all purchased.

Monetization

Several opportunities exist for monetization approaches in *Harmagix,* mirroring those available in other digital deck-building games.

Expansion Packs
Building from the core gameplay, expansion decks created around new mechanics or other themes could be created and sold either alone or as bundles.

Energy
Online gameplay could be enabled for free, but players limited in the number of matches they may play by a basic energy mechanic that is tuned to run out with moderate activity. Players could pay premium currency to restore their energy and participate in additional games instead of waiting a period of time.

Alternatively, online matches would only be available for premium currency, or disabled entirely unless purchased as an IAP item.

Cosmetics
Skins could be created for the game board or player avatars and sold for either premium currency or real money.