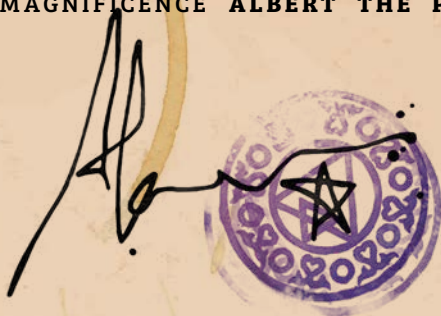# Not Enough Mana

or

A potion drinking card game of wizardly struggles, educated choices ★ and REGRET when choices backfyre

· MALEFICUS PRAECEPTA ·

**SCHOLARLY INSTRUMENT FOR PRACTICING
CORRECT MANA FLOW
IN MAGIC BATTLE CIRCUMSTANCES**

**APPROVED FOR EDUCATIONAL USE
BY THE ARCHCHANCELLOR OF *THE INSTITUTE*,
HIS MAGNIFICENCE ALBERT THE PURE**

blinding ball of fire exploded, draining oxygen from the atmosphere. Tongues of orange flames dissipated into scintillating, colourful sparks, leaving but tiny streaks of black smoke. Only the rustle of smoldering grass and whistling wind disrupted the sudden silence which fell over the clearing.

Albert, centered in the ring of incinerated litter, was breathing heavily. He looked around, but his opponent was nowhere to be seen. The wizard's hand reached into the folds of his partially burnt robe and found two mana potions. This fight exhausted him completely.

He nervously popped both bottles open and guzzled them down, coughed, drank some orange juice from his waterskin, and wiped his mouth with his sleeve. His powers were replenished right away. He glanced at moss-covered ruins of a hut standing at the edge of the clearing. Tilting his hat, he stepped towards the cabin, feeling strong and confident.

"Show your face, Blàvod! This ain't over yet!"

Silence was all he heard in response. The ground under his feet swayed and his vision was a little blurred. High amounts of magic must have affected the time-space continuum of the clearing.

The wizard left the burned circle and felt frozen, shimmering grass crunching under his feet. He stepped onto one of the three gleaming ice stripes reaching far

to the edge of the forest – a trace left by one of Blàvod's spells. Albert tripped over a frozen bunny, but this wouldn't slow him down.

Suddenly, he noticed a soft blue light emanating from behind the hut. In the nick of time, he covered his face and cast an incantation, mispronouncing it twice. A concentric wave of light spread from his arm and just a split second later it was hit with a powerful stream of ice bolts.

Albert looked up. Blàvod the Black was levitating over the ruins, clad in a frayed robe jerked around by gusts of cold wind. A wave of frozen death was pouring from his outstretched hand with a deafening roar, spreading around sinister, pale blue light.

"You cannot defeat me, weakling! You don't have enough mana!" he mumbled, and drank a mouthful from a large, half-empty potion bottle.

Albert almost slipped on the frozen grass under the force of the attack. He felt his magical shield fading. Using his free hand, he drew one more potion, opened it with his teeth and quaffed it. Suddenly, he felt a hard object under his foot. He reached towards it blindly, picked it up and threw it high up into the air.

The frozen rabbit soared over the wizards' heads, glimmering in the sun. It was enough to distract the opponent. The moment Blàvod directed his ice bolts upwards, Albert dispelled his shield, shouted an incantation and hit the opponent with a wall of bright orange fire. The flames engulfed Blàvod,
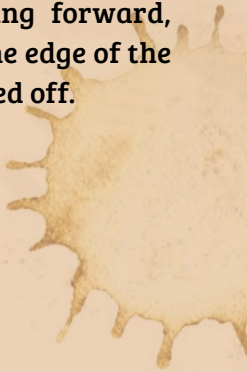
putting an end to his assault. Shrieking, he fell to the ground.

Once the wind scattered smoke and frost, Albert smiled and shook a piece of the rabbit off his hat. His opponent was on his knees, breathing heavily. The robe of Blàvod the Black was half burned and his charred hand was grasping the neck of the bottle which exploded in the heat.

"We will meet again, you pipsqueak," he muttered through gritted teeth. Just as he began moving his hand, Albert shouted a spell and, with the last ounce of strength, sent a fireball towards the enemy, but Blàvod was already gone. The ball passed over the ruins and annihilated only a lonely tree which somehow survived the battle.

Albert shrugged, drank the last two potions, coughed and washed the aftertaste away with the remaining orange juice. Then, stumbling forward, he wiped his mouth with his sleeve. At the edge of the forest, he collapsed under a tree and dozed off.

It was a good fight.

WHAT ★ SORCERY ⚡ ★ IS THIS?

Not Enough Mana is a potion drinking card game for 3-6 fearless wizards (legal potion drinking age may vary depending on your kingdom's laws).

You'll be destroying each other using epic spells, curses and artifacts while replenishing your mana by drinking magical potions.

Your goal is to eliminate all other wizards from the game, either through depleting all their health points or by K.O. (also known as *Too Much Mana*).

⚡ EQUIPMENT ⚡

165 cards, including:

- 121 spell cards
- 22 artifact cards
- 11 event cards
- 6 quick reference cards
- 4 empty cards to forge your own spells
- 1 Anti-Joker

70 red health crystals

70 blue mana crystals

Mana potions not included.

The Institute suggests potions of 40% mana essence potency.

Potent potions can be substituted with other forms of challenge, e.g.: ingesting sausages, performing press-ups, or whatever else the partaking wizards come up with.

★ PREPARATION ★

1. Shuffle the deck thoroughly and place it in the middle of the table, face-down. This is the **draw pile**. Next to it will be the **discard pile**, where all discarded cards should be placed face-up.

2. Red health crystals, blue mana crystals and mana potions should be put in a place easily available to all wizards.

3. Each wizard draws **10 health points**.

This is the maximum number of any wizard's health points.

4. Each wizard draws **5 cards** to their hand.

If you encounter an **event** card while drawing the starting hand, discard it to the discard pile and draw another card in its place.

SHOT GLASS
Event

Until the next event is drawn, drinking a mana potion provides 1 less.

Play immediately after drawing, then draw a new card.

VAL

ELECTRIC
Magnum Cr

SPELLBOOK

★GENERAL RULES★

1. **The eldest wizard starts the game. Then, the wizards take their turns clockwise.**

2. **You can drink mana potions at any point in the game** (even outside your turn).

   Each potion replenishes 3 mana points.

   This value, alongside potion's mana essence potency, can be adjusted to better account for the wizards' might.

   There is no limit to how many mana points a wizard can accumulate.

   If there are no crystals in the common pool, mana potions grant no points.

3. **When you lose all health points or have** *Too Much Mana* **and cannot continue the fight, you are eliminated from the game.**

4. **The battle ends when the last, victorious wizard remains on the battlefield.**

YOUR TURN

1. **At the beginning of your turn draw cards up to your hand limit (usually 5).**

The hand limit may be increased as a result of **event** or **artifact** cards.

DISRUPTED GRAVITY
Event

Until the next event is drawn, each wizard's hand size limit increases by 1 card.

Play immediately after drawing, then draw a new card

If you draw an **event** card, read it out loud, put it in the middle of the table and apply its effect, then draw a new card in its place.

SPELLBOOK
Artifact

While equipped, your hand size limit increases by 1 card.
You cannot have more than one Spellbook.

Place this card in front of yourself to equip it.

If all cards in the deck are gone, the discard pile is reshuffled and becomes the new draw pile.

2. **Then, you can play, discard, and/or exchange any number of cards, in any order.**

3. **To play a card, put it on the table, pay its cost, speak the magic incantation and, if necessary, indicate the target. Then, apply the effect specified on the card.**
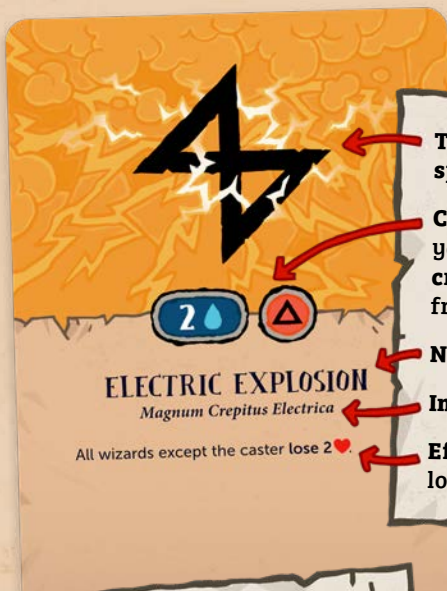
Type: This is an **electric spell**.

Cost: In order to play it, you need to discard **2 mana crystals** and **1 fire spell** from your hand.

Name of the card.

Incantation (on spell cards).

Effect: all other wizards lose **2 health points**.

ELECTRIC EXPLOSION
Magnum Crepitus Electrica

All wizards except the caster lose 2 ♥.

All spells that require a target may also be targeted at yourself.

If the **effect** of a card forces you to discard a card and you have no cards in your hand, you lose a mana point instead.

If you lose more mana points than you currently have, you need to immediately replenish your mana by drinking a potion or you lose the number of health points equal to the missing mana points.

Once the effect of the card you have played is fully resolved, place it face-up at the top of the discard pile together with the cards used to pay its cost.

Cards with lasting, continuous or delayed effects (e.g. **artifacts**, some **curses** and **events**) stay on the board as long as they remain in power.

4. To **discard** a card, place it face-up on the discard pile.

5. To **exchange** a card, discard it, pay the cost of the exchange, and draw a new card from the deck.

   The cost of your first card exchange in a turn is 1 mana point and it increases by 1 mana point for each subsequent card exchange in the same turn.

6. After completing all planned actions, announce the end of your turn.

❯TYPES OF CARDS❮

Offensive spells come in **fire**, **ice** and **electric** variants.

Make your foes suffer!

FIREBALL
Globus Igneus

The target loses 2❤

...ds sitting next to

...discard 1 card

...NING
...tricis

...r Lightning card
...ge of the spell
...r wizard.

MAGIC SHIELD
Lux Clypeus

Prevents 2 points of spell damage.

Defensive card – you can use it anytime, on any wizard

Defensive spells provide protection against attacks. You can cast them even outside your turn, in response to spells cast by your opponents.

Supporting spells allow you to replenish health, strengthen mana potions, switch hands with other wizards, and more.
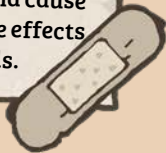
HEAL
Magic Salutem

The target gains 1 ❤

Curses deplete your foes' mana with dark arts of the occult.

CURSE OF RULES
A Szabályok Átok

Place this card in front of yourself and establish a rule, for example: "no swearing." From now on, any wizard who breaks the rule loses 1 💧
The curse works on the caster as well.
The rule cannot contradict the game rules.

All wizards lose 3 💧

Artifacts, after being equipped, remain on the board in front of their owner and provide lasting profits.

SPELLBOOK
Artifact

While equipped, your hand size limit increases by 1 card.
You cannot have more than one **Spellbook**.

Place this card in front of yourself to **equip** it.

Events modify the game rules and cause unpredictable effects for all wizards.

MANA FOCUS
Event

Until the next event is drawn, you can ignore received damage and instead lose the same amount of 💧.

Play immediately after drawing, then draw a new card.

GAME ★★ VARIANTS

1. **Team game for 4 or 6 wizards (2 or 3 teams).** Wizards from the opposing teams play their turns interchangeably. All spells can be cast against any wizard. All damage is resolved in accordance with standard rules. The last team standing wins.

2. **Astral conjunction.** Defeated wizards turn into astral beings and can ingest potions in order to drain mana from the living players. One potion drains 1 mana point from all wizards.

3. **Make up your own!** *Not Enough Mana* is supposed to be fun, wild and unpredictable. Invent your own variants and spice up the game!

Thank you

for supporting and playing *Not Enough Mana*. We hope you love it as much as we do, and we wish you endless epic battles and heroic victories.

Regards from the Archchancellor!

Not Enough Mana team,
on behalf of the Potion Institute

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