

POWERMAGE 54™

PowerMage 54™ gives players the opportunity to manage a group of freelance superheroes, who battle each other to see who, at the end, is the true PowerMage. You are the *PowerMage* Manager. Your superheroes are your *PowerMages*.

A player battles against opponents using a standard deck of 54 cards that have been highly modified. Your success in the game is counted by points, which will be explained later in the "Types of Cards" section. When a *players* point level drops to zero, they have been defeated and leave the game. The last *player* standing is the winner.

The game is easy to pick up and follow but cards may be played together in complex ways, if there is any contradiction on how to play the card, use this rule book and simply follow the text on the cards or log onto www.PowerMage54.com. At the same time, you can use the **PowerMage 54™** cards to play any game that requires a standard deck of cards.

TYPES OF CARDS

Powermage 54™ consists of 6 types of cards.

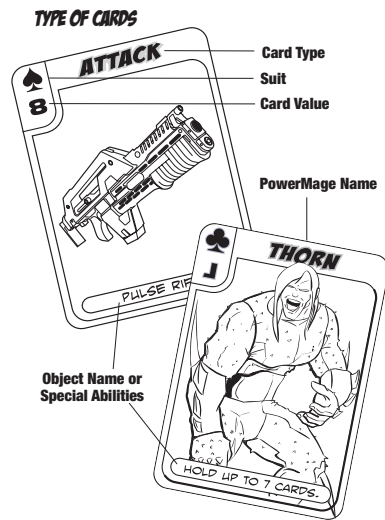
- Face Cards** - (Jack, Queen or King of all suits) - Face Cards are the heroes or *PowerMages* in **PowerMage 54™** that will help players win their battle against evil villain foes. Face Cards have two powers: 1) they have their own unique ability which is indicated on the their card and 2) they may be used with a Thump Card. If used with a Thump card the Face card returns to the players hand, if the Face card's ability is used, that card must be discarded after use.
- Attack Card** (♠ Spades) - Attack cards decrease points from another player by the value of the Attack Card. This card may be multiplied. (See Thump Card.)
- Defense Card** (♣ Clubs) - Defense cards are used by a defending player during an attackers turn. It is used immediately after the attacker plays their action turn (see Action Play under Quick Play). One defense card is played per attack. This card may be multiplied. (See Thump Card.)
- Health Card** (♥ Hearts) - Health cards are used during a player's Action Play, this card is used to increase the player's points. One Health card is played at a time. *A HEALTH CARD CANNOT BE USED AS A DEFENSE CARD.*
- Thump Card** (♦ Diamonds) - Thump Cards are special abilities that can only be used with a Face Card/PowerMage (Jack, Queen or King). These abilities may be used in 2 ways, either using the value of the card to multiply an attack, defense or health card or to use the special abilities that are listed on each card. *The Face Card that is used with the Thump Card must be shown to all players and is then returned to the players hand.*
 - Amplifying Attack/Defense/Health Cards:** An Attack, Defense or Health Card can be increased in value by multiplying the value of a Thump Card by the value of an Attack, Defense or Health Card. *The Face Card that is associated with the use of the Thump Card must be shown to all players and is returned to the players hand.*
 - Thump Card Ability:** Each Thump Card contains a special ability that may be used with any Face card (*PowerMage*). These powers are indicated on each card and are used during a players Attack play or Defense play. *The Face Card that is associated with the use of the Thump Card must be shown to all players and is returned to the players hand.*
- Jokers** - Jokers are wild cards and are indicated by a small j or a capital J. These cards have special abilities that are indicated on the card.

HOW TO PLAY

SET UP: All players start with 5 cards and 100 points. A pad of paper or other counting device may be needed to keep track of each player's points, which go up and down throughout the game. If a player's points reach 0, the player has been defeated and is no longer in the game.

- Player Draws a card from Draw Deck**
- Action Play: Player decides to 1) attack using an Attack card, 2) increase their points by using a Health card, 3) use the ability on a Face or Thump card or 4) pass their turn if the player holds 5 or less cards. (Note: Thump cards MUST ALWAYS be used with a Face Card. See Attack, Health or Face card under Types of Cards for more information.)**
 - Attack and Health card values can be multiplied with the value of a Thump card while being used with a Face card. (See Thump card under Types of Cards.)**
- Defense Play: If a player has been attacked the defender may reduce damage with the use of a Defense card or a particular Face or Thump card. Value of the defense card is subtracted from the value of the attack.**
 - Defense card values can be multiplied with a Thump card while being used with a Face card. (See Thump card under Types of Cards.)**
 - Remainder of attacking points are subtracted from the defender's points.**
- Cards that are used are added face up to the Discard Deck.**
- At the end of the turn players can only hold p to 5 cards unless otherwise indicated by other cards. Excess cards must be discarded with no benefit or value.**

If a player does not have any cards in their hand, they are still in the game, and they must wait for their turn to draw a card.
- Turn is over and play begins again clockwise with the next player.**



TYPES OF CARDS

Attack (Spades)

Name	Value
2♠ Lock Blade	2
3♠ Revolver	3
4♠ Shotgun	4
5♠ Submachine Gun	5
6♠ Grenade	6
7♠ Laser Pistol	7
8♠ Pulse Rifle	8
9♠ Electro-Landmind	9
10♠ Tomahawk Missile	10
A♠ Ballistic Nuclear Missile	15

Defense (Clubs):

Name	Value
2♣ Pepper Spray	2
3♣ Trash Can Lid	3
4♣ Stun Wand	4
5♣ Kevlar Helmet	5
6♣ PlexiGlass Shield	6
7♣ Bullet Proof Vest	7
8♣ Plasti-Armor	8
9♣ Defense Tower	9
10♣ Mobile Force Field	10
A♣ Missile Defense Shield	15

Health (Hearts):

Name	Value
2♥ Cold Compress	2
3♥ Aspirin	3
4♥ Bandages	4
5♥ Neck Brace	5
6♥ Plasma Drip	6
7♥ Adrenaline Shot	7
8♥ Bionic Heart	8
9♥ Neural Regenerator	9
10♥ Revitalization Chamber	10
A♥ Molecular Reconstruction	15

Thump Cards (Diamonds):

Power	X Value
2♦ Combine and shuffle both draw and discard Decks.	2
3♦ Look at Any One Players Hand.	3
4♦ Take a card from any player's hand. (Player cannot see cards prior to choice.)	4
5♦ Discard all cards in Players hand and draw another 5 cards.	5
6♦ Take any one thump card from the discard Deck.	6
7♦ Any one Player Loses a Face Card.	7
8♦ Swap hands with another player.	8

- 9♦ Everyone's health lowers to the health of the player of this card. 9
- 10♦ Switch health with any player. 10
- A♦ Take any Face Card from a player. (player cannot see Face cards prior to choice.) 15

Face Cards (Jacks, Queens and Kings):

Name	Power
J♠ Deltar Binary	Take any attack or defense card from a player. (Player must show all attack or defense cards to the player of this card prior to choice.)
Q♠ Timezone	Take another turn.
K♠ Annihilator	Use two attack or defense cards Both cards may be Multiplied by One Thump Card. Extra Ability: cancels Blister's Special Ability. (When blocking Blister do not Discard)
J♣ Thorn	Hold up to 7 cards. If any player notices that the holder of this card has more than 5 cards, the holder of this card must show the Thorn Face card or they discard down to 5 cards and lose a turn.
Q♣ Delan	Take no damage and divert attack received to any other player including the attacker.
K♣ Adapt	Turn attack damage into health (This card is played as a defense.)
J♥ Psychometry	Take any attack/defense card from the discard pile.
Q♥ Base	Destroy all attack/defend cards in one players hand
K♥ CrimsonMage & Scarlet Force	Use as an attack or defense card with the power of 10. This card may be used with a Thump Card.
J♦ Blister	Do an immediate 50 points of damage or defending player loses a face card. Defending player cannot use a defense card against Blister's specialty attack.
Q♦ Treble	Destroy all thump cards in one players hand
K♦ Diamond Man	May be used to amplify an attack/defense card with the power of 10.

Jokers:

Name	Power
J JOKER	This card may be used as a face card.
j joker	ON STRIKE. All players discard all PowerMages.

CREDITS

www.PowerMage54.com

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For more detailed information on rules, characters and playability of **PowerMage 54™** log onto **PowerMage54.com**