

You are a magician, with at least marginal control of the mysteries of magic. You, along with everyone else in the realm, heard the Queen's challenge. Defeat her magic, and become the Queen's Magician.

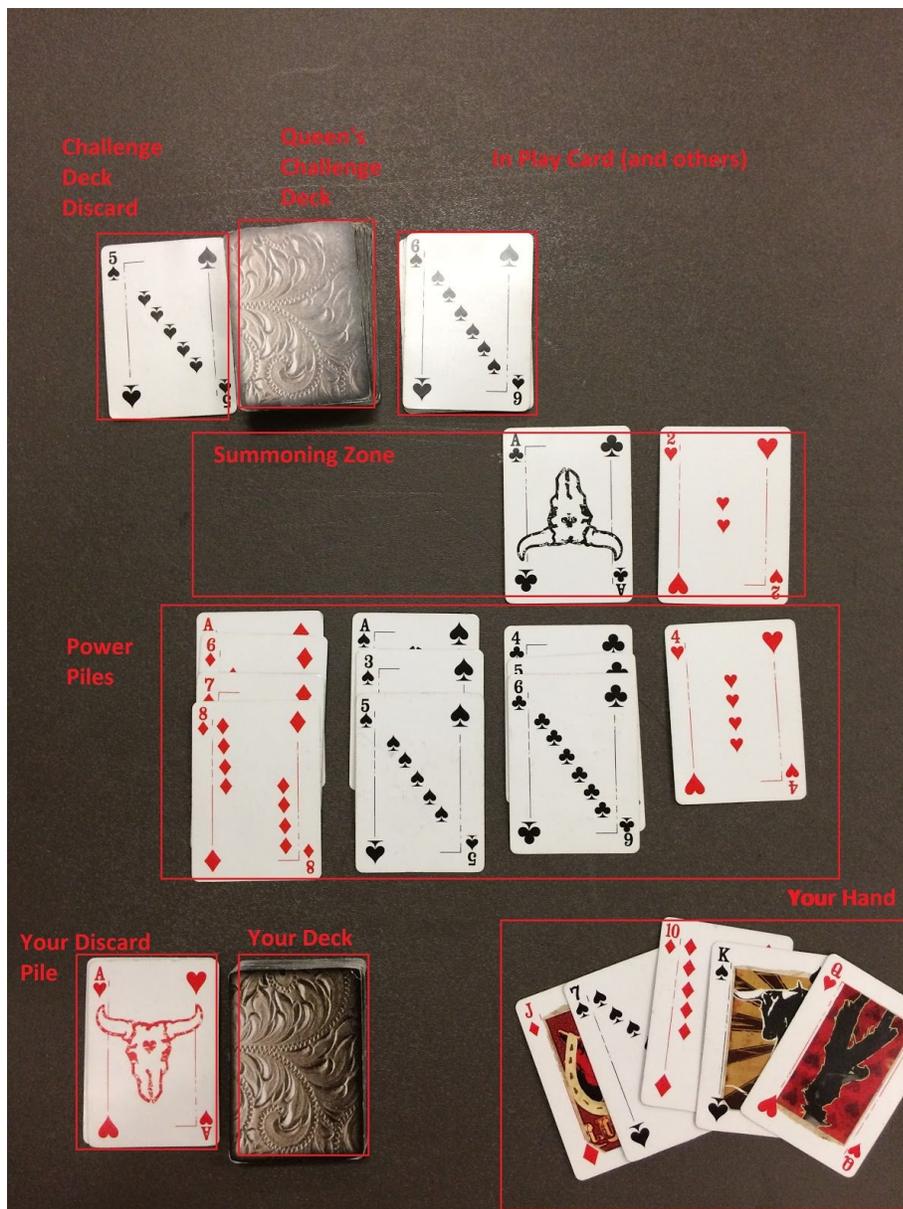
Without knowing the outcome, you decide to test your own skills of the arcane, against the challenge from the Queen. You will wield your brilliance (diamonds), bare your soul (hearts), bring with you the fraternity of magic (clubs), and use the dark magic from beneath (spades). With your knowledge and power, you hope to defeat the magic of the Queen's Challenge!

Goal

The goal of the game is to manipulate cards (magic) to remove all cards from the Queen's Challenge deck into the discard pile.

Game Setup

Grab two shuffled regular 52-card playing decks and place them across from one another. One will represent the Queen's Challenge deck. The other will represent your deck of magic.



Gameplay

Gameplay happens in 3 phases-Draw, Actions, and Flip. These phases repeat in order, until the challenge deck is completely discarded, or until you can no longer defeat a card in the challenge deck.

In the draw step, you will draw until you have five cards in your hand.

In the actions step, you will use your cards to play actions (see actions section of rules).

In the flip step, you will first look to see if the

challenge deck has a card in play. If it does, remove the bottom card from your deck and discard it. Then, flip the top card of the Queen's Challenge deck and put it face up next to the deck. If there was previously another card in play, this card is placed on top of it. This card is now in play.

Actions

You have four actions you can do on your turn.

Gather Power

To gather power, you will create power piles of cards by suit (type of magic). One pile will be hearts (soul), one will be diamond (brilliance), one will be clubs (fraternity), and one will be spades (beneath). To add cards to these piles, you must place a card on the pile that is greater than the previous card played, and of the same suit. For example, if a 3 of clubs has been gathered, and you have a 2 of clubs and a 6 of clubs in your hand, you may gather power by placing the 6 on the pile. However, you may not play the 2, because it is not larger than the card already in the pile (the 3). Please note that aces are low, and Jacks, Queens and Kings all follow traditional order.

The number of cards in each pile, is that pile's power.

You may gather power any number of times per turn.

Attack

To attack, first identify the suit of the card that is in play for the challenge deck. Suits may only attack their enemy. Hearts and spades are enemies (hearts can only attack spades, and spades can only be attacked by hearts). Diamonds and clubs are enemies (diamonds can only be attacked by clubs, and clubs can only be attacked by diamonds).

Next, determine the value of the card in play from the challenge deck (Jacks = 11, Queens = 12, Kings = 13). To defeat this card, you must match or exceed its value.

To attack, identify the power of the enemy suit pile in your power piles. If the power of that pile is greater than or equal to the challenge card in play, you may discard that card, revealing the card beneath.

You may attack any number of times per turn.

Cast a Spell

To cast a spell, play a card from your hand. If that card is the enemy of the current in play card from the challenge deck, and equal to or greater than the card's value, you may discard the current in play card from the challenge deck, revealing the card beneath it. The card you used must then be discarded.

Spell values can be combined between spells of the same suit. For example, a 3 of clubs and a 9 of clubs can be combined for a value of 12, to defeat a 10 of hearts. Additionally, casting spells can be combined with attacking. If your spades power is 4 (4 spades in your power pile) and you have a 5 of spades in your hand, you may combine the spell and the attack for a total value of 9. This may defeat up to a 9 of hearts that is in play.

You may cast any number of spells per turn.

Use a Gift

Each suit (type of magic) has a gift you may use. However only one gift total, out of any suit, may be used per turn.

- Spades: Subtract the power of the spades pile from the value of the current in play card from the challenge deck. *Example: The power of your spades pile is 3. The card in play is a king. You may use the gift of spades to change the King's value (13) to 10. This may make it easier to attack or use a spell to defeat this card.*
- Hearts: Discard cards from the challenge deck equal to the power of your hearts pile. *Example: The power of your hearts pile is 5. You may use the gift of heart to discard the top 5 cards of the Queen's Challenge deck.*
- Diamonds: Reveal cards from the top of your deck equal to the power of your diamond pile. You may replace them in any order. *Example: The power of your diamond pile is 4. You may use the gift of diamond to reveal the top 4 cards of your deck, and replace them back on top of your deck in any order you choose.*
- Clubs: Reveal the top card of your deck. If the card's value is equal to or less than the power of your clubs pile, you may add it to your summoning zone. If not, discard the card. *Example: The power of your clubs pile is 6. Reveal the top card of your deck. The card is a 3 of diamonds. This card is placed in the summoning zone, just above the diamond power pile.*

Summoning Zone

Cards that are summoned by the club's gift are placed in the summoning zone, just in front of the power piles. Cards in the summoning zone give a bonus to attacks. For each attack you attempt in that suit, you may add the value of the card in the summoning zone. *Example: The card in play from the Queen's Challenge deck is a Jack of hearts. You will need to attack with spades. The power of your spades pile is 6, but you also have a 5 of spades in the summoning zone. The power (6) of your spades pile is added to the value (5) of the card in your summoning zone, to make 11. This attack will now defeat the Jack of Hearts that is in play.*

Summoned cards used in an attack must be of the enemy suit of the card in play. Only one card may be summoned for each suit. If one card is summoned for a suit, but another card is already in the summoning zone, the new card replaces the old card. The old card is discarded.

Ending the Game

The game continues in the turn order described above.

1. **Draw** cards
2. Decide which **actions** you want to make.
3. **Flip**: Determine if a card from the bottom of your deck is and discarded. Then, draw a new card from the challenge deck to put in play.

If you are able to discard the entire challenge deck and all challenge cards in play, you win!

If the challenge deck makes you discard a card from the bottom of your deck, but you have no more cards in your deck, you lose! Good luck!

Points

Because winning this game is not easy, you can keep a high score. Your point total at the end of the game is equal to the amount of cards in the Queen's Challenge deck's discard pile. Too bad she isn't looking for a high score--she's looking for a magician!