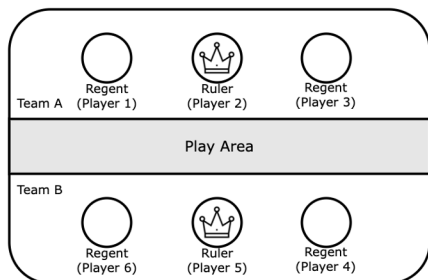


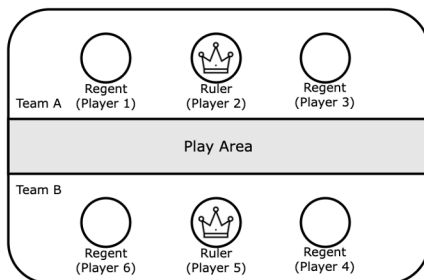
Royal Battle 6 Players
 Players split into two teams of three, with each team choosing one teammate to be their Ruler. The Rulers sit facing each other, flanked by their teammates (Regents) on either side:



Regents start the game with 15 Health. Rulers start with 20 Health. The players on the team going first (Team A) each discard a card at the start of the game. Play begins with Player 1 and proceeds clockwise.

Page 7

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Free-for-All 3+ Players
 Setup: The first player discards one card at the start of the game.
 Health: 3p = 20HP, 4-6p = 15HP.

On your turn, you may target any player or their Shields or Totems. When a player brings any other player to zero health, the end-game is triggered. The active player finishes their turn, then all surviving players including the active player take one more turn each if still above zero health when their turn begins. The winner is the player with the highest health at the conclusion.

Circular Battle 3+ Players
 On your turn, you may only target the player to your left, or the Shields or Totems of the players to your left and right. If the player to your left is defeated, you may attack the next player to the left. The last player alive wins!

Page 3

Team Circular Battle 6 Players
 Form three teams of 2 players each, then each team follows the rules of **Team Battle** (see page 4), but can only target the team to their left or the Shields or Totems of either other team.

Use the end-game rules of Circular Battle (see page 4), but for teams, not individual players.

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Page 5

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Multiplayer Rules

Spelled is designed to support a variety of multiplayer formats. Unless otherwise specified, all two-player rules apply in multiplayer games.

Note: In most multiplayer formats, Shields belonging to one opponent do not prevent you from attacking other players or their Shields or Totems.

Page 1



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Circular Battle 3+ Players
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Page 3

Royal Battle (continued) *6 Players*
 Regents may only target the enemy Regent across from them and/or Shields and Totems controlled by that Regent. If that Regent is defeated, they may then begin to attack/target the enemy Ruler and their Shields and Totems.

Rulers may target any player or their Shields and Totems (but as always, Shields must be destroyed first). Any Health gained by a Ruler may be given to either of their Regents instead.

During their Main Phase (so before cards in play get discarded), any player may pay one Energy to move a card from their Discard Pile to the Discard Pile of a neighbouring teammate.

When a Regent is defeated, they may put any one card they own into their Ruler's Discard Pile. When a Ruler is defeated, their team loses the game!

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Rulers may target any player or their Shields and Totems (but as always, Shields must be destroyed first). Any Health gained by a Ruler may be given to either of their Regents instead.

During their Main Phase (so before cards in play get discarded), any player may pay one Energy to move a card from their Discard Pile to the Discard Pile of a neighbouring teammate.

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Boss Battle *3-6 Players*
 Choose one player to be the Boss. They have a unique hand size and starting Health:

Total Players	Hand Size	Health
3	7	30
4	7	45
5	8	60
6	8	75

All other players start with 15 Health.

The Boss goes first and discards two cards on their first turn. The other players work as a team but take turns individually. They can work together to destroy the Boss' Shields over multiple turns since they only recover Strength when the Boss plays them again.

When the Boss defeats a player, that player may give one of their cards to each other player. If the Boss defeats all other players, they win.

If the Boss' Health is reduced to zero, all other players win. Page 6

Team Battle *4 or 6 Players*
 A 2-player team has a shared Health of 50. A 3-player team has a shared Health of 60.

Each player on a team has their own deck & discard pile, their own Abilities Pool, and plays their own Spells & Fragments. Team-mates do not combine letters. The Teams take turns with each player in the team playing each of the phases of the turn at the same time. Team-mates can remove Energy from their own Ability Pool and give it to each other.

Any Shields remaining in play for any team-mate protect the entire team and must be destroyed before the team's shared Health can be attacked. Team-mates can work together to destroy Shields or Totems, using the sum of damage from each player's Spells.

Use the end-game rules of Free-for-All (see page 3), but for teams, not individual players. Page 4

Boss Battle *3-6 Players*
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3	7	30
4	7	45
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6	8	75

All other players start with 15 Health.

The Boss goes first and discards two cards on their first turn. The other players work as a team but take turns individually. They can work together to destroy the Boss' Shields over multiple turns since they only recover Strength when the Boss plays them again.

When the Boss defeats a player, that player may give one of their cards to each other player. If the Boss defeats all other players, they win.

If the Boss' Health is reduced to zero, all other players win. Page 6

Team Battle *4 or 6 Players*
 A 2-player team has a shared Health of 50. A 3-player team has a shared Health of 60.

Each player on a team has their own deck & discard pile, their own Abilities Pool, and plays their own Spells & Fragments. Team-mates do not combine letters. The Teams take turns with each player in the team playing each of the phases of the turn at the same time. Team-mates can remove Energy from their own Ability Pool and give it to each other.

Any Shields remaining in play for any team-mate protect the entire team and must be destroyed before the team's shared Health can be attacked. Team-mates can work together to destroy Shields or Totems, using the sum of damage from each player's Spells.

Use the end-game rules of Free-for-All (see page 3), but for teams, not individual players. Page 4



The multiplayer rules in Spelled are heavily inspired by the fantastic deckbuilder, Star Realms. If you enjoy Spelled, please give it a try too!

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