

SPELLED

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, Shield Wards belonging to one opponent do not prevent you from attacking other players or their Wards.

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

Page 1

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	40
5	8	50
6	8	60

Other players use the regular rules.

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' Wards 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 4

Free-for-All 3+ Players

The first player starts with three cards in hand, and the second player with four. All other players start with five cards.

On your turn, you may target any player or their Wards. The last player alive wins!

Circular Battle 3+ Players

As per Free-for-All rules but on your turn, you may only target the player to your left, or the Wards 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!

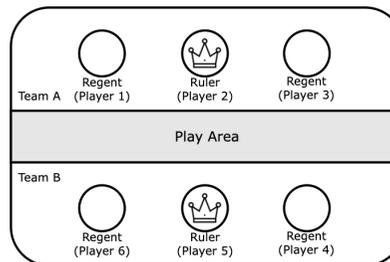
Team Circular Battle 6 Players

Form three teams of 2 players each, then each team follows the rules of **Team Battle** (see page 3), but can only target the team to their left or the Wards of either other team.

Page 2

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 30 Health. Rulers start with 40 Health. The team going first (Team A) gets a three-card starting hand. The team going second (Team B) gets a five-card starting hand. Play begins with Player 1 and proceeds clockwise.

Page 5

Team Battle 4 or 6 Players

A 2-player team has a shared Health of 75. A 3-player team has a shared Health of 100.

Each player on a team has their own deck & discard pile, their own Abilities Pool, and plays their own Spells & Spell 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 Shield Wards 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 Wards, using the sum of damage from each player's Spells.

When a team's Health is reduced to zero, all players on that team are defeated.

Page 3

Royal Battle (continued) 6 Players

Regents may only target the enemy Regent across from them and/or Wards controlled by that Regent. If that Regent is defeated, they may then begin to attack/target the enemy Ruler and their Wards.

Rulers may target any player or their Wards (but as always, Shield Wards 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!

Page 6