

# How To Play Abracabattle!

30-minute playtime, 2-4 players

## INTRODUCTION

*Kapow!! Was that a snake that just flew by my head? In Abracabattle, duel as a wizard with weird and wild abilities, competing to see who will reign magically supreme. Each wizard takes turns learning powerful spells from each of the four elements: Snake, Crystal, Feather, and Cheese. Use your spells to create powerful combo chain reactions to battle and defeat your enemy!*

## CONTENTS

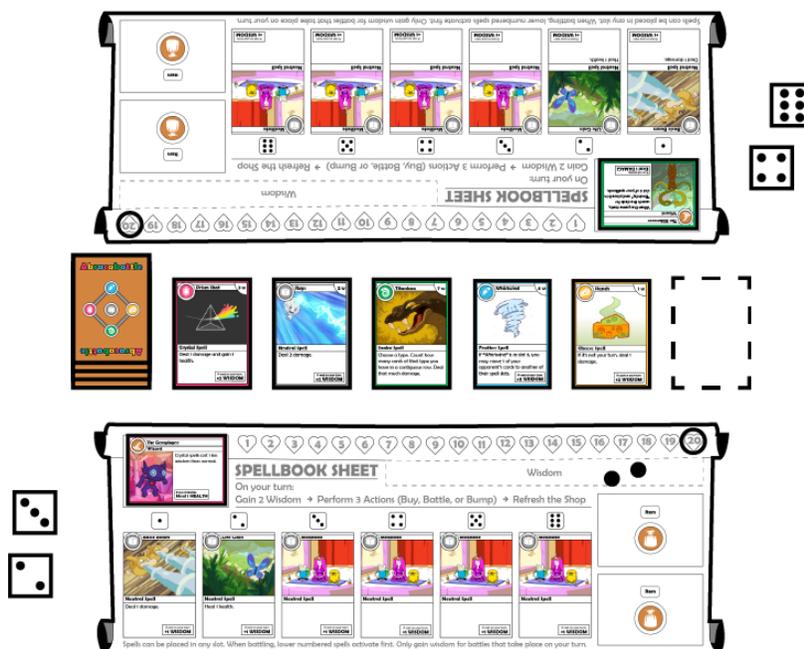
- 1 Deck of cards
- 8 Wizard cards
- 4 Health tokens
- Bag of wisdom tokens
- 4 Spellbook sheets
- 6 Dice

## OBJECTIVE

Learn the most powerful magical spells to battle your opponent and defeat them in combat.

## SET UP

1. Each player gets a spellbook sheet, a health token, and 2 dice. Place the health token on the 20th heart, to indicate having a maximum of 20 health.
2. Each player automatically begins the game with six spells, which are printed onto their spellbook sheet.
3. Shuffle the large deck of cards, and place it face down. Place the top five cards face up in a row between the players. This is the shop. Next to the shop, leave a space for the discard pile.
4. Determine the youngest player. They get to go first. Turns proceed in a clockwise direction.
5. Wisdom is the game's currency. The second player starts the game with 2 wisdom, the third player starts with 4 wisdom, and the fourth player starts with 6 wisdom.
6. Each player chooses a wizard card in turn order. This card will give them a unique ability that will last the whole game. If this is your first game, we recommend you pick The Gemployee, The Slitherer, The Sky Scrapper, or The Hue Human.



*This diagram shows how the setup should look for two players, with the bottom player going first.*

## ON YOUR TURN

To start your turn, gain 2 WISDOM.

You then must perform 3 total actions: BUY, BATTLE, or BUMP. You may perform any combination of these 3 actions in any order, and may perform the same action multiple times. Your turn ends once you have taken 3 actions in total. The actions are explained below, and are also listed on your spellbook sheet.

**BUY:** Spend wisdom to buy a card from the shop, and place it in ANY slot in your spellbook sheet. Spell cards go into the first 6 slots, and item cards go into the horizontal end slots. You MAY place cards onto slots that are already filled. When placing a card onto a filled slot, the topmost card is the one that counts.

**BATTLE:** Follow these steps to activate your spells in a battle:

1. The attacking player chooses an opponent to battle. Then, both players roll their dice.
2. Each player casts their two spells whose slot numbers correspond with the dice they've rolled.
  - i. Both players' designated spells activate ONE AT A TIME, in number order FROM LOWEST TO HIGHEST.
  - ii. If both players roll the same number, the attacker casts that spell first.
  - iii. If you roll doubles, cast the same spell twice and immediately perform the doubles ability in the box on your wizard card.
  - iv. Do NOT discard your cards when you cast them.
3. ONLY the attacker gains WISDOM for casting their spells (based on their cards' wisdom gain values).

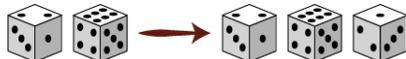
**BUMP:** You may rearrange the order of your spellbook sheet, including stacked cards. Then, gain 1 wisdom.

## THE SHOP

If there are ever less than five cards in the shop, take a new card from the top of the deck and place it between the existing shop cards and the deck, face up.

At the end of every turn, discard the card furthest from the deck, and repeat the instructions above to keep the shop stocked at five cards.

## LEVELING UP



Once a player has bought 6 cards (any combination of item and spell cards), they take another die, for a maximum of 3 dice per player. In battles, that player may now roll all 3 dice, and choose 2 spell results from that pool.

In battles where both players have 3 dice, the defender declares which dice they will use BEFORE the attacker does.

## SPELL CARD



< Name and cost

< Element and spell vs item

< Card ability

< Wisdom gained for casting on your turn

## THE 4 ELEMENTS

There are 4 elements of spells: Snake, Crystal, Feather, and Cheese. Snake spells are offensive, Crystal spells are about gaining and losing health, Feather spells help with dice manipulation, and Cheese spells help you quickly gain a lot of wisdom. Neutral spells do not count as an element.



The 4 Elements

Not Elemental

## WINNING

If you lower an opponent to 0 health, they are out of the game. If you are the last player remaining, you win!

## WIZARD CARD



< Name

< Main ability

< Doubles ability

## TIPS FOR NEW PLAYERS

1. **Don't forget to gain WISDOM!** Remember to gain wisdom when you start your turn, and when you battle other players ON YOUR TURN. You may spend your wisdom to buy stronger cards.
2. **ACTIONS are flexible!** Do not hesitate to buy two things in one turn, or to battle two or three times in one turn. Avoid bumping until later in the game.
3. **Remember that card ORDER MATTERS!** Some cards are explicitly better in certain slots. For example, "Hiss" only has an effect if placed in an odd-numbered slot.  
Card order also matters because of priority, since spells are cast from left to right, in number order from lowest to highest. For example, "Gust" lets you set one of your opponent's dice to a different number, thereby letting you control what spell they will cast. Since spells are cast from left to right, "Gust" should be placed closer to the left so that it is more likely to go first, allowing you to change what spell your opponent will cast before they get the chance to cast it.
4. **Strategize before deciding which CARD to BUY!** Some cards have strong abilities, but cost very little wisdom. This may sound overpowered, but these cards are balanced in other ways. Other cards may seem like good purchases, but actually have niche abilities that are only good in specific situations. When buying a card, think about its ability before judging its power based on other factors, such as its wisdom cost.

## FREQUENTLY ASKED QUESTIONS

1. **What is the point of the bump action? Why does card order matter?**  
Cards in lower-numbered slots go first, meaning that card order is very important for spell priority. Order is also important for creating combos, because some spell cards are stronger when placed beside other particular spell cards. For example, "Encircle" deals more damage if it is placed next to other snake cards.
2. **What is the difference between spell and item cards?**  
Spell cards go in your 6 spell slots. Item cards go in your 2 horizontal end slots. Unlike spells, items have abilities that may always be active— not just during battle.
3. **What happens if, in battle, both players have choices as to what spells they should cast? Who chooses their spells first?**  
The defending player always chooses their spells before the attacker does.

# Battle Example

This is an example of a battle on the first turn of the game. Because the game has just begun, neither player has bought any cards, and they each use the default spellbook sheet:

## ROLL

The battle starts by having both players roll their dice:

Merlin's Dice



Circe's Dice



## RESOLVE

Dice resolve from lowest to highest, in the following order:

- Merlin's 1 and Circe's 1 → Merlin's 2 → Circe's 4

Resolving this battle is slightly complex because both players rolled a 1. Whenever a tie like this occurs, the player whose turn it is gets priority. In this case, it is Merlin's turn, so his 1 goes first:

- Merlin's 1 → Circe's 1 → Merlin's 2 → Circe's 4

## CAST

After resolving die order, both players cast their spells:

1. Merlin's 1 goes first. He casts Basic Beam, dealing 1 damage. This lowers Circe to 19 health. Because it is Merlin's turn, he also gets 1 wisdom.
2. Circe's 1 goes second. She also casts Basic Beam, dealing 1 damage. This lowers Merlin to 19 health. Circe does not gain wisdom for this attack, because it is not her turn.
3. Merlin's 2 goes next. He casts Life Gain, which heals him by 1, back up to 20 health. Because it is his turn, he also gets 1 wisdom.
4. Circe's 4 goes next. She casts Meditate, a spell that only gives you wisdom, and does nothing else. Unfortunately, it is not Circe's turn, so she does not get the wisdom from this roll.

## FINISH

At this point, both players have cast both their spells, so the battle ends. In sum, Circe lost 1 health, and Merlin gained 2 wisdom.