

Back Alley Mages



Beginners Guide



Welcome Mage!

Back Alley Mages is not your traditional trading card game; dice as a resource, simultaneous play, and a draw mechanic similar to traditional deckbuilders makes for a unique and exciting experience.

B.A.M. is a 2-6 player game where mages enter the arena with a 30 card spell deck, 3 conjures, and a 10 card maximum transmutation deck.

On average matches last 15-30 minutes.

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Introduction

It is important to understand the **flow of the game** before diving into the "how to...".

Back Alley Mages is played simultaneously through a series of Phases.

There are **no player turns**, but instead rounds which players go through together.

When starting, there is no need to decide who goes first.

Matches begin by jumping straight into the first round in Phase 1, and ending the round at Phase 7.

Mages continue this process until there is only 1 mage (or team of mages) left with health (when all opposing mage's health reaches 0 you win the game).



Set-Up

Set-Up

Each mage must enter the arena with:

3 conjures:

- 2 Lesser.
- 1 Fabled.

Up to 10 card transmutation deck:

- 3 copy maximum per transmutation.
- 1 copy maximum per each fabled transmutation.

30 card spell deck:

- 3 copy maximum per spell.
- 1 copy maximum per each fabled spell.
- 1 house represented with house specific cards.

A health tracker, knowledge to play their deck, counters (at least 4), insanity spells, and knowledge of insanity.

Step 1:

Separate your transmutations and place them in the transmutation area. Set aside any insanity spells and all knowledge needed.

Step 2:

Place your conjures in their designated areas with the appropriate respawn-timers on their back.

Step 3:

Shuffle your spells and place them in the spells area.

Step 4:

Place the Chrono-Die (round tracker) in a place where all mages are able to see it. Set the Chrono-Die to 1.

Step 5:

Set player health.

An Overview of the Phases

Overview

Phase 1:

- 1. Add 1 to the round timer (indicates the start of a new round).
- 2. Draw 5 cards
- 3. Gain knowledge (a die/resource of choice).
- 4. Roll all of your knowledge (dice/resources).

Phase 2:

 Place any cards your want to cast face down in the spell preparation area (prepare spells).

2. Discard your hand.

Phase 3:

 Set (place face-down) any spells you prepared into their phases/areas (as determined by spell effects) with the knowledge (dice/resource) to cast them on top.

2. Conjure/summon any conjures you have met the requirements for.

Phase 4:

1. Reveal all spells set in this phase. Resolve the spells one at a time in resolution order.

Phase 5:

 Reveal all spells set in this phase. Resolve the spells one at a time in resolution order.

Phase 6:

 Reveal all spells set in this phase. Resolve the spells one at a time in resolution order.

Phase 7:

1. Clear the field (everything which is not persistent).

Repeat.



Each mage within the arena has a field. A mage's field includes 19 different areas.

Persistent	Buried Spells	Conjure	Fabled Conjure	Conjure	Crossestations	Persistent
Persistent	Expended Opella	Phase 4 Memipulation Corruption	Phase 5 Environmental Enhancement Defensive	Phane 6 Offensive	ðpells	Persistent
Persistent	Expended Knowledge	8	sell Preparatio	Roailable Knowledge	Persistent	

* If a spell **targets a mages field** it only **includes** what is **within these 19** different areas.



Any knowledge, effect, ability, or spell which remains on the field throughout rounds is placed here. This includes, but is not limited to environments, traps, and poison. Mages are allotted only 6 persistent slots, and each persistent slot may have no more than one accul. If ever a mage's persistent area is fall; knowledge, effects, abilities, and spells may no longer become persistent (they only remain unit) phase 7.

Any spells or transmutation which are **buried** are placed here.

Buried Spells

Fabled Conjure This area is dedicated specifically to a **fabled conjure**. Fabled conjures may not be placed in any other conjure zone.

A area for a **lesser conjure**. A lesser conjure is any **conjure which is not** fabled.

Crawrendations

An area for the mages transmutation deck. A transmutation deck is a side-deck from which mages may gain cards by spending mana. This deck has no minimum and a maximum of 10 cards (no more than 3 copies of a single card, and no more than 1 copy of each fabled card).



Once a **knowledge** is expended (used), it may be placed in this area to indicate it is **not available**.

Ploailable Knorrledge When one **slings** a **knowledge** they may place the knowledge in this zone to indicate that it **is available** (may be set or "used").



Phase 4 A spell set here will resolve during phase 4 of spell activation. Only Manipulation, Corruption, Hybrid, Flash and Variable spells may be set here (hybrid, flash, and variable spells set in this phase must have manipulation and, or corruption effects).

Phase 3 A spell set here will resolve during phase 5 of spell activation. Only Environmental, Enhancement, Defensive, Hybrid, Flash, and Variable spells may be set here (hybrid, flash, and variable spells set in this phase must have environmental enhancement and or defensive offorts)



Phone 6 A spell set here will resolve during phase 6 of spell activation. Only Offensive, Hybrid, Flash, and Variable spells may be set here (hybrid, flash, and variable spells set in this phase must have offensive effects).



This area is designated for a mages spell deck. A mages spell deck must consist of 30 cards, no more than 3 copies of a single spell, and no more than 1 copy of each fabled spell.

This area is where expended. "used", or "discarded" spells are placed. Expanded When a mage has no more spells in their deck they must shuffle this pile and use it as a new spell deck.

Seel Dreseration

Mages will use this area to prepare their spells before they set them. Mages may also use this space to sling or roll their knowledge.

Card Archetypes

There are 3 Card Archetypes in Back Alley Mages:

 Spells: Spells comprise the 30 cards of your main deck. Spells will have a standard card back and will generally be full color with signets on the top left corner representing the cost.



 Transmutations: A mage may bring up to 10 transmutations into a battle.
Transmutations will have a standard card back and will generally be entirely black and white, or grayscale. They will not have any signets in the top left corner.



3. Conjures: A mage must bring 3 conjures with them into each battle. Conjures will have a modified card back and will generally be full color with attack and health values (X / X) in the top right corner and no signets in the top left corner.

Card Archetypes Cont.







Spell Limiter: This value represents the total number of knowledge (dice) a mage must own in order to cast this spell. If there is no spell limiter displayed, spells can be cast so long as the mage has the available knowledge to cast it.

Signets: These signets represent the knowledge (dice) needed in order to successfully cast the spell (the embellishment reveals the spells rarity).

Spell Name: The name of the spell.

Spell Subtype: The spells subtype affects resolution order, and the behavior of the spell (there is more covered in the following sections.

6 Spell Effect: What happens while the spell resolves.



- Battle Stats: These values are the attack (left) and health (right) of a conjure (conjures deal damage at the end of phase 6 after the round they have been summoned).
- 2 Conjure Name: The name of the conjure.
- Onjure Subtype: If the conjure is fabled, it will be stated here.
- Conjure Ability: If a conjure has a special ability, it will be stated here.
- Conjure Signets: These signets represent the knowledge needed to be set in order to successfully summon a conjure.
- O Conjure Spawn-Timer: This value is the spawn time of a conjure.



Mana Cost: The amount of mana required to gain the transmutation from the transmutation area.

2 Transmutation Name: The name of the transmutation.

3 Transmutation Subtype: The subtype of transmutation. If the transmutation is fabled it will be stated here.

Transmutation effect: The effect or effects of the transmutation.

Signets and Cost



In Back Alley Mages signets represent both rarity and the cost to cast spells, summon conjures, and activate traps.

Each signet represents a knowledge (die) and in essence the resource needed to meet the cost to cast. Signets come in a variety of colors and have a variety of symbols.

Your main resource in Back Alley Mages is knowledge (dice). The knowledge (dice) in Back Alley Mages come in a variety of colors with a variety of symbols just like the signets they correspond to.

Signets can be broken down into 3 parts:

 The top left ring: indicates the primary color and symbol on the 6 face of the die needed to meet the cost requirement of the sigil.

 The bottom left ring: Indicates the pip (dot) color and symbol on the 1 face of the die needed to meet the cost requirement of the sigil.

3. The center right ring: Indicates the value the die must show on the top face to be valid.

When attempting to cast a spell all 3 requirements of each signet needed for the spell must be met.

Signets and Cost Cont.

Die identification from signets may be done quickly in one of two ways:

 By color: The top left and bottom left rings within the signet represent the color requirements of the die.
a. Ex:



- * The top left ring color is pink so the die needed would be pink.
- ** The bottom left ring color is green so the die needed would have green pips (dots).
- *** The value required is a range of 1-2.

2. By symbol: The top left and bottom left rings within the signet represent the symbol requirements of the die.

a. Ex:

These symbols on the die



- The top left ring symbol is a T so the die would need a T on the 6 face.
- ** The bottom left ring symbol is a flame so the die would need a flame on the 1 face.

Signets and Cost Cont.







If a signet has empty rings (no color or symbols in the top left and/or bottom right rings) any colors or symbols will meet the rings requirement.

Examples:



The die needed to satisfy this signet can be any color and have any color pips (dots). It can also have any symbols on the 1 and 6 face. The only requirement is a value of 6.



The die needed to satisfy this signet can be any primary color, but the pips (dots) must be blue. It can have any symbol on the 6 face, but must have a water droplet on the 1 face. The value requirement is even.



The die needed to satisfy this signet must have a main color of blue with any color pips (dots). The symbol on the 6 face must be a W, but the symbol on the 1 face can be anything. The value requirement is a range between 1-3.

Signets and Cost Cont.

The center right ring represents the value requirement of the signet.

Examples of other value requirements include, but are not limited to:

E Even Volue 0: Odd Volue A: Any Volue 2:4: 0,3: 4 1:3: 1,2:3 1:1 2:2 3:4 5:5 6:6 6:6 * This knowledge (die) will become a Poison-Die upon spell activation.

activation.

The Phases of Battle



Step 1:

Take 1 damage for each owned knowledge of insanity then resolve beginning of the round effects in resolution order.

Step 2:

Spin +1 the Chrono-Die.

Step 3:

Bury any Respawn-Timers on conjures with equal or lesser value than the Chrono-Die (this is the only time respawn-timers may be removed).

Step 4:

Draw 5 cards. If your spells deck runs out cycle (shuffle your expended spells) and form a new spells deck to complete your draw from.

Step 5:

Gain a knowledge of choice (this only includes basic knowledge).

* Whenever you gain a knowledge it enters your field expended.

Step 6:

Sling all knowledge which is not set or persisten.

* Whenever you sling knowledge it becomes available.

Phase 2: Spell Preparation

Step 1:

Place spells face down in the spell preparation area (these are generally spells you intend to set, cast, and resolve).

- * Once you have prepared a spell (placed it face down and let it go) you must set it. If for any reason you are unable to set a prepared spell you take 2 misfire damage and expend the spell.
- ** You must prepare traps before setting them into persistent slots.

*** You may prepare any number of spells.

Step 2:

Expend your hand.

Step 3:

Wait until all mages have expended their hands and/or prepared their spells.



Step 1:

Set traps into persistent areas (with, or without knowledge). Set spells into their respective phases with any number of knowledge to cast or overcharge the spell on top. (There are no limits as to how many spells one is able to set into each phase).

Step 2:

Set knowledge on conjures. Should you meet all summoning requirements you must summon your conjure (the conjure with the highest natural respann timer value will summon first).

 You may pre-set conjures with valid knowledge prior to the respawn-die being removed.

Step 3:

Wait until all mages have set spells and/or summoned conjures.

* Mages are able to set and retract spells, traps, and knowledge from spells, traps, and conjures starting from the beginning of phase 3, until the end of phase 3. Any retracted knowledge is sent to the expended knowledge area.

** Traps may be pre-set with knowledge if and only if the knowledge is valid. Although the knowledge needed to cast the trap is not checked or needed until the trap is activated.

*** Spells which are set must be allocated at least one available knowledge should you have available knowledge.

**** In tournaments mages may allocate spell setting order. The mage who will set first is determined by the following hierarchy: The mage with the most knowledge, The mage with the most health, The mage with the most traps, The mage setting the most spells, The mage with the most conjures summoned, and finally a high-roll.



At the start of Phase 4 one is no longer able to retract knowledge (unless a card permits it).

Once Phase 4 has begun, set spells may no longer have additional knowledge set on them.

Traps are an exception and may be set with knowledge at any time so long as the knowledge is valid (Once a trap is revealed and activated it must be successfully cast or else it will misfire).

During phase 4-6 mages are able to set (or play) spells which they draw (so long as they are after the current resolution order.

When spells are drawn, and then set they will be set in the appropriate phase with any number of knowledge. Once knowledge is placed on the new spell it may not be retracted.

You only expend spells from your hand in phase 2.



Step 1:

Mages reveal all phase 4 spells.

Step 2:

Mages will cast, resolve, then expend spells one at a time in order according to effect:

- a. Replace
- b. Cycle
- c. Set
- d. Bury
- e. Spin
- f. Reroll
- g. Expend
- h. Sling
- i. Draw
- j. Flip

* Should multiple spells have the same effect the spell set with more knowledge will resolve first. Should spells with the same effect have the same number of knowledge set, then the spell with the higher cumulative value of knowledge will resolve first. If there is still a til emages must roll to determine which spell resolves first. High roll/value will always resolve first.

In the case a mage has two spells of the same subtype with the same value set, the mage that owns the two spells may determine which spell resolves first.



Step 1:

Mages reveal all phase 5 spells.

Step 2:

Mages will cast, resolve, then expend spells one at a time in order according to effect:

- a. Environmental
- b. Target Conjure
- c. Gain Insanity
- d. Gain Mana
- e. Gain knowledge
- f. Gain Defense
- g. Heal
- h. Thorn

*Should multiple spells have the same effect the spell set with more knowledge will resolve first. Should spells with the same effect have the same number of knowledge set, then the spell with the higher cumulative value of knowledge will resolve first. If there is still a tie mages must roll to determine which spell resolves first. High roll/value will always resolve first.

In the case a mage has two spells of the same subtype with the same value set, the mage that owns the two spells may determine which spell resolves first.



Step 1:

Mages reveal all phase 6 spells.

Step 2:

Mages will cast, resolve, then expend spells one at a time in order according to effect:

- a. Poison
- b. Deal Damage
- c. Drain
- d. Pierce Damage
- e. Conjure Attacks

* Should multiple spells have the same effect the spell set with more knowledge will resolve first. Should apells with the same effect have the same number of knowledge set, then the spell with the higher cumulative value of knowledge will resolve first. If there is still a tie mages must roll to determine which spell resolves first. High roll/value will always resolve first.

** Conjures will always attack if they are not spellbound (conjures are spellbound the round they are summoned). A conjure which is spellbound can not defend its lane. Conjures (when able) will always attack down their lane. All conjure attacks occur simultaneously and instantaneously. All conjure damage is applied at once.



Step 1:

All dice which are not persistent, not set on a persistent spell, not set on a trap and are not set on a conjure are expended.

- Mages must retract any dice not within conjure summoning parameters, trap cast, and/or effect parameters.
- ** Mages are able to set and retract spells, traps, and knowledge from spells, traps, and conjures starting from the beginning of phase 7, until the end of phase 7. Any retracted knowledge, spells, or traps are sent to the expended knowledge area.

Step 2:

All spells which are not in hand or persistent are expended.

Effects. Types and Subtypes

Phase spells in Back Alley Mages have a specific resolution order and will always resolve one at a time.

Mages set spells in the respective phases as noted by the spell subtype.

The following are effect descriptions in order of phase resolution:

Resolving spells and transmutations may never use their effects to target knowledge set on the resolving spell, the resolving spell, or individual states of the spell.

Phase 4: Manipulation and Corruption

Cycle: The cycle ability shuffles together a mages expended spells, hand, and/or spells deck to create a new spells deck.

Set X: The set ability allows a mage to take an available knowledge and set it on a set spell.

Bury X: If a target of bury is not stated bury will always refer to a knowledge the facting mage controls. One may only bury a knowledge or spell on their field. A spell that is buried enters the Buried area (This area does not cycle back into the spell deck naturally). A knowledge buried this way leaves the game entirely. Unless denoted by the effect, bury can only bury effect.

Spin X: The spin ability may spin up or down a die a value of X (within the given parameters). Positive spin always goes up numerically to a maximum of 6. Negative spin will always spin down to a minimum of 1. In the case of any X target(s) X may be the same die. All targets within the parameters are effected in a single instance.

*One is not able to target a die with a spin effect if they are not technically able to spin the die up or down the value of X. Example: one can not spin +1 a die which is at 6.

Reroll: The reroll ability forces dice to be rerolled by the owner of the dice within the given parameters. In the case of any X target(s) X may be the same die. All targets within the parameters are a single instance.

* The reroll effect only works on knowledge which is set or available.



Manipulation and Corruption Cont.

Expend X: The expend ability allows the caster to expend either target spells or knowledge as denoted by the spell (within the given parameters). Expended spells are sent to the Expended spell area. Expended knowledge are sent to the expended knowledge area.

* Whenever an opponent mage expends a die you control you are given the opportunity to replace the die with an available knowledge to prevent misfire.

** An effect which causes mages to expend spells from their hand also affects spells which are prepared so long as they have not already expended their hand.

Draw: Draw X allows one to draw X number of spells from their spell deck. Draw + X or Draw - X limits or enhances the number of spells one draws during Phase 1.

Sling: Sling causes one to reroll target dice and then move them to the knowledge owners available knowledge area. It is possible to sling knowledge which is expended, or which is already available.

Flip X: Flip spins a die or dice (within the given parameters) from its top face to its opposite face. All targets within the parameters are effected in a single instance.

Environmental Enhancement Defensive

Environmental: When an environmental spell resolves it enters a persistent zone with Upkeep-Dice. The effect applies and/or may be activated immediately. The environment will resolve, activate, apply, or be activated according to it's effect and sub-type (should it apply).

Target Conjure: These spells will generally have very specific effects pertaining to conjures and their behaviors and/or stats. If a spell targets a conjure and their are no conjures

Gain Insanity: There are 3 types of insanity one may gain: One may gain Knowledge of insanity (an insanity dice), insanity spells (an insanity card), or pure insanity (one of each). These spells will always have a parameter for the target(s).

Gain Mana: Mana is a resource which must be used once acquired. It may be used to gain transmutation cards, activate conjure abilities, activate environments, and much more. Mana is not stored unless a spell, conjure, or transmutation allows it. If mana is stored it will create Mana-Dice

Gain X knowledge: Allows one to Permanently gain X knowledge of choice (this knowledge can not be a knowledge of insanity). When knowledge is gained through spells it always enters the expended knowledge area.

Environmental Enhancement Defensive Cont.

Gan'X Defense: Once defense is gained, a Defense-Dice is created and remains on the field until test of These 7. Defense-Dice may be used as an interrupt to block a source of damage (in the form of defend). If a Defense-Dice is used to defend any mount of damage, it is expended. Defense-Dice in our defend the setting of poison as it is not a source of damage. Although pierce damage, insainly knowledge and insainly spells are sources of damage, pierce damage, issning knowledge and insainly spells are simmune from defensive abilities including and not timited to thom, reflect, and defend.

Heal X: Heal restores the health of a mage or conjure. If a spell, transmutation, ability, or effect does not give the option to declare a target; the target will be the mage that owns the spell, transmutation, ability, or effect.

Them X: Them must always have a target it is applied to. When a mage or conjure with them is targeted by an offensive spell, or hit with a conjure attack they will deat their applied them in damage. This them damage will be deatt before taking damage, or being affected by the offensive spell and/or conjure attack. Them damage as a source is not declared or targeted damage. Them is removed once it has dealt damage.

Reflect X: Generally a response; reflect prevents up to X damage from a source of damage and then returns that damage to the controller of that source of damage. One is not able to reflect poison damage, drain damage, or pierce damage unless a spell, transmutation, ablity, or effect soys otherwise. Reflect damage as a source is not declared to trareted damage.

Offensive

Poison X: Aoison will always require a target to be applied to. Once a target is hoosen, a boison-lie will be created at the volue of X. The poison denotes knowledge or a counter dependent on the source of the poison effect. The Poison-Die along with the spell, trap, or transmitation which created it will move to an open persister are of if there are no open persister ures the poison will not set and the source of the poison will expend. If the Poison-Dice were created by a conjure or persistent effect, the Boison-Dice will not be accompanied by a card.

The round after poison has been applied (is indicated by Poison-Dice being created) it will cal damage as poison equid to the value of the Poison-Dice during poison resolution in phase 6 to indicate damage dealt simply subtract the damage damage, they will be affected by the spin of the Chrono-Die. Each time the Chrono-Die spins up (this includes the direct spin from 6 to 1) Poison-Dice which have dealt damage will spin down - I. Inversely each time the Proco-Die le spins down (this includes the direct spin from 1 to 6) Poison-Dice which have dealt damage will spin up • 1.

Deal X Damage: Deal damage spells will either have a single target or multiple targets as indicated by the source of the Deal Damage. If a card does not indicate a parameter for the target it will always be a single target of the owner of the source of the Deal Damage's choice (to indicate damage dealt simply subtract the damage dealt from the health of the target.)

Offensive Cont.

Drain X Drain spells will either have a single target, or multiple targets as indicated by the source of the Drain. If a card daes not indicate a parameter for the target it will always be a single target of the owner of the source of the Drains hole. Drain will subtract X from an opponent mages, health and then add X to the owner of the source of the Drains health (this is additue' if there are multiple targets as indicated by a parameter). Drain may be definedia against. Train may no be reflected. Drain will only add X to the owners health if it is able to subtract X is from a target(s) health. Drain is not considered healing.

Deal X Parce Damage: Pierce Damage will either have a single target, or multiple targets as indicated by the source of the Pierce Damage. If a card does not indicate a parameter for the target it will always be a single target of the owner of the source of the Pierce Damage's choice to indicate Pierce Damage dealt simply subtract the Pierce Damage's thoritor more health of the target. Pierce Damage may not be defended, may not be reflected, is not affected by taunt, and does not cause the owner of the source of the Pierce Damage to take thom damage.

Insanity

Insanity: There are three types of insanity:

Knowledge of Insanity:

Knowledge of insanity is knowledge with two additional effects:

 Knowledge of insanity is able to satisfy the color and symbol requirements of any signet.

Effects, Types and Subtypes Cont.

a. The value requirements must still be met.

 At the start of each round mages will take 1 damage for each knowledge of insanity they own.

One may identify a knowledge of insanity in two ways:

1.By Color: Knowledge of insanity will always have a primary color of purple. 2.By Symbol: Knowledge of insanity will always have an I on the 6 face.

When gained, knowledge of insanity will enter a mage's expended knowledge area.

Insanity Cont.

Insanity Spells:

Insanity spells must be played when drawn. Insanity spells mechanically play like flash spells, but are not limited to one per round.

When drawn, a mage **must reveal** the Insanity spell face-up in the spell preparation area, cast the spell (the 'spell check' will always pass as there is no cost to cast insanity), and then resolve the effect of the insanity spell before it is expended.

Pure Insanity:

If a mage gains pure insanity they will gain **one knowledge of insanity**, and **one insanity spell**.

If a mage targets all mages, themselves, or steals pure insanity, they must resolve any, and all insanity spells gained in separate instances, one at a time.

Items

Items: Items are a subtype of transmutations and are gained from a mage's transmutations through the use of mana. A mage and y needs to pay the mana cost to add on item from their transmutations to their hand (subsequent uses of that them are free). Gained items are played machinality isimilar to facili speels (secept with no cast cost, and there are no limit to the number of items which may be played in a round). Once expended, items are sent to a mage's expended speels area. After a mages expended spells are cycled, they may draw the acquired items and play them without cost.

Traps

Traps: A trap will always be set in a persistent slot. The round a trap is set it may not be activated. A trap can only be activated the round after it has been set. Traps do not need to be set with knowledge, but may be preemptively set with valid knowledge to cast. Traps are considered interrupts and added onto a resolution stack.

Fiybrid Spells

Hybrid Spells: Hybrid spells are spells with two or more effects from different phases. A hybrid spell will always be set in the phase relative to the fastest effect of the spell, and move to subsequent phases in resolution order. Knowledge will expend in accordance to each spell effect upon resolution.

Variable Spells

Variable Spells: Variable spells are spells with two or more effects from different phases. A variable spell may only resolve the effect(s) within, and of a single phase (with the exception of anything following a "then" that is respective to the initial effects phase).

Effects, Types and Subtypes Cont.

The phase a variable spells is set, and the resolution order of a variable spell are dependent on the effect a mage would like to utilize. Variable spells are considered a variable spell, and the spell type of the effect being used.

Flash Spells

Flash: Flash spells will always have at least one effect from at least one phase, and may be played by either being set in the appropriate phase(s) (in which case they will resolve in the appropriate order), or by being played directly from hand in the spell preparation area.

One may only play a single flash spell from hand each round (any other flash spells must be set). When playing a flash spell from hand it must be played in the spell preparation area. One must let other mages be aware of what is being revealed before the "spell check" cost begins (this is done by placing the spell face-up in the spell preparation area and soging flash to get the opposing mages attention). In the instance in which flash spell is played to interrupt another flash spell, the flash spell set with the higher value of knowledge will resolve first. A flash in the spell set with the higher value of knowledge will resolve first. A flash in the state is provide in state is coshing which with set. Hierst, spells, traps, and transmutations may not interrupt a flash spell unless otherwise stated.

Charge

Charge X: After the initial cast, a spell with charge may be set with up to X knowledge, including the cast cost, to cast and resolve the spell X times. Each charge is not a separate instance of cast, resolve, and knowledge expend.

Effects, Types and Subtypes Cont.

Conjure Attacks and Abilities

Conjure Attacks: Conjure attacks do not need to be declared (they are not targeted, and maps are not the source of the tata(d'ananga). They will always cacur if there are conjures which are not spatibiound. Conjures which are spetibound may not attack or defauld. Just may use abilities. Conjures will always statack down their lane (there are three lanes, one for each pair of apposing conjures). Conjure attacks are all calculated at the same time isimultaneously and instantaneously. Health loss from conjure attacks are also calculated simultaneously and instantaneously. Health or even a conjure attacks are also calculated simultaneously and instantaneously. Health conjure (tips over, and a new Respann-Dice is created for the conjure (the current Chomo-Die vaule +3 at a cap of 6).

Conjure Ablitties: Conjure oblitties are applicable, and may be activated once valid conjures have been summonde. All conjures are summonde at the same instance should they be valid. In the instance in which there are multiple conjures summon first. A conjure may not use their instant oblity until they are summonde While a conjure may not use their instant oblity until they are summonder. While a conjure simple their instant oblity until they are summonder. A many summon this to achieve their instant oblity until they are summonder. All the summon the conjures is targetable, and has the conjures indicated health and attack.

Taunt: A conjure with taunt must always be the target of opposing mage's offensive spells.

Timing

In Back Alley Mages timing and spell resolution order is extremely important.

Spells, effects, traps, and abilities will always resolve one at a time (instance by instance).

Whenever an instance occurs, a resolution order stack is created.

The last spell, effect, trap, or ability (instance) to be played, or activated last will always resolve first.

The stack may always be added onto, and will continue to resolve one at a time until it is completed.

Float spells played from hand, transmitations, traps, persistent effects, and compare ballities are examples of instances which may dad to a stack at any add to the stack at any time/instant]. In the instance in which a flaat spells played to interrupt another floats spell, the flaats ppells exit with the higher value of inowiedge will resolve first. A flaats spells in response to a flaat instance stacks... a saingle instance listack, but instead two separate instances intoxics... a saingle instance listack, but instead two separate instances intoxics... a saingle instance listack, but instead two separate instances intoxics... a saingle instance listack, but instead two separate instances intoxics... a saingle instance listack, but need two separate instances intoxics... a saingle instance listack, but need two separate instances intoxics... a saingle instance listack, but need two separate instances intoxics... a saingle instance listack, but need two separate instances intoxics... a saingle instance listack, but need two separate instances intoxics... a saingle instance listack, but need two separate instances intoxics... a saingle instance listack, but need two separate instances intoxics... a saingle instance listack, but need two separate instances intoxics... a saingle instance listack, but need two separate instances intoxics... a saingle instance listack, but need two separate instances intoxics... a saingle instance listack, but need two separate instances intoxics... a saingle instance listack, but need two separate instances intoxics... a saingle instance instances instances instances instances instances

Within phases there are predetermined spell resolution timings for set spells (related to spell effects). If ever there are two spells with the same spell effects in the same phase resolving, the spell set with more knowledge will resolve first. In the case of a tie for the most knowledge set the spell with the highest cumulative value will resolve first.

Example: If one spell has only a single knowledge set, and the other spell has two knowledge set, the spell with two knowledge set will resolve first regardless of the value of the knowledge set.

If both spells with the same effects, in the same phase resolving, have the same number of knowledge set, and have knowledge set of the same cumulative value, then mages will roll a D6 to determine which spell resolves first. The mage with the high-roll will always resolve their spell first.

At the start of phases 4-6 spells which misfire will always resolve first one at a time as determined by high-roll (regardless of spell effects). Within spell effect resolution a hybrid spell which has already passed it's initial spell check (has no knowledge set) will resolve first (as determined by highroll if necessary). Finally resolve in order by spell effect.

Definitions and Keywords

Knowledge: Knowledge refer to dice which are either insanity, or house and essence specific. Knowledge act as the basic resource in Back Alley Mages.

Spell: A spell is a card which has a standard back, a spell name, a spell type, a spell cost as indicated by signets, a spell effect, and possibly a knowledge limiter. Each mage must have a deck which comprises of 30 spells. Mages are allowed 3 copies of any spell within their deck unless a spell is fabled. Mages may only have one copy of each fabled spell.

Transmutations: Transmutations are generally black and white cards with a standard back. Transmutations do not have cost represented by signets. Transmutations also have a name, transmutation type, and effect. A mage is allowed to have a side deck of up to 10 transmutations. Mages are allowed 3 copies of any transmutation within their side-deck unless a allowed to have a side deck of up to 10 transmutations. Mages are allowed to have a side deck may only have no copy of each followed transmutation.

Conjure: A mage must bring three conjures with them into each battle. This includes 1 fabled conjure which occupies the center conjure area, and two lesser conjures which occupies the conjure areas. Conjures will have a modified card back and will generally be full color with battle stats (attack and health: X / X) in the top right corner and no signets in the top left corner.

Source of Damage: A source of damage is anything which causes, or can cause a mage or conjure to lose health. This includes but is not limited to thorn, reflect, poison damage, drain damage, misfire, overcharge, deal damage effects, conjure attacks, deal damage abilities, insanity spells, knowledge of insanity, etc.

Expended: Knowledge and spells may be expended (used or not available). Once expended they enter their respective expended area and are generally unavailable until a players spell pool is cycled (for spells) or the start of a new round (for knowledge).

Cycle: When a player no longer has cards to draw they shuffle their expended spells and create a new spell pool. They draw the remainder of spells required to complete their draw.

Round: A round consists of phase 1-7. The beginning of the round is the start of phase 1 and the end of the round is at the end of phase 7.

Phase: There are 7 phases in each round which mages move through together, one at a time, simultaneously.

Definitions and Keywords Cont.

Flash Spell: A flash spell may be played directly from your hand into the spell preparation area without being set. This may be done once a round at any instance.

Variable Spell: Spells which may resolve at different phases dependent on the users choice of spell effect.

Hybrid Spell: A hybrid spell resolves in two separate phases as determined by the spell effects.

Control: Anything which is on a mage's field is controlled by that mage. Synonymous with "own".

Instance: An instance of an effect or an ability would be anything which resolves in the same timing.

Ex1. Spin +1 any 2 dice versus Spin +2 are both a single instance of Spin (or manipulation)

Ex2. Gain 2 pure insanity (one instance) versus gain 1 pure insanity, then gain 1 pure insanity (two instances).

Overcharged: Overcharged refers to a spell or trap which has been set with more knowledge than is required to pass a spell check or trap check. A spell which overcharges will deal two damage for each additional knowledge beyond the cast cost to the owner of the spell or trap.

Misfire: Misfire refers to a spell which has failed a spell check, trap check, specific the specific of the sp

Incoming: Refers to any ability or effect which directly targets you or your field.

Mana: Mana is a resource which is used to gain transmutations, activate conjure abilities, utilize spell effects, and much more. Mana must be used once gained and will expend if not used.

Trap: Traps are set in a persistent area after being prepared. One is not required to set knowledge on set traps until the trap is revealed. A trap may not be activated until the turn after it is set.

Target/Targeting: Any spell, transmutation, environment, trap, conjure, or effect which requires a target must have a valid target in order to successfully resolve. Specific targets are always defined.

Definitions and Keywords Cont.

Set-Die/Set-Dice: A set-die is considered any die which is on a set spell, the back of a conjure, the back of a trap, or is a poison-die.

Master: Only a single spell with the the word "master" in the card name may exist at a time.

Multiplicities: If ever a effect is multiplied only the highest multiplicity for that effect will apply.

Example:

If two spells are doubling the amount of healing done and a third spell is tripling the amount of healing done. The amount of healing done will only be tripled.

If two spells are doubling the amount of healing done; the amount of healing done will only be doubled.

Using a counter: Using a counter also refers to a counter being used to create a Dice Type. Counters may never spin higher than 6 and follow the basis rules of knowledge. When a counter is used it will momentarily take the Dice Type it is representing. If it is representing, a blice Type which is north it has reason to thost the counter is also treated as a howledge most in that reason to thost when the list of the point a counter is expended it will be buried.

House Specific Cards: These cards feature the letter for The House of Magic the card represents on the bottom right corner of the card.