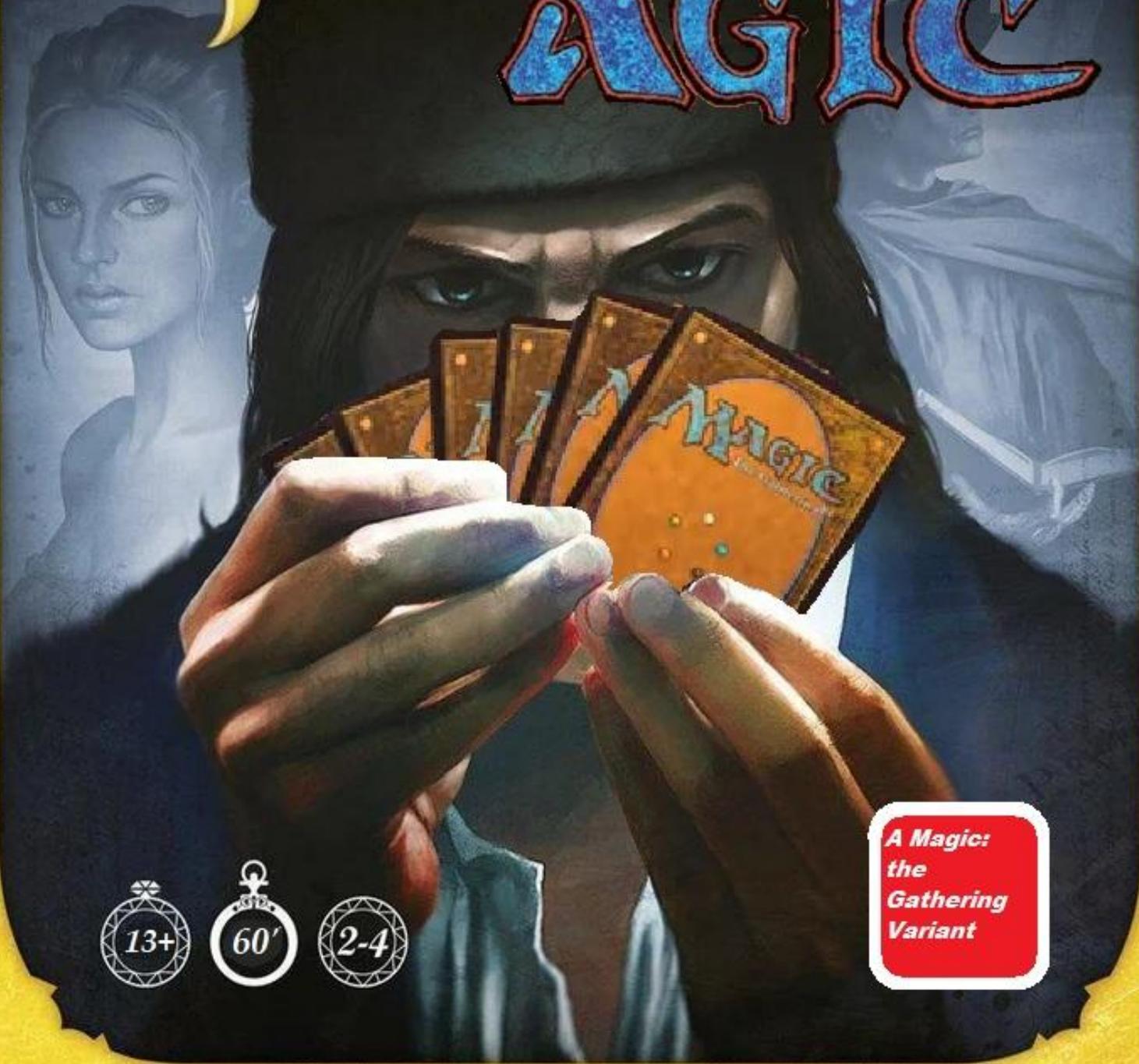


Benet Tribble

# Splend- AGIC



13+

60'

2-4

**A Magic:  
the  
Gathering  
Variant**

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In Splendagic, you take on the roles of powerful spellcasters known throughout the multiverse as Planeswalkers. You will use your mana to cast increasingly powerful creatures and other spells to overcome and defeat your rival, once and for all.

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## Components

### 40 Basic Land cards

- 7 Forest cards
- 7 Island cards
- 7 Mountain cards
- 7 Plains cards
- 7 Swamp cards
- 5 Wastes cards

### 90 Creature cards

#### 40 Level 1 cards (1-2 CMC)

- 6 Green Creature cards
- 6 Blue Creature cards
- 6 Red Creature cards
- 6 White Creature cards
- 6 Black Creature cards
- 6 Colorless Artifact Creature cards
- 4 Multicolor Creature cards

#### 30 Level 2 cards (3-4 CMC)

- 5 Green Creature cards
- 5 Blue Creature cards
- 5 Red Creature cards
- 5 White Creature cards
- 5 Black Creature cards
- 2 Colorless Artifact Creature cards
- 3 Multicolor Creature cards

#### 20 Level 3 cards (5+ CMC)

- 3 Green Creature cards
- 3 Blue Creature cards
- 3 Red Creature cards
- 3 White Creature cards

- 3 Black Creature cards
- 2 Colorless Artifact Creature cards
- 3 Multicolor Creature cards

### 21 Planeswalkers cards

### 100 card Player Deck

- 30 Instant cards
  - 5 Green cards
  - 5 Blue cards
  - 5 Red cards
  - 5 White cards
  - 5 Black cards
  - 5 Multicolor cards
- 30 Sorcery cards
  - 5 Green cards
  - 5 Blue cards
  - 5 Red cards
  - 5 White cards
  - 5 Black cards
  - 5 Multicolor cards
- 20 Enchantment cards
  - 4 Green cards
  - 4 Blue cards
  - 4 Red cards
  - 4 White cards
  - 4 Black cards
- 10 Artifact cards
- 10 Artifact-Equipment cards

### Various Dice/Counters

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## Game setup

Shuffle each creature card deck separately, and then place them in a column in the middle of the table in increasing order from bottom to top (0:00:00).

Then reveal 4 cards from each level.

Shuffle the Planeswalker cards and reveal as many of them as there are players plus one (example: 5 cards for a 4 player game).

Shuffle the Player Deck and deal 25 cards face down to each player to form each player's Library.

Place the Basic Land cards in 6 distinct piles (sort them by type) within reach of the players.

The remaining cards are removed from the game; they will not be used during the game.

Finally, each player draws 3 cards from their Library.



## Game with 2 or 3 players

### With 2 players

Remove 3 Basic Land cards of each type (there should be only 4 of each remaining).

Don't touch the Wastes.

Reveal 3 Planeswalkers.

### With 3 players

Remove 2 Basic Land cards of each type (there should be only 5 of each remaining).

Don't touch the Wastes.

Reveal 4 Planeswalkers.

There are no other changes.

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## Game overview

This game plays very much like a normal game of Magic: the Gathering, but with a few notable differences. Most significantly, there are no playing Land cards to the battlefield or tapping them for Mana. Instead, Mana is collected during a "Splendor Phase", which is a special action that players take once per turn during one of their 2 main phases. Additionally, creatures under your control generate Mana at upkeep which can be used at any time, just as can be done with the Mana collected during the "Splendor Phase". By applying the Splendor format to the game of Magic: the Gathering, players can expect to play a variant of Magic which allows players to both draft and play simultaneously, in a way that has nearly endless variable starting conditions, and from a pool of cards that only needs to be assembled once. Not only that, but the Splendor variant also creates a unique style of play that is significantly more deterministic and strategic, transforming the game of Magic into one more in line with what one would expect from a modern board game.

### The creature cards

To establish a board state, the players will cast creature cards. These cards are visible in the middle of the table and may be cast by all players during the “Splendor Phase” or from hand.

The creatures in hand are the cards which the players reserve throughout the game. Creatures in hand may only be cast by the players holding them.

Owning this card allows the player to benefit from an additional Island card at upkeep (placed under the creature as shown, and with an attachment limit of 1 per creature). To cast this card, the player must spend 1 Island, and two basic land cards of any type, by returning those Basic Lands to the supply.



### The Planeswalker cards

The Planeswalker cards are visible in the middle of the table. During a player’s “Splendor Phase”, a player may cast a Planeswalker instead of a creature by spending only mana from Basic Lands attached to creatures under their control (and not from Basic Lands acquired from a previous “Splendor Phase”).

Owning this card allows the player to benefit from an additional Swamp card at upkeep (placed under the Planeswalker



as shown, and with an attachment limit of 1 per Planeswalker). To cast this card, the player must spend 2 Swamps, and two Basic Land cards of any type, and only using Basic Land cards attached to creatures/Planeswalkers under your control. They are spent by returning them to the supply.

## GAME RULES

On their turn, a player must choose to perform only one of the following five actions during one of their main phases (this is known as the “Splendor Phase”).

- Take 3 Basic Land cards of different types.
- Take 2 Basic Land cards of the same type, then draw a card. This action is only possible if there are at least 4 Basic Land cards of the chosen type left when the player takes them.
- Cast 1 creature from the middle of the table after returning a number of Basic Land cards to the supply equal to its casting cost stated in the upper right-hand corner.
- Cast 1 Planeswalker from the middle of the table after returning a number of Basic Land cards currently attached to creatures under the player’s control to the supply equal to its casting cost stated in the upper right-hand corner. This action must be taken if feasible.
- Reserve 1 creature card and take 1 Wastes Basic Land card. The creature is placed face up on top of the player’s Library. Draw a card at the start of the next player’s upkeep.

### Selecting Basic Land cards

A player can never have more than 10 Basic Land cards at the end of their turn. If this happens, they must return Basic Land cards until they only have 10 left. A player can return all or some of those they’ve just drawn. The Basic Land cards owned by a player must be visible by all

players at all times. Reminder: players may not take 2 Basic Land cards of the same type if there are less than 4 Basic Land cards available of that type.

### Reserve a creature card

To reserve a card, a player simply needs to take a face-up creature card from the middle of the table or (if you're feeling lucky) draw the first card from one of the three decks (level 0; 00; 000) without showing it to the other players.

The reserved cards are placed face-up on top of the player's Library, and the player draws a card at the next player's upkeep. If there are no Wastes left, you can still reserve a card, but you won't get any Wastes.

### Casting a creature card

To cast a creature card, a player must return the number of Basic Land cards indicated on the card by the casting cost in the upper right-hand corner. The spent Basic Land cards are returned to the middle of the table. A player may cast one of the face-up creature cards in the middle of the table or a card in his hand that was reserved on a previous turn.

*Important: when a creature card from the middle of the table is cast or reserved, it must immediately be replaced by a card of the same level. At all times during the game, there must be 4 face-up cards of each level (unless the deck in question is empty, in which case the empty spaces also remain empty).*

### The Basic Land cards attached to creatures and Planeswalkers at upkeep

The Basic Land cards that are attached to each creature and Planeswalker at upkeep (up to a maximum of 1 attached Basic Land per creature and Planeswalker) can be spent towards the casting of creatures during the "Splendor Phase", exclusively towards the casting of Planeswalkers during the "Splendor Phase", or on any other spell or mana ability when appropriate.

### The Planeswalkers

During the "Splendor Phase", players must cast Planeswalkers using only Basic Lands currently

attached to creatures and Planeswalkers under the player's control, but only if the player has the Basic Land cards sufficient to do so. Players are forced to cast a Planeswalker as their action in the "Splendor Phase" if the option to do so is available. If a player has enough Basic Land attached to creatures and Planeswalkers under their control, that player chooses the Planeswalker to be cast.

### END OF THE GAME

Normal Magic rules apply.

### NOTES

This variant was developed with the goal of playing Magic as an all-in-one game without any need to draft or deck-build in advance. The cards used are Pauper legal excluding the Planeswalkers, which are of Uncommon rarity. The cost to build a Splendagic set is very inexpensive and is probably what you would pay for a newly released board game. Therefore, this variant is an inexpensive, highly variable, quick-to-the-table with little overhead, and significantly deterministic version of Magic that I hope you will enjoy. Feel free to customize any of the above to your liking.