Game:	**SHAZAMM!**	**v1**
Pub:	**Z-Man Games (2003)**	
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ShaZamm!

Setup

Decide who plays **red** and who plays **green**.

Place the **firewall** on the marked flagstone in the middle of the bridge, and each **wizard** on the marked stone 3 steps away from each side of the firewall.

Place the **mana tokens** on the 50 space of the **mana reserve**.

Each player takes his **mana dial** and 15 card **spell deck**, removes his *Feint* card, shuffles the rest of the deck and places it facedown in front of himself as his **draw deck**.

Each player draws **5 cards** from his deck and takes them in hand with his *Feint* card.

Running Out of Mana

When a player's **mana reserve** reaches 0 he can no longer push the firewall or cast spells.

Instead of a usual turn, the other player spends **1 mana point per flagstone** to push the firewall towards his opponent until the firewall reaches the opposing wizard, or he also runs out of mana.

In either case, the round ends.

End of a Round

Place a **collapsed flagstone tile** on the last unbroken flagstone on either side of the bridge.

Keep the firewall where it is. Position both wizards 3 steps away from each side of the firewall, on their own side. If a wizard finds himself on a collapsed flagstone, the duel is over and he loses.

If the duel isn't over, **reset each wizard's mana reserve to 50**. Each player **draws 3 more spells** from his deck (or as many as are left) and adds them to his hand.

Spells are *never* reshuffled back into the deck.

Start the next round and play until the duel is over.

Optional Variants

Variant 1
Each player starts with the full deck of spells in their hand instead of drawing new spells at the end of each round.

Variant 2
Instead of shuffling the spell cards before the game, each player arranges their spell deck in whichever order they wish. Draw cards as normal.

The Duel

A duel (game) consists of several **rounds**.
Each round is divided into several **turns**, as follows:

1. Each wizard decides how much mana to spend, and which spells they are casting.

Each player secretly sets his **mana dial** to the amount of **mana** he wants to spend on his attack. He must spend at least 1 mana, but not more than he has in his mana reserve.

He must also decide whether he will play (**cast**) one or more cards (**spells**) by putting them facedown in front of him.

Spells may be placed behind a player's dial, and/or include the player's *Feint* card, to make it harder for their opponent to guess their plans.

2. Mana dials and cast spells are revealed.

Simultaneously reveal mana dials and cast spells. The **power** of each wizard's attack is equal to the mana he spent (though it may be altered by the effects of cast spells).

3. Discard duplicate spells; resolve remaining spells in priority order.

Identical spells cancel each other out with no effect. Each player keeps a separate discard pile, and may retrieve their *Feint* card, if they played it.

Remaining spells are applied in numerical priority order, starting with the lowest numbered spell cast.

Once spells are cast and their effects resolved, discard them to their appropriate discard piles.

4. Move the firewall.

If one wizard's attack is stronger than the other's (after taking all spell effects into account), the winner may move the firewall **one** flagstone closer to their opponent.

If there was tie the firewall does not move.

5. Keep playing turns until the round is over.

Replay steps 1-5 as many times as you need to until the round ends, *ie.* when the firewall moves onto the same flagstone as a wizard, or when both wizards run out of mana.