

The background is a dark, ethereal scene. In the center, a large, glowing white figure of a woman in a long, flowing dress stands with arms outstretched. Above her head is a crescent moon. To the left, a dark, hooded figure is partially visible. The floor is covered with intricate, glowing white lines that form a complex geometric pattern. The overall color palette is dominated by dark blues, purples, and greens, with bright white highlights from the central figure and floor patterns.

• MAGE NOIR

TABLE OF CONTENTS

Master Magic.....	3
What is Mage Noir?.....	3
Inventory.....	4
Victory conditions.....	5
Game setup.....	5
Display the infinite Ether.....	5
Choose your starting hand.....	5
Determine the first player.....	5
Unfolding of a turn of Mage Noir.....	6
Your turn starts.....	6
Drawing phase.....	6
Mana gathering phase.....	6
Add Mana.....	6
Draw Mana.....	8
Main phase.....	8
Available actions during your main phase.....	9
Prepare a card.....	9
Activate a card.....	9
Channel a spell as a component.....	10
Trading Mana.....	11
End of turn.....	11
The elements.....	12
Air.....	12
Fire.....	12
Water.....	13
Vegetal.....	13
Mineral.....	13
Arcane.....	14
The different types of cards.....	14
Permanents.....	15
Equipments.....	15
Rites & rituals.....	16
Becoming a Mage Noir.....	17
The main rule.....	18
Deck building.....	18
Rules.....	18
Tips.....	18
Already constructed deck lists.....	19
Want more?.....	20

READY TO MASTER THE ELEMENTS?

When playing Mage Noir, you become a true Mage, able to grow plants in an instant, to rise waves three times your size, to harness the power of the wind and to invoke the destructive power of fire.

With your first game of Mage Noir, you are about to apprehend the mastery of magic for the first time. The thrill of summoning the elements to unleash them on your foes.

WHAT IS MAGE NOIR?

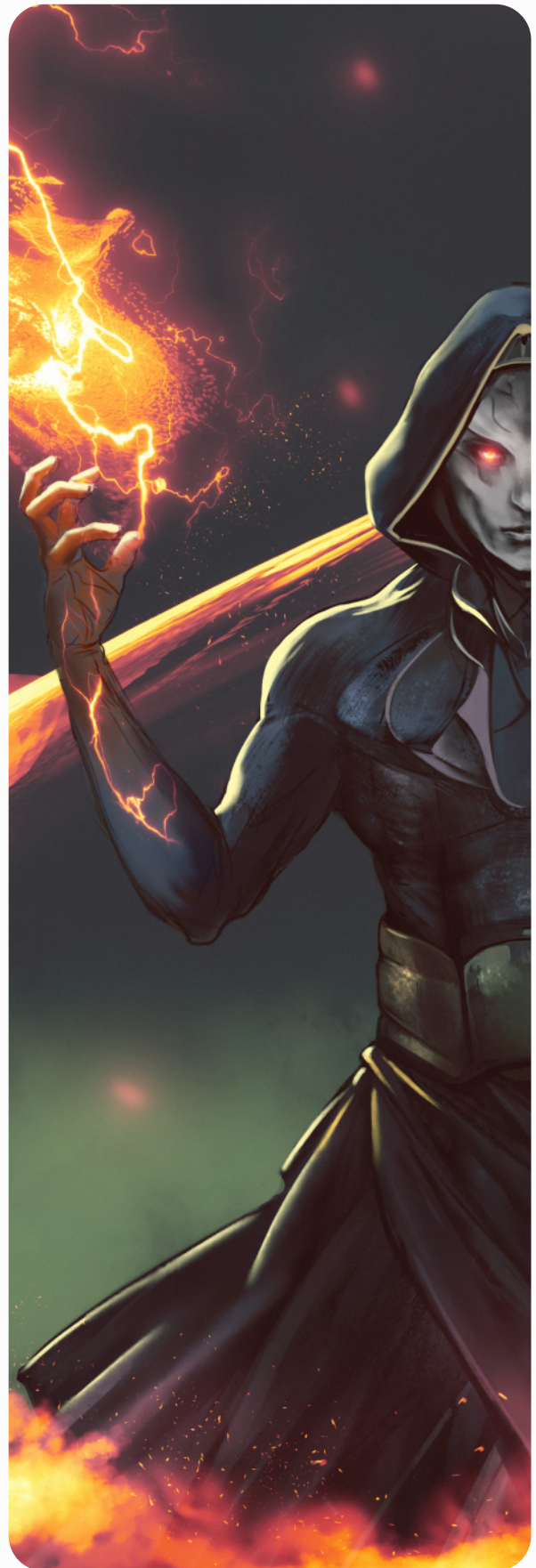
Mage Noir is a Card Game. You will use your cards as actions and effects against your opponent.

Every card represents a form of magic, either casting a spell, summoning a magical item or performing a ritual to gain new powers.

As a Mage you will build your spells gradually by channeling weaker ones as components, ramping up to incredibly powerful effect.

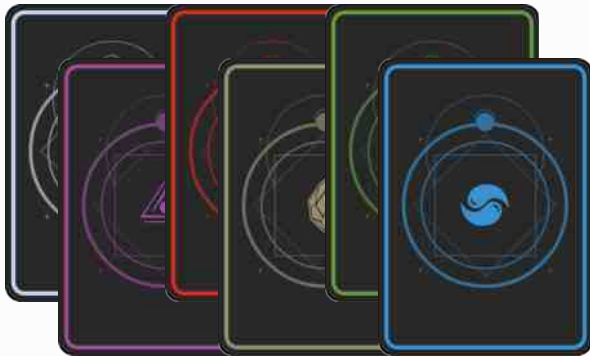
But casting spells isn't free, you will need to use Mana, the omnipotent energy of the world, in order to fuel your magical powers.

Compete with your opponent to gather this resource and use your cards wisely to make sure you're the one who comes out on top.



INVENTORY

This box contains the following elements:



144 Mana cards :

- 24 Air Mana cards
- 24 Arcane Mana cards
- 24 Fire Mana cards
- 24 Mineral Mana cards
- 24 Vegetal Mana cards
- 24 Water Mana cards

They are used as a currency to cast spells and perform some actions.

(Please note that they have an identical front and back)



160 playing cards :

- 40 Air cards
- 40 Fire cards
- 40 Vegetal cards
- 40 Water cards

They are used to perform actions and allow you to play and win the game.



VICTORY CONDITIONS

In Mage Noir, both players start with 20 Health points (HP). Your objective is to put your opponent to 0 HP before they do.

Additionally, if a player has to draw a card from an empty deck, they lose the game.

FOCUS ON DAMAGE

If you're a beginner we suggest you focus on dealing damages and bringing the other player to 0 HP. Rather than making them draw their deck.

GAME SETUP

DISPLAY THE INFINITE ETHER

Put the 6 piles of Mana somewhere you and your opponent can access them. This is the **Infinite Ether**.

Then shuffle your deck and place it next to you on the table. Also prepare an empty space next to it as your discard pile.

CHOOSE YOUR STARTING HAND

In order to choose your starting hand, make two piles of 5 cards from the top of your deck. You can observe the content of each pile but cannot swap cards between the two of them.

You may choose the pile you would like to start the game with and use it as your starting hand. Shuffle the other pile in your deck.



DETERMINE THE FIRST PLAYER

For the first game, choose one player randomly (coin flip, dice roll, etc), they may decide who plays first.

For the next games, the one who lost the last game decides.



UNFOLDING OF A TURN OF MAGE NOIR

YOUR TURN STARTS

Your effects that are said to happen "At the beginning of your turn" take effect now.

SIMULTANEOUS EFFECTS

If multiple effects should trigger at the same time, then it is up to you to choose in what order you wants them to resolve.

DRAWING PHASE

You take the card on top of your deck and put it in your hand.

EXCEPTION: FIRST TURN OF THE FIRST PLAYER

If you are the first one to play and it is your first turn, skip your draw phase.

MANA GATHERING PHASE

This is the moment when you get Mana, the resource used to cast spells.

ADD MANA

Mana exists in abundance all around you. By fighting your opponent and using magic, you're slowly drawing the surrounding Mana to your conflict.

This drawn Mana is what is called the **Available Ether**.

In game, it is displayed as 2 piles of Mana of varying length on the center of the board.

It represents all the Mana that is present around your duel. It can be absorbed and used by either you or your opponent.

In terms of gameplay, all this is translated by the fact that you add 3 Mana into the game at the beginning of your turn.

Thus, the first thing you'll need to do during the Mana gathering phase is to choose 3 Mana of any element in the **Infinite Ether** and put them in the **Available Ether**.



THE AVAILABLE ETHER

During the game, you'll frequently have to add Mana to the Available Ether.

- When a card leaves the board.
- At the beginning of your Mana drawing phase.
- When an effect requires you to pay some Mana.

The Available Ether is always displayed as 2 piles. Even when a pile is empty, it is still counted as if it was there.

When you add Mana to the Available Ether, you have to add it one by one, alternating between one pile and the other.

Always start by adding in the lowest Mana pile.

Also note that when a card adds Mana to the Available Ether, it is the controller of the card that chooses how to allocate the Mana between the two piles.



Pile 1



Pile 2



For instance, if your opponent discards one of your cards, you choose how to allocate the Mana of the discarded card since you were the one controlling it.



FREQUENT QUESTIONS ABOUT ADDING MANA

Q: What if both piles have the same amount of Mana?

A: Then you may start putting your mana in either of the two piles.

Q: When adding 3 Mana at the beginning, does it have to be 3 times the same element?

A: No, you may put any combination of the elements you want as long as it's 3 Mana.

Q: The Mana I need to add is a mix of many element, do I have to add them in a specific order?

A: No, you may add them however you want as long as you're alternating between two piles and you start with the lowest one.



DRAW MANA

Once you've added 3 Mana in the **Available Ether**, take all of the Mana contained in the pile of your choice and keep it for you.

You may take any of the two piles.

This Mana is now yours. It is stored in your **Mana reserve**.

MAIN PHASE

This is the moment when you can play your cards, manage them and activate them in whatever order you want.

You may perform as many actions as you want as long as you have the necessary resources to do so.

You may also perform them in any order without any restriction.

AVAILABLE ACTIONS DURING YOUR MAIN PHASE

Here is the list of the actions you may perform during your main phase, and how to perform them.

PREPARE A CARD

In order to use the cards in your hand you will need to prepare them.

Preparing a card means putting the card on the board before you with its Mana cost underneath it.

When reading a card, you can see its Mana cost represented by numbers and element icons towards the upper-left corner of the card.



On this card, it means you must put 3 Vegetal Mana and 1 Arcane Mana underneath it when you prepare it.

Once a card is prepared, you may either cast it, or channel it as a component.

ACTIVATE A CARD

Once a card is prepared, you may activate it simply by saying you do so.

Once you activate it, the following chain of events trigger.

- You apply the effects of the spell as stated on the card.
- The card goes into your discard pile.
- The Mana that is underneath the card goes back to the **Available Ether**.



The effects of a spell can be read on the card, right underneath the illustration.

For example when you activate the card above, you'll deal 2 damage to the target of your choice and draw a card.

CHANNEL A SPELL AS A COMPONENT

The other option you have with a prepared spell is to channel it in order to use it as a component.

For this, you'll need to tilt your card at 90° and put it on the side of your board. It keeps its Mana underneath it.



The consequence is that the spell cannot be activated anymore. Also, you cannot put it back as a prepared spell.

Thus the channeled spell will stay on the side of the board until the end of the game, unless a specific card rule says otherwise of course.

Why would you put your spell as a component then?

Because some spells require you to have specific components in order to be prepared.



For instance the card above requires you to have at least one blow component if you want to be able to cast it.

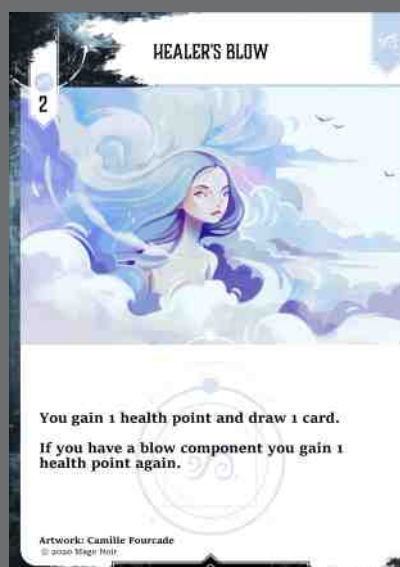
The component won't be discarded, neither when the spell is prepared, nor when it is activated.

THE NAME RULE

Whenever a card is put as a component, it will count as a component for each word that is in its title.

For instance, both of the following cards count as a "Blow" component.

However the left one will also count as a "Healer" component.



TRADING MANA

During your Mana gathering phase, you may end up with some of the Mana your opponent added to the game and that you have no use for.

You may trade this Mana with the **Available Ether** if you follow those rules:

- You must give 2 of your Mana in order to get 1 from the **Available Ether**.
- The trade must take place with the biggest Mana pile.
- Both of the Mana you give must go into the same Mana pile.

Do note that you may give any combination of Mana elements as long as you give 2 Mana from your Mana reserve.

Same thing, you may receive any Mana as long as it comes from the biggest Mana pile.

Once you can't or don't want to do any more actions during your main phase, your turn ends.

END OF TURN

Your effects that are said to happen "At the end of your turn" take effect now.

Then, if at this point of your turn you have more than 7 cards in hand, discard the cards of your choice until you have 7.

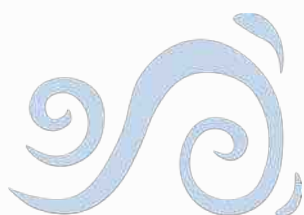


THE ELEMENTS

Being a Mage will allow you to harness the power of nature and choose between 6 elements.

They all have their strenghts and weaknesses, as well as a very unique identity. These differences allow Mages to express their own style with a lot of freedom.

Here is what they have to offer:



AIR

Air is the fastest of all the elements. It has a lot of card draw to ensure you never run out of resources. It is also a combo heavy playstyle, preparing a lot of spells for a while and unleashing a flurry of effects one after the other to choke your opponent under a volley of small hits.



FIRE

Fire is as powerful and destructive as it is dangerous for its controller. It will burn you as you use it and you may quickly run out of steam due to an aggressive playstyle and volatile components.

The tradeoff for so many downsides however is the most efficient damage output ever discovered in the history of magic. Fire hits hard and can show an unexpected resourcefulness when cornered. Your opponents will quickly learn not to play with fire.

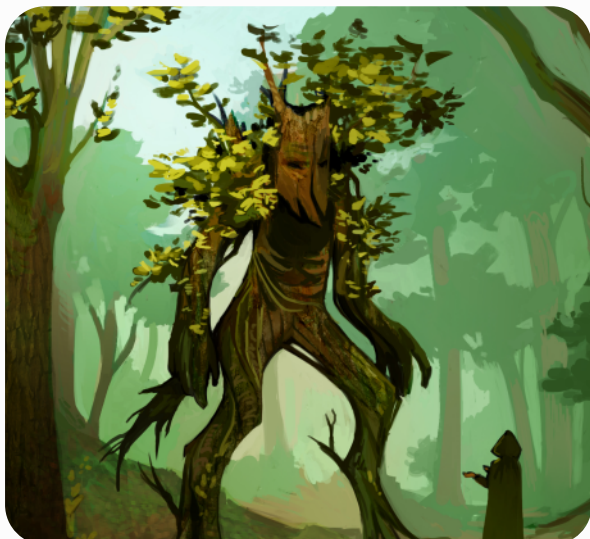


WATER

Water is adaptive and powerful. It is the element that brings the most precise mastery of your own spells and Mana.

It will allow you to move Mana from one spell to another and use it as a strength to drown your opponent under massive effects.

It is also a very efficient healing tool and a very frightening threat once its user has enough Mana to unleash its full potential.



VEGETAL

Vegetal embraces the concept of growth. It starts small and weak, but grows quickly into an unstoppable force that is near invincible if you let it stay on the field.

Vegetal also has the cards that are the closest to creatures. They are vegetal Permanents that attack each turn and have HP.

Protect them well and your victory is guaranteed.



MINERAL

Mineral is the slowest of all the elements. You will rely on sturdy armor, powerful equipments and stone protections to take your opponent's hits like they are nothing. Then once you have enough Mana, you will unleash massive meteorites and powerful earthquakes on your opponents to finish them in a single blow.

(This element is available in the Mineral extension of Mage Noir)



ARCANE

Arcane is the magic of time and space. It changes the effects of its spells thanks to the time components it uses, making them stronger or faster. Arcane can and will bend the rules. It is a complex and chaotic Element that requires discipline and intelligence to use.

(This element is available in the Arcane extension of Mage Noir)



THE DIFFERENT TYPES OF CARDS

In Mage Noir, any card is a spell. They might as well represent the might of the elements, the materialization of a physical object or gathering the necessary strength required to perform an action.

Most of the cards are usually meant for single use. When you activate them, they apply their effects, go to your discard pile and release their locked Mana back into the **Available Ether**.

But some of them have specific keywords that changes how they function. Those are easy to recognize since they are the first thing written in the card's effects.



PERMANENTS

Are specific cards since they don't need to be activated in order to apply their effects. Once you put one on the board, its effects apply immediately as they are written on the card.

Some Permanents have a number on the bottom right of their card. This number represents their Health Points when they get on the board. If they take enough damage to have 0 HP, they are discarded.

Any Permanent with Health Points may gain HP through other effects. there is no limit to the amount of HP a Permanent can have.

When a Permanent leaves the board, the Mana underneath it goes back to the **Available Ether**.



For instance, here is a Permanent with 3 HP.

EQUIPMENT

Equipment are to be applied on the player itself. There are several types of Equipment depending on the part of the body they are attached to. For instance:

- Body
- Weapon
- Head
- Ring
- Back
- Legs

It is possible to have only one Equipment of each type equipped at the same time. The only exception being rings.

When you cast an Equipment on an already equipped body part, only the most recent Equipment stays, and the previous one is discarded.

Just like a Permanent, an Equipment stays on the table and applies its effects continuously until it is destroyed or removed from the board. When removed, its Mana goes back to the **Available Ether**.

USING PERMANENTS AND EQUIPMENT AS COMPONENTS

Both type of cards follow the same specific rule concerning the way they are used as components.

You cannot channel any of them.

However, they are constantly considered as a valid component, making them act both as a component and an active threat for your opponent.



If an Equipment requires other Equipments as components, then the components are discarded when the Equipment is put on the board.

WEARING RINGS

Unlike any other Equipment, you may equip as many rings as you can wear in real life.

Consider you could wear several rings on every single finger or wear them as piercings.

TL;DR: You can equip as many rings as you want.

rites & rituals

Are always used to become a Mage Noir.

Once they are prepared, you cannot remove them whatsoever.

Just like Permanents and Equipments, rituals apply their effects constantly as soon as they are put on the board. The Mana used to cast them will stay underneath them for the rest of the game.

Furthermore, many of them will grant you with special abilities that you may activate any number of times during your turn.

It is perfectly possible to have several active rituals on the board simultaneously.

BECOMING A MAGE NOIR

In every deck of this box, you will find "Ritual" cards that will allow you to become a Mage noir, just as stated on them:

"You become a Mage Noir"



Additionally, most rituals will often give you powerful abilities at a certain cost. Usually giving you one strength in exchange for another.

Becoming a Mage Noir is an incredible growth in strength.

You will usually see the effects of your new status directly on your cards.

Many spells possess new options or enhanced abilities for those who have ascended.

Some cards are even usable only if you are a Mage Noir.



THE MAIN RULE

Whenever a card is against one of the general rules, the rule on the card always has priority.

A huge part of the interest of the game comes from the fact that the rules are constantly being modified by the cards, leading to exclusive games and interesting situations.

DECK BUILDING

RULES

Creating your own deck is really simple. You just have to gather cards and put them together, following those two rules:

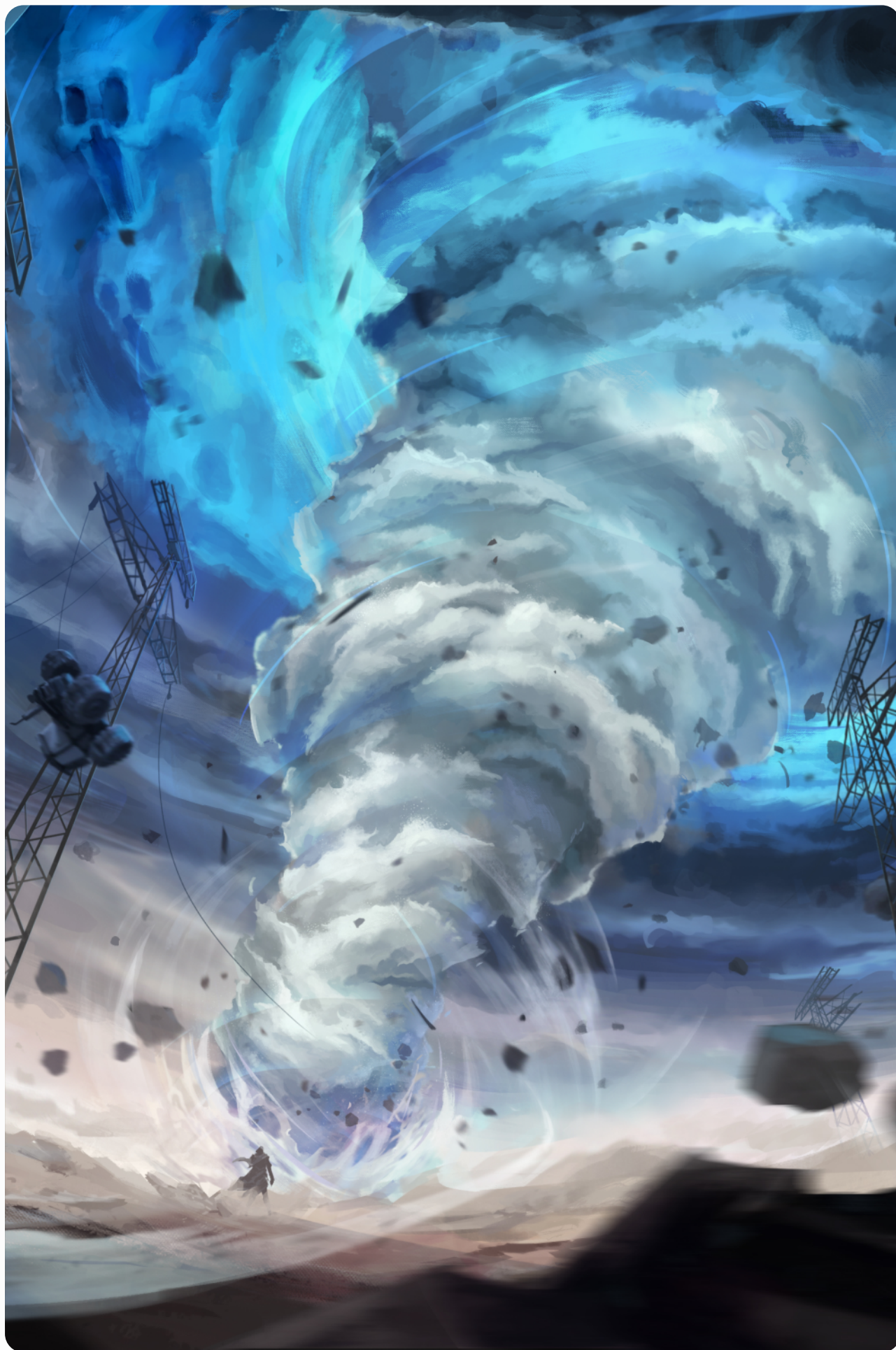
- A deck must contain at least 40 cards.
- You can't have more than 4 copies of the same card in your deck.

TIPS

Creating your first deck can be hard. Here are a few rules of thumb to follow if you're new to deckbuilding.

- Even if you can put as many different elements as you want in a deck, try to stick to one or two elements to start with.
- Make sure you have the necessary components to cast each of your spells.
- Make sure your deck has enough potential damage to kill your opponent.
- We advise to put between 2 and 4 rituals in a deck.
- Try to stick to 40 cards, fewer cards mean you'll have more chance of drawing the right ones.





WANT MORE?

We humbly thank you for your interest in Mage Noir. Our community is our most precious asset.

If you have any question, suggestion or rule you don't understand, please contact us:

By mail: contact@magenoir.com

Or come drop us a like and say hi on our social medias, we would be very happy to talk with you!



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<http://discord.gg/aZTkCGv>



<https://boardgamegeek.com/boardgame/293941/mage-noir>

WE ALSO SHARE THE ADVANCEMENT OF THE GAME WEEKLY ON OUR OFFICIAL WEBSITE.

MAGENOIR.COM

Welcome to the circle and thanks for sticking with us Mages.

ARTWORK CREDIT :

- Geoffrey Amesse
- Nicolas Camiade
- Camille Fourcade

- Johann Goutard
- Jessica Heran
- Jeffrey Jeanson
- Charles Ouvrard