

MAGE NOIR 2 VS 2 MODE

This rulesheet will give you all the necessary information to play a two versus two game of Mage Noir.

PREREQUISITE

To play a 2 vs 2 game of Mage Noir, you'll need 4 complete decks at your disposal. This game mode is thus playable with a single base box of Mage Noir!

However, deck diversity is greater if you have additional cards.

Thus we recommend having a second box or a few expansions available to ensure an optimal experience.

GENERAL RULES

The general rules of the 2 vs 2 mode of Mage Noir are very similar to the base game's rules. We invite you to read the base game's rulebook before reading this rulesheet dedicated to the 2 vs 2 game mode.



OBJECTIVE

In this game mode, you and your teammate will face another team of 2 players. Your team wins as soon as you manage to disqualify both players from the opposing team.

A player is disqualified when their Health Points reach 0 or when they would draw from an empty deck.

SETUP

Players sit around the table, alternating players from each team. Thus, each player must sit between their 2 opponents.

Place the Infinite Ether on the table, within reach of all players. Each player shuffles their deck and chooses their starting hand just like they would in a classic game of Mage Noir.

Each player starts the game with 20 Health Points. These are not shared with their teammate's HP.

FIRST PLAYER

For the first game, choose a player randomly (coin flip, dice roll, etc). This player may decide which of the 4 players will get to play first (they can decide with the help of their teammate).

For the following games, the team which lost the last game will decide who plays first.

TURN ORDER

Player's turn order is determined by going clockwise around the table. If a team of Player 1 and Player 2 is playing against a team of Player 3 and Player 4, then the turn order is Player 1, then Player 3, then Player 2, and finally Player 4 (then Player 1 again, etc).

UNFOLDING OF A TURN

A turn in the 2 vs 2 game mode goes through the same phases as a turn in the classic game mode of Mage Noir. The major difference is that these phases are played by both players of the same team simultaneously, except for the Mana gathering phase.



THE SHARED SHARED MANA POOL

This is a specificity of the 2 vs 2 game mode. The presence of a great number of Mages brings in more Mana.

However, you need to distribute it between yourself and your teammate. It is up to you whether you'd rather take everything for yourself, give everything to your teammate, or split this precious resource between the two of you.

THE MAGE NOIR RETALIATION

When your teammate is out of the game, their turn is skipped and you are left alone to end your battle.

However, if you are a Mage Noir and end up alone, you unlock a power called "Mage Noir retaliation". You now draw 2 cards during your draw phase.

Do note that neither the Mage Noir status of your opponents, nor their number, have any influence on how many cards you draw at the beginning of your turn.

You only have to be a Mage Noir and be the only one left on your team to benefit from this power.

CARD INTERPRETATION

When one of your cards mentions "the opponent", you may choose which one of your two opponents is affected.

You and your teammate are two distinct players.

1 Turn start:

Effects that should happen "At the beginning of your turn" for the current player and their teammate apply now.

2 Draw phase:

The current player and their teammate both draw a card from their deck (except for on the first turn of the first player).

3 Mana gathering phase:

The current player adds 5 Mana of their choice from the Infinite Ether to the Available Ether, alternating between the two piles, just like in a 1 vs 1 game (On the first turn, there will thus be a pile with 3 Mana, and a pile with 2 Mana). They then pick one of the two piles from the Available Ether.

Finally, and this is specific to the 2 vs 2 game mode, they allocate this Mana how they want between their reserve and their teammate's.

4 Main phase:

The current player and their teammate simultaneously play their main phase. They may perform all of their actions in any order they want (one after the other, or alternating for instance). However two actions cannot be considered simultaneous; they must decide the order of their actions.

5 End of turn:

The current player decides to end their turn. "End of turn" effects of the current player and their teammate take effect now.

Thus spells and components you control are not shared with your teammate. You each possess your own deck, discard pile, and hand. A spell that targets yourself, or that interacts with your own game zones specifically (hand, spells in play, discard, Mana reserve) cannot interact with your teammate's game zones instead.

Just like in every game mode of Mage Noir, if a card contradicts the rules, the text from the card has priority.

DISQUALIFICATION OF A PLAYER

When a player is disqualified, if they were the last player of a team, the opposing team wins the game.

Otherwise, they put all of their Mana in their teammate's Mana reserve. And are now considered as out of the game. Meaning their spells don't apply their effects anymore and their hand is set aside without triggering any effects.

Following this, the game goes on. If a spell that disqualified the player has any other effects, then these are applied.

TEAM COMMUNICATION

- During the game, teammates may **not** show each other the contents of their hands.
- Teammates may discuss **out loud** to share information or consult each other to make decisions.

- In case of a disagreement within a team, it is always the current player who has the last word.

More information on the official website:

https://magenoir.com/2v2_mode_en

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