MAGE NOIR SOLO AND CO-OP MODE

During your games of Mage Noir's solo and co-op mode, you'll face formidable foes, with or without the help of your loyal allies. The integrity of the Circle depends on your success... If you survive... Good luck.

PREREQUISITES

This mode is meant for 1 to 4 players in cooperation, with the same rules.

The solo & co-op mode requires the Mage Noir base game, as well as the expansion The Lone Mage.
Other expansions are usable in this mode, but are not required.

GENERAL RULES

The general rules of the solo and co-op mode of Mage Noir are very close to the base game's rules. We invite you to read the core rulebook of the base game before reading this rulesheet dedicated to the solo and co-op mode.

OBJECTIVE AND END OF GAME

Your objective is to face and defeat the Adversary. They control their own deck with their own cards that you are going to play against.

You win the game once a card from the Adversary's deck explicitly says so.

You lose the game when all players are out: either when their Health Points reach 0, or when they have to draw from an empty deck.

SCENARIOS AND DIFFICULTY LEVEL

The solo and co-op expansion contains 3 scenarios. Each scenario possesses two difficulty levels.
A scenario is a list of cards belonging to the Adversary. These cards form their deck. One of these cards is the Adversary themselves that you'll need to defeat to win the game.

If you fail, don't get discouraged—remember you can adapt your deck according to the Adversary you're about to face.

Place the Infinite Ether on the table, reachable by every player. Each player shuffles their deck and chooses their starting hand following the rules of a classic Mage Noir game.

The player with the darkest clothes starts.

Build the Adversary's deck by grouping all of the cards listed on the chosen scenario card.

Shuffle the Adversary's deck and place it at the center of the table. Also keep some room clear next to it for the Adversary's discard pile.

When the game starts, the Adversary isn't present yet. Thus effects targeting "the opponent" will only have a valid target once the Adversary card is drawn.

TURN ORDER

Players play one by one clockwise.
Each player's turn is preceded by an Adversary's turn.

Thus, for a 3 player game, the turn order will be as follows:

Adversary ▶ Player 1 ▶ Adversary ▶ Player 2 ▶ Adversary ▶ Player 3 ▶ etc.

The player whose turn it is is named the "active player". If an Adversary card targets the "active player", then it is referring to the player who is about to play.

ADVERSARY TURNS

If the Adversary already has one or more cards in play (Permanent, Equipment), apply their effects one after the other. The players decide which order these effects are activated in.
Then, draw the top card of the Adversary's deck and apply its effects. If there are no more cards to draw in the deck, take the Adversary's discard pile, shuffle it, and use it as the new Adversary deck.
The Adversary's turn ends and the active player's turn starts.

READING AN ADVERSARY CARD

THE DUKE
Adversary

Each Adversary turn, inflicts 4 damage to the player with the most Health Points (or 3 if they're a Mage Noir).

When this is destroyed, players win the game.

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Artwork: Geoffrey Amesse
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APPLICATION OF THE CARD

If it doesn't have a keyword:
If the card doesn't have a keyword, apply its effects immediately, place it in the Adversary's discard pile, then add Mana to the Available Ether equal to its Mana value.

If it has a keyword:
Place it on the board, next to its deck. This card applies its effects immediately and stays in play. Its effects apply either continuously, or on each Adversary's turn, depending on what is stated on the effect. Each Adversary's turn, add Mana to the Available Ether equal to its Mana value.

1 **Illustration**

2 **Title**

3 **Keyword :** Term influencing the way the spell functions.

4 **Effects :** The actions applied by the card when it activates.

5 **Mana value (optional) :** Amount of Mana this card adds to the Available Ether once it has applied its effects.

6 **Health Points (optional) :** Some Permanents and the Adversary itself have a number written in the bottom right corner of their card. They represent their Health Points (HP) when they are put into play. If their HP reaches 0, they are discarded.

If it's the Adversary:
Your enemy emerges from the shadows, and you may now target the opponent.

If it's Equipment:
Discard any of the Adversary's Equipment of the same type that are already in play. (See the core rules about Equipment).

PLAYER TURNS

Player turns are very similar to those in 1v1 Mage Noir games.
The only noticeable change concerns the Mana gathering phase.
During their turn, players skip the phase where they add Mana to the Available Ether from the Infinite Ether. Instead, player and Adversary spells will add Mana to the Available Ether.

Thus, after their drawing phase, players simply take one of the Mana piles in the Available Ether, before playing their turn like in a 1v1 game.

DEFEAT OF A PLAYER

When a player is defeated:
• If they were the last player, the game is lost.
• If at least one other player is still standing, the game goes on.

Consequences of a defeated player:
• All of their spells in play and in their hand go to their discard pile and any discard effects trigger.
• The Mana under all of their prepared spells, Components, Permanents and Equipment returns to the Available Ether.
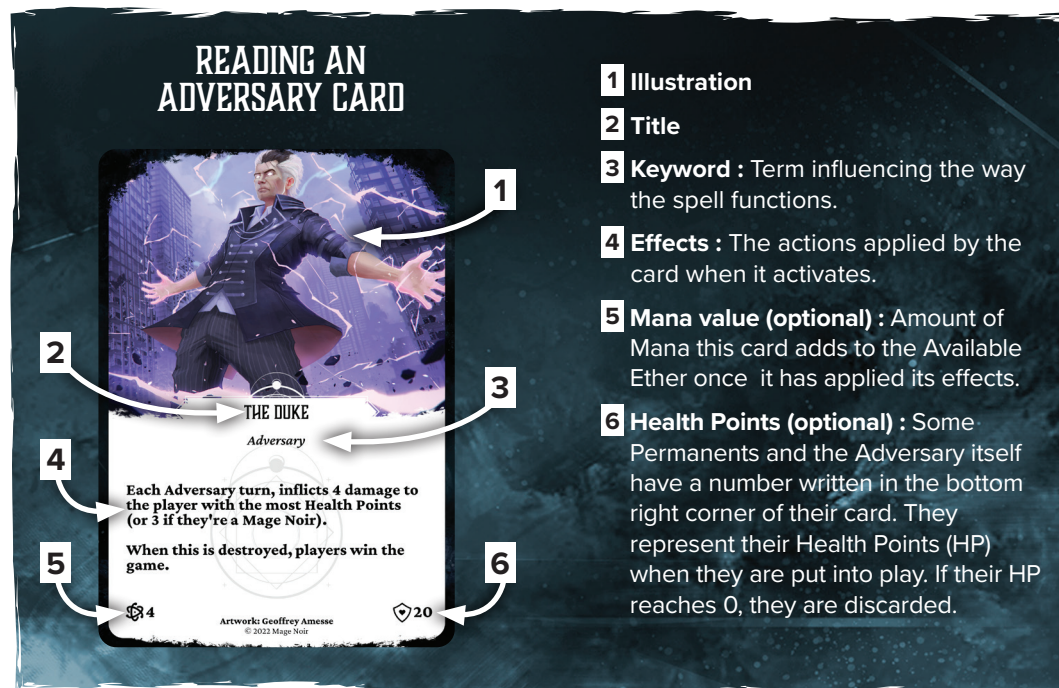
- The Mana in the player's Mana reserve returns to the Infinite Ether.
- The player is out, but can still comment on the other players' actions, with a good pinch of sarcasm of course!

TARGETS AND MANA SELECTION

When a target isn't specified on an Adversary's card, the final target is up to the players.

Likewise, when selecting the Mana types to add to the Available Ether following one of their spells, the choice is up to the players.

However, if players can't reach a consensus, the final decision is left to the active player.

HAND TARGETING

Unlike players, the Adversary doesn't have a "hand". Effects targeting an opponent or player's hand (sent back to hand, discard from hand...) are ineffective against the Adversary.

TEAM COMMUNICATION

Players may discuss their actions and decisions or influence the player whose turn it is. However, players may not reveal or disclose the contents of their hands at any time.

ADVICE

- Any card at your disposal may be used in players' decks; don't hesitate to discuss during your deck building phase to create a shared strategy.
- The solo and co-op mode is very useful to try out new decks you've created. This will allow you to make sure your deck contains enough components, enough damage, or if that unusual double combo you dreamed up has a chance to work on the field!

NEW CHALLENGES!

To discover new ways to experience the solo and co-op mode, we invite you to visit:

https://magenoir.com/solo_en