

Hagal's 8 Ruleset

I . Introduction

Hagal's 8 is a card game in which players will take up the roles of shamans attempting to destroy each other by casting rune spells, and combining them to conduct powerful rituals that produce varied and devastating effects. The game is optimized for two players, but can be played with up to six players.

II . Objective

The objective of the game is fairly simple: eliminate your opponent(s) by damaging their health or destroying their cards. Damage can be inflicted by combining runes to conduct ritual attacks (see section V). Cards can be destroyed by using offensive spells to send other cards to the discard pile.

III . Setup

The following are the proper procedures for setting up the game:

1. Players will sit opposite of each other and place a card mat in front of them (card mats come with the game).
2. Players count their cards and set their health equal to the number of cards in their own deck divided by eight (round up). Alternatively, players can set their health to eight.
3. Players will place their decks on the mat in the deck area.
4. Players draw 7 cards.
5. Players will decide who goes first. The very first player to go is not allowed to cast offensive cards on their first turn (see section IV).

IV . Cards & Terms

Before getting into how the game works, there are a few terms you will need to know, such as card types, what they do, etc.

CARDS



-Each card represents one **rune**.

-Cards can be either **Red, Green, Brown, or Gray**. A Red card represents one red rune, a Green card represents one green rune, a Brown card represents one brown rune, and a Gray card can represent multiple rune colors. This is important to Rituals (see section V).

-There are three subtypes of cards: offensive (for red cards), defensive (for brown cards), and utility (for green cards). There are also Each card can have a different effect when casted.

-Casting is when you play a card in the spell area. Casting can either be instant, which has an immediate effect, or constant, which stays out on the spell area until it is triggered or it expires.

Offensive Cards

-Offensive Cards are typically Red cards that have a negative effect on an opponent when casted. However, they cannot do damage to an opponent's health.

-Each card has one of three elements: Fire, Wind, and Earth.

-They can affect one of three areas: an opponent's hand, deck, or ritual space.

**NOTE: The element has no connection to the color of the card.*

Defensive Cards

-Defensive Cards are typically Brown cards that provide a certain type of defense.

-For a defensive card to successfully protect against an attack, it has to match the attacking card (same element and/or same attack location).

Utility Cards

-Utility Cards are typically Green cards that allow players to manipulate their own cards in some way to benefit them.

-Utility Cards do have a labeled element, but it typically does not have an effect on the card.

V. Rituals

Rituals are the key to winning the game. There are several different rituals for different situations. Rituals can damage the opponent, heal the player, or allow the player to manipulate cards. There are two ritual spaces that allows players to prepare two separate rituals at a time. Once a ritual has been activated, the player discards the runes used to activate the ritual. Runes cannot be moved or removed normally by their owner (only with special effects from other cards).

VI. Actions

Players are allowed two actions (after they draw one card) in which they can perform the following:

- draw an additional card
- cast a defense card faced down
- cast a utility for an instant effect
- place a rune in a ritual space

**NOTE: A player can only have two defensive cards out at a time. Casted defensive cards can be discards and swapped for another defensive card.*

VII. Final Note

There is a great deal of strategy and deck-building skills involved in Hagal's 8. Decks usually contain around 60 cards. The game is over when a player loses all of their health or is unable to draw a card due to running out of cards in their deck.