

MAGIC GAUNTLET

A THIEF THEMED GAME DESIGNED BY ΔΓΕΤΙΑΝ
BASED ON MAGIC: THE GATHERING

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AN INTRODUCTION

Magic Gauntlet (initially Magic: The Gauntlet, later Magic Gauntlet, almost always called just Gauntlet, contracted MTGN) – a card game based on Magic: The Gathering and originally developed by Michael Kamensky in 1999 as an attempt to create a relatively simple and easy-to-understand game that could be used to teach the basic principles and English terminology of Magic: The Gathering and Dungeons & Dragons to friends. Magic Gauntlet was extended over the years by M. Kamensky, I. Ogolenko, and M. Dolzhenko, and became a full-fledged standalone game. The game is based on principles somewhat similar to the Wizards of The Coast's collectible card game Magic: The Gathering, and inherits various terminology and certain gameplay elements from the pen-and-paper role-playing game Dungeons & Dragons. While similar to Magic: The Gathering, Gauntlet is notable for its peculiar strategy and introduction of gameplay elements foreign to Magic: The Gathering, as well as a turn structure and scoring principles that are notably different from MTG.

Magic Gauntlet is a game of both skill and luck. While it's entirely possible to win or lose due to the good or bad luck, experienced players are known to win much more often than inexperienced players due to the correct employment of game strategy and careful planning of the game.

- Michael

THE BASICS

Gauntlet plays in much the same way as Magic: The Gathering, so if you are familiar with that then you will likely find most of this to be review.

The game consists of two players, or one player and an AI, taking turns attempting to defeat each other by eliminating their opponents Life Points while defending their own. They may do this either by summoning Creatures (pg.7-8) or casting Sorceries (pg.11).



THE TURN ORDER

A player's turn in Gauntlet is divided into the following Phases:

I. Draw- Cards are added to the player's hand until it becomes full (7 cards). If it is already full, then no cards are drawn.

II. Untap/Upkeep- Permanent cards untap and play effects.

III. Attack- The player may declare an attack or cast a spell.

IV. Block- The other player may play a block or counter against the attacking player.

V. Fast Effect I- The attacking player may declare Fast Effects.

VI. Fast Effect II- The defending player may declare Fast Effects. Every time one player declares a Fast Effect the other may play their own in counter, therefore a theoretically infinite number of Fast Effect phases may be played, as many as would be necessary for both players to play all fast effects that they may legally play.

I know most of this probably makes absolutely no sense right now, but I assure you that it will in a few pages.

THE PLAYING FIELD



1- Your opponent

2- Life Points- These are damaged through combat

3- The Battlefield- This is where cards are played to

4- The Permanent Card Zone (pg. 12)

5- Your hand- This consists of 7 cards it is refilled during your draw phase

6- You- who you are

7- Your controls- **Play/Tap:** Use the selected card, **Done:** End the current Phase, **Pass-** Skip your turn (can only be done if you either have no creatures to summon, or the total power of your possible creature attack, including effects, is no greater than 1)

CARD TYPES

All cards fall under three main categories, Creature, Effect, and Sorcery.

Creatures:

The majority of the cards in Gauntlet are Creatures, these can be used to attack your opponent or defend against their attacks. One may be summoned each turn. They each have two stats, Power and Toughness. Power (left) represents the amount of damage they can deal while Toughness (right) is the amount of damage which they are capable of blocking.



For example, *Player 1 attacks with Air Elemental, 3/4. Player 2 then defends with Fire Elemental, 6/3. Because 2's Creature has Toughness equal to that of 1's Power, Player 2 sustains 0 damage. However, because 2's Power is higher than 1's Toughness, Player 1 sustains 2 damage from the conflict.*

Note: Because of this possibility of rapid fire turnabouts, it is very important that one pay close attention to both a card's Power and its Toughness, a Creature strong in one area is often weak in the other.

CARD TYPES

Effect Creatures:



Many creatures have effects attached to them, these can range from multiplying their Power and/or Toughness to giving them unique abilities, or even limitations. Some of the effects are as follows:

Banding- This card may be played in addition to other creatures

Stability- This card cannot be destroyed by Glyphs of Destruction (pg.11)

Backfire- Any damage caused through battle is dealt to the attacking player

Resist Backfire- Negates the former effect

Cannot Block- This card may not be played to defend against an attack

CARD TYPES

Effects:

In Gauntlet there are also many Effect cards. As the name suggests, they have the ability to add various effects to Creatures. These are often the same as those mentioned on the previous page, however the most common effects provide a set bonus to Power and/or Toughness. You may play an Effect card on a Creature when you summon it.

Limitations:

Some effects have limits on how you may use them.

Unique Magic - Only one of these may be played per turn on a given creature

HD- Effect only applies to a card (Pure) or stack (Combined) which has that many total points (Power + Toughness).



CARD TYPES

Fast Effects:

Some cards belong to sub-group of Effects known as Fast Effects. These can be activated in counter to the opponent summoning a Creature. They generally have effects which harm the hostile creature



CARD TYPES

Sorceries: Attack Spells and Counters:



When a Creature is unavailable, the player may instead use Attack Spells to blitz their opponents Life Points. These cards deal damage of a variable amount based on a randomly generated number. For example, the shown card is 1D6, therefore damage can be dealt up to 6 points. These can be blocked in the same way as a normal attack however there is no risk of sustaining damage from a blocking creature. Also, the damage from an attack spell cannot be reversed with backfire.

To deal with these cards, one may play Counters to reverse the Spell back at the one who played it, sometimes with increased effects such as resistance to Glyphs of Destruction or dealing 2X the damage.



CARD TYPES

Sorceries: Ultimates and Permanents:

There are a number of cards known as Ultimates, these have effects which end the turn automatically and cannot be effected by other cards. The most common of these is the Glyph of Destruction which has the ability to destroy most other cards, it is a very dangerous weapon against an opponent with a better hand.



Also there are many Permanent cards. These play to the field and have effects which can be activated from there. They remain on the field until they are either destroyed or certain conditions are met.

STRATEGY GUIDE

Some players may have a hard time developing strategies for the game right away so I have taken the time to compile some of the methods which have worked out well for me.

The best offense is a good defense- I cannot emphasize enough how easy it is to take damage from attacking with a creature with low Toughness, be careful what Creatures you attack with.

Don't play out of your league- Wait until you have mastered Novice before advancing to the higher levels, they are much tougher.

Don't gamble- Never just guess or hope for a good outcome, always have a plan.

Always hold a Glyph of Destruction- It's always a good idea to keep at least one G of D in your hand for emergencies, some creatures are devastating and a quick kill can be the difference between losing the battle and surviving.

STRATEGY GUIDE

Don't play all of your best cards at once- I know that it can be tempting to throw down a jumbo pile of cards for quick damage, but this can leave you open to Glyphs of Destruction and possibly stick you with a hand devoid of vital cards later.

Watch out for Backfire effects- They can be devastating if you overlook them.

Always plan at least two turns ahead- It is extremely easy to back yourself into a corner by running out of the cards you need, try to keep at two good Creatures available for emergencies.

Be open to a pass victory- Remember that if you and your opponent pass three times in a row the duel ends and the one with the most Life Points wins, this can be a good way to beat an opponent.

Don't let yourself get forced into playing a weak creature- it's a surefire range to take damage.

CREDITS

For the original Magic the Gathering elements, Wizards of the Coast

For the original Thief series elements, Looking Glass Studios and Eidos

For the original sound components, Microprose

For the custom background art, RedFace

For the custom sounds and background music, Dan

For the card art, Dan and RedFace

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