



# BALAKA BLAST



Players: 2 – 5 | Age: 8+ | Duration: 20 minutos


The group of students with the poorest grades from the least prestigious school in the kingdom engage in an intense battle not to be at their wits' end and repeat the year.


Use your spell cards wisely and prove that you can at least identify basic elements and its power levels. It would be a nightmare to go through Dr McPherson's tedious classes once again...

## Components



13 Water  Spell Cards

13 Fire  Spell Cards

13 Plant  Spell Cards

5 Light  Spell Cards

5 Shadow  Spell Cards

5 Aid Cards

20 Gems

The distribution of the power level values of **water, fire and plant** spell cards are: 1, 1, 1, 2, 2, 2, 3, 3, 4, 4, 5, 5, 6.

Whereas all light spell cards have power level 0, and all shadow spell cards have a power level 7.

## Object of the game

Each player aims at obtaining gems throughout extravagant magical duels. To do this, each person has a hand of spell cards to face their rivals through elemental (spell type) or power (spell value) duels. However, there will be a problem, because each person will have cards in their hand **only to be seen by oneself** (hidden cards) and other cards **only to be seen by other players** (open cards). Therefore, at the start of the game, you will not know the element and power of all your cards.

You can ask for information about your open cards or deduce their characteristics by paying attention to the already played cards. Everything goes in this pitched battle to make it to the next grade.

## Game setup

Three-player example.



Deal each player one aid card **1**.

Shuffle all the cards and deal each participant a starting hand of 2 hidden cards **2** and 2 open cards **3** as shown in the image.

**Important! Open cards are only to be seen by other players, not by the person receiving them. While hidden cards are only to be seen by the person receiving them.** Therefore, at the start of the game, each participant knows their 2 hidden cards and all the other players' open cards.

**Note: in a two-player game, 3 open cards are dealt instead of 2, so each hand consists of 5 cards instead of 4.**

Place in the discard area the number of cards indicated depending on the number of players **4**. Make sure that the discard area is divided into the different card types and that they are completely visible.

- 2 players: 10 cards in the discard area
- 3 players: 6 cards in the discard area
- 4 o 5 players: no cards in the discard area



Put the remaining cards face down in the middle of the table as a drawing pile and place the gems next to it. **5**.

## Gameplay






The person wearing the most extravagant outfit is the first player. Gameplay continues clockwise.

In their turn, each player must perform one of the following actions:

- A. Ask for information or
- B. Challenge someone to a duel



### A. Ask for information

The player picks **one** of his or her **open** cards and asks someone for information about that card. The person providing the clue chooses whether it is information about the element (, , ,  y ) or power level (0\*, 1, 2, 3, 4, 5, 6 y 7\*).

**Important! Before asking for information, the player in turn can say what he or she knows about the card, pointing out the exact characteristics of the card (power level or element). If that person already knows the element of the card, the information received must be about the power level and vice versa. If the person knows nothing about the card, the informant can choose which clue to give. It must be truthful information.**

*“Lying about a rival’s spell is as bad as wasting a nice troll biscuit. And when it comes to troll biscuits, nothing beats the ones from the Riviera of the Rising Sun, on sale at the school casino, and now they come with an edible wrapper.”*

**Exception 1:** If the indicated card is a light or shadow spell (\*), the information given cannot be about its element or power, it must be “it is a special spell” instead. No further explanations.

**Exception 2:** If the alleged information known by the person in turn is not correct, the informant is not bound to correct the mistake before giving the clue and may, if wished, use the correction of that mistake as a clue.

In general, any information given should always add knowledge about the cards of the person in turn.

**Important!** If the information to be provided is repeated on another card, you must also point that out, even if it is a special spell.



*Example: Loretto asks Victor for information about her third card and says she already knows it is a plant one. Thus, to give information, Victor must indicate that her third and fourth card are a 2 (power level information).*

## B. Duel Challenge

The player in turn chooses a rival and challenges him or her to a duel and announces aloud the type of duel, elemental or power level, and **must give** information to the rival about one of his or her cards, following the same rules previously described, with the exception that the challenger chooses the rival's card on which to give information. Remember that you cannot give information your rival already knows about the chosen card.

**Exception:** if the player already has complete information about the cards, skip the action of giving information.

Once the information is given, challenger and challenged proceed to a duel in an extravagant three-step ritual:

**Step 1:** They mentally choose one of their cards (hidden or open) to play.

It is advisable not to give any clues to your rival about the card to be played.

**Step 2:** Both players look each other in the eye with their hand of cards in front of them.

**Step 3:** They say in unison (and rhythmically) “ALAKABLAST!”, take the chosen cards at the same time and place them face up on the table.

*“No matter how little respect you have for each other, you strive to be magicians. Avoid cheating in this sacred ritual or you will be punished by cleansing the chamber of the stinking minotaurs.”*

### Elemental duel

In this type of duel only the element of the card is considered, not its power level.



**Water beats fire, fire beats plant and plant beats water. Light always wins and shadow always loses.**



*Example: Victor challenges Loretto to an elemental duel. Once giving her information about one of her open cards, they perform the ritual. Victor plays a 3 of water in front of him, whilst Loretto, at the same time, plays a 0 of light. Loretto wins the duel.*

### Power level duel

In this type of duel only the card's power level is considered, not its element. The card with the **higher** numerical value wins.



**7 → 6 → 5 → 4 → 3 → 2 → 1 → 0**

*Example: Victor challenges Loretto to a power level duel. After giving her information about one of her open cards, they perform the ritual. Victor plays a 6 of plant in front of him, whilst Loretto, at the same time, plays a 3 of fire. Victor wins the duel.*



The winner of the duel takes a gem, representing 1 victory point and places it in front of him or her.

**Important!** In case of a tie in a duel, the extravagant ritual is performed again with a second card, bearing in mind the type of duel previously declared. The winner of this second duel will receive two gems instead of one. If the tie persists, a third card is played (increasing the number of gems to be obtained), and so on. In the rare event that a tie persists with all cards in hand, the game is immediately over and the whole group shares victory.

*Dr Mcpherson cannot believe it. For the first time a whole group has passed, it seemed more likely that the abominable Alpacas of Asgard ruled the world.*

At the end of the duel, both people put the played cards in the discard area in a visible and orderly manner and draw cards from the deck until they have 4 cards in hand again (5 cards in a 2-player game). The winner places the cards drawn openly (without being able to see them, but visible to the other players) and the loser places them hidden (only visible to him or her and hidden from other players).

## End of the game

The game is automatically over when someone gets as many gems as shown below:

- 2 players: 7 gems
- 3 players: 6 gems
- 4 players: 5 gems
- 5 players: 4 gems



That person is the winner (and the only one to be promoted to the next grade).

*“Congratulations on your promotion to the next grade. A world of great possibilities awaits you. We invite you to continue your studies in advanced magic to optimise the bathroom time. To the rest of you, see you next year...”*