

Madstone Chronicles

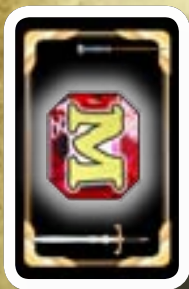
2-4 players
60 to 90 minutes
Ages 12 to adult

Mark Hanny
With Design Consultant Don Riddle

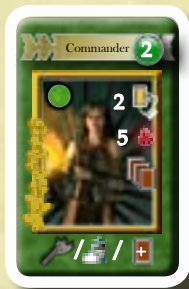
Introduction:

In the South of the Valley of Kel Duvan stands the Shadowthorn Inn, a place where tales of the Madstone wars are told and re-told. Heroes of every faction emerge in the dancing lights that flicker across the tables and faces of travelers from every part of the region. Now you can relive the glory in the game of armies and magic, Madstone Chronicles!

Components:



68 Cards



4 Commander
Cards



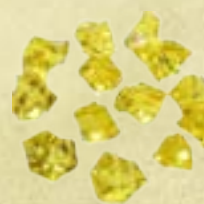
1 Game Board



20 Poison Tokens



40 Red Crystals



25 Gold Crystals

Set Up:

- Randomly choose a starting player. Play will go clockwise.
- Set the “Commander” cards face up on the table.
- The player to go last will choose a commander first.
- All other players choose a commander in counterclockwise order.
- Deal each player 5 cards from the remainder of the deck.

If a darkness falls card is drawn, replace it with another card.

- Shuffle the remaining cards, including all darkness falls cards, and place face down to create a draw pile.
- Starting with the first player, each player keeps 3 cards and places the other two cards on the board.

They must be put in piles on the spaces that match their faction.

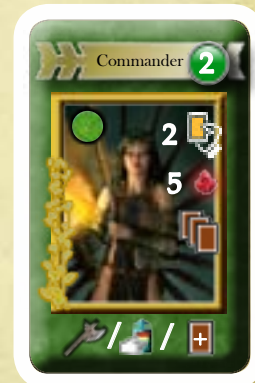
Cards with no color (gray-artifacts) may go in any pile.

- Place all crystals on the board in the “crystal area.”
- Each player takes 5 red crystals.

The Commander:



Each player has a commander card. This goes face-up on the table. This card is different than any other card in the game. The commander shows that each player gets two basic actions on his turn. It shows that each player starts with 5 red crystals. It also shows that each player has a hand total of 3 cards. At the bottom of the card there are 3 symbols that represent each player's basic actions. The commander is never the target of any effect or attack.



Basic Actions:



First, the axe means that a player can make an “attack” action. Targets of attack actions are cards in the player's hand, cards on the board (also known as the field), and, at times, cards in other players armies.



Second, the rainbow square arrow indicates placing a card from your hand onto the corresponding stack on the board. When a player does this he gains a maximum number of red crystals showing on the picture of the card. A player cannot gain more crystals than his army power total (power is described later).



Third, the plus card indicates drawing cards into your hand from the draw pile. You may draw until you have a total of 3 cards. For example: If you have one card already in your hand you would draw two.

The Layout:

Cards on the board are known as the “field.”

Cards in a player’s “army” are cards placed face-up in front of that player.

Cards that have been killed are placed face down on the table in front of the player. This pile is also known as the player’s “spoils.”

Field



Army



Spoils



The Turn:

Each player’s turn must be in this order:

First, perform any special actions at the bottom of the cards in the player’s army. **Each card’s action can only be done one time unless otherwise specified.**

Second, perform two basic actions. (Attack, play a card from your hand to the field, draw). Once basic action are begun, a player can no longer do any special actions from their army. When the two basic actions are complete the player’s turn is over.

Power:

2

Each player's ability to attack is based on their "power." Power is the total of all numbers of a player's army in the green circle at the top of each card including the commander. Each player's starting power is 2 as shown on the commander card. When another card is placed in a player's army, the number in the green circle is added to that player's power.

Attack, Kill or Command:

2 3

In order to kill a target card, a player must spend crystals, either red or gold, equal to the target card's health (the number shown in the heart). This will place that card into the player's spoils pile and will count as victory points at the end of the game. Victory points are shown in the heart.

In order to command a target card, a player must spend crystals equal to the number in the circle next to the heart. This will place that card into the player's army. Now that card's abilities are available for that player to use at the first of his turn. Remember that all card special actions must be done before basic actions. A player may target cards of any color for either kill or capture, a player does not have to build his army with the same faction or color as his commander. A card placed into the field by a player cannot be killed or commanded by the same player in the same turn. **Cards in a player's hand can only be commanded, they cannot be killed.**

Crystals and Power:



For each power point a player has in his army, a player spends one crystal to do one damage in the attack. If a player is attacking a point total higher than his power, he must spend double the crystals for the points exceeding his power. For example: if a player has 3 power points in his army, and commands a card with a command total of 5, it costs that player 7 crystals; three crystals for the power points the army has, and 4 more crystals for the points the army does not have.

Player's Power=3

2

1

+1 +1

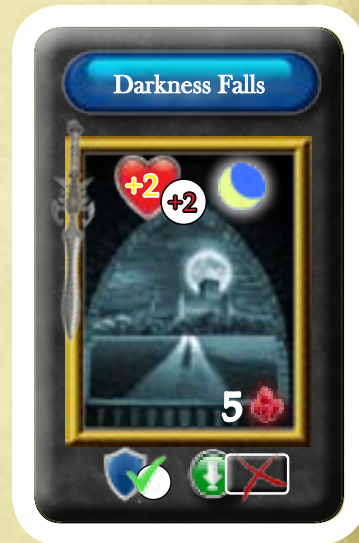
Crystals needed
to do 5 damage=7



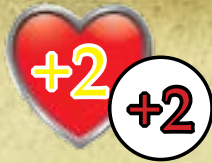
When attacking in the field, players can only target the top card showing in a stack. When one card is successfully attacked, the next card in the stack then becomes available. Cards can be attacked only from the field or in the player's hand unless "darkness falls." (remember that cards in a player's hand can only be commanded). Yellow crystals can be spent in place of red crystals if a player wishes, but only yellow crystals count as victory points at the end of the game.

Darkness Falls:

If a player has a "darkness falls" card in hand, he can play this to the board, but it is not played to the field. It is played on the "sun" space of the board and the player gains up to 5 red crystals. This means it is no longer day, and there are special rules for attacking at night.



First, darkness falls is the only time a player can target a card in another player's army. In order to kill a card from another player's army, the attacker must spend crystals equal to the number shown on the blue shield. In order to command that card, the attacker must spend crystals equal to the circle next to the shield. Remember that if a player's power falls below the amount needed to kill or command, the player must spend double for the additional points needed. Commander cards can never be targeted.



Second, cards attacked in the field when it is dark are two points higher to either kill or command.

Third, cards commanded from the players hand cost the normal amount shown on the heart and circle.



Fourth, darkness falls cards can be removed from the board only by the player with the lowest power total. If multiple players are tied for the lowest, any of those players may remove darkness falls. This removal may happen any time during a player's turn. It takes no action to perform this removal and when it's done, if there are multiple darkness falls cards on the board, they all are removed. Additionally multiple darkness falls cards do not result in multiple additions to the kill or command totals.

Winning:

The game is over when the last card of the deck is drawn. All players get one additional turn, with the player who drew the last card going last.

The player with the most victory points is the winner. Victory points are gained in 4 ways:



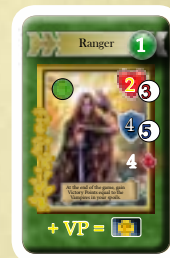
First, the yellow number on the heart in a player's spoils pile.



Second, the total power of the player.



Third, the number of yellow crystals a player has.



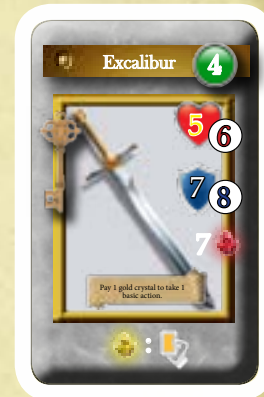
Forth, special victory points from cards in the player's army.

Card Abilities:

There are 3 general types of card abilities. First, constant abilities which are always active. An example of this is the Madstone, showing a minus one to both kill and capture. This ability is always active for that player once the card is in a player's army.



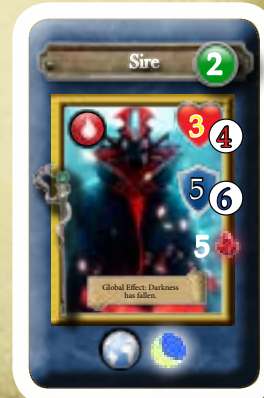
Second, triggered abilities are shown by a colon on the card. When a condition is met or paid, the action takes place. An example of this is Excalibur. When a gold crystal is paid to the general supply, the player gains an extra basic action this turn. The trigger of a card may be a payment or a prerequisite. Each ability is explained on each card.



There are a few cards that can be triggered anytime and can be done any number of times. Some even on other player's turns. These effects are indicated by an infinity symbol. The Wizard can prevent any single card effect anytime by spending one red crystal.



Third, global actions effect all players. There can only be one global effect working at one time. When another global effect enters a player's army, the previous global effect is negated. An example of this is the Sire. When the Sire card comes into play, it is immediately night. This supersedes darkness falls cards and their removal. If the Cleric card is in play, it is always day, even if a darkness falls card is in play.



Energy:

Energy can be used by some cards to gain additional benefits for specific abilities. There are four types of energy each controlled by one faction. Each energy type present in a player's army is cumulative, including the energy on the commander card.



Vampires abilities may gain potency by using "Blood Energy."



Humans abilities may gain potency by using "Justice Energy."



Elves abilities may gain potency by using "Nature's Energy."



Goblins abilities may gain potency by using "Chaos Energy."

Poison:



Some cards target other cards with poison or damage tokens. This lowers the kill number of a card by the number of tokens on that card. If the card is commanded (still costs full amount), the tokens stay with the card. A card can never die from poison counters alone. It always takes an attack of at least one to kill a card with poison.

