

Madstone

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2-4 players

60 to 90 minutes

Ages 12 to adult

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!

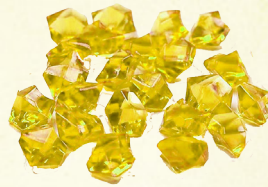
Components:

80 Cards Including 4 Commander Cards
and 4 Faction Cards

20 Poison Tokens

40 Red Crystals

25 Gold Crystals



Commander Card



Faction Card

Set Up:

- Randomly choose a starting player. Play will go clockwise.
- Set the “Faction” cards and “Commander” cards face up on the table. Commander cards will be taken by players, the Faction cards will be placed in a row for all to use. This is called the “Field.” (Explained later)
- 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. Do not include left over Commander cards. In a 2-player game, randomly remove 30 cards from the draw deck. In a 3-player game, randomly remove 15 cards from the draw deck. In a 4-player game, use all cards.
- Starting with the first player, each player keeps 3 cards and places the other two cards on matching “Faction” cards. Cards with no factions (artifacts shown with a key symbol) may go in any pile regardless of the color.
- Each player takes 5 red crystals.



The Commander:

Each player has a Commander card. This goes face-up in front of the player. This card is different than any other card in the game. 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 sword means that a player can make an “attack” action. Targets of attack actions are cards in the player's hand, cards on the “Faction” cards (also known as the field), and, at times, cards in other players armies.



Second, the white square arrow indicates placing a card from your hand onto the corresponding stack on the table. 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. There is no hand limit--some cards let you draw cards--but for the basic

The Layout:

Cards on the table 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 triggered actions at the bottom of the cards in the player’s army. Each triggered action can only be done one time unless otherwise specified. Constant effects are always active.

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



Power:

Each player's ability to attack and gain red crystals 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:

A player may kill or command cards in the field or command cards in his hand. 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 during the first phase of his turn. Remember that all cards' special actions must be done before basic actions. A player may target cards of any color for either kill or command, 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



+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).

Gold crystals can be spent in place of red crystals for any attack or effect if a player wishes, but only gold crystals count as victory points at the end of the game. Red crystals cannot be spent for cards' gold crystal effects.



Darkness Falls:

If a player has a "darkness falls" card in hand, he can play this to the table, but it is not played to the field. It is played face up on the table 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 attack 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 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 are all 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's army.

Third, the number of gold crystals a player has.

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



Card Abilities:

There are 2 general types of card abilities: Constant, and triggered. When there is a conflict in effects, constant effects are most dominant. So a card like the “Archer:” [Place 1 poison counter on card. (If counters are equal to or higher than kill amount, card goes in your spoils.)] cannot send a card to the spoils if “Nosferatu:” [If you have 5 or more vampires in your army, your army cannot be killed or commanded.] is in effect.

The exception to this is if the card specifically alters a constant effect. One example is the Orb of Light where the triggered effect of spending one gold crystal negates the current constant effect. The Cleric, an elf card, stops constant effects for the current turn with a triggered effect.

While most triggered effects have a cost or prerequisite, cards like the “Scout” which lets you draw a card and the “Blacksmith” which lets you gain two red crystals are triggered effects with no cost.

A triggered effect can be done on the same turn a card is commanded if the player has not yet done any basic actions.

Constant effects are noted by a red circle with two arrows.

Examples of constant effects are “Nosferatu:” If you have 5 or more vampires in your army, your army cannot be killed or commanded. And “Gob Wiz:” All cards in your army are goblins.





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 use "Justice Energy."

Elves abilities may use "Nature's Energy."

Goblins abilities may use "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, the only exception to this is the Elvish Archer which can kill with an arrow (marked as a poison counter).

Card factions are indicated by color and by these symbols:



Human



Artifacts



Elf



Goblin



Vampire

