Crystallized

2 to 4 players

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Contents

Game board

76 chips: 4 starters (blue), 8 yellow, 12 orange, 16 brown, 16 green, and 20 purple

Crystal cards

Event cards

4 Crystal Master figures (Black, Brown, White, Yellow)

10 boss cards: 3 fire, 1 ice, 2 earth, 1 air, 3 dark

1 D6

1 D20

Story

Once upon a time there was a world held together by magical crystals and their guardians the Crystal Masters. These masters were selected from those most virtuous in the land, the bravest and the fairest of heart that wished to do good for the world these crystals maintained and thus were they granted Spiritual Beasts wondrous and mighty with the power to harness the elements of creation the power of the crystals themselves. Peace reigned in the world by the wise and fair rule of the Crystal Masters and many more were added to their number but not all were worthy. A hidden darkness slumbered within the Guardian Chimera and his master Mal Zadon the fairest of all minds. The takeover was swift and unexpected, Mal Zadon was an awesome avatar of power with the ability of all four elements and with it he stripped the masters of their powers and corrupted the crystals of the floating islands and the guardians that resided there. Using his power he created for himself a fortress in the void, Adikia the island of imbalance and it seemed that all were powerless to stop him. However hope is not lost! An island floats also above the center of the city of the chosen, small but unsullied by the corruption and in an arena far below a tournament takes place. You have made it past the qualifying round and rise above the clouds with the other competitors. A guardian rests on you and chooses you to be a Crystal Master to play in the gravest of all games- the game to save the world. All of you will take part but there may only be one true victor, the spotlight is lit and only one will stand in it and it should be you! The guardians have hedged their bets and given you their power, prove that you are worthy of this privilege.

Object

Collect as many crystal shards as you can to unlock the paths to the different cities and defeat the bosses to restore peace in the Crystal world. The one that the defeats the most bosses and acquires the most crystals shall be known as the restorer.

SETUP

1. Separate all the chips into their respective colors. Make sure the chips are facing downwards, so players can’t see the creatures.
2. Start placing the chips (except the starters) facedown on the designated spaces on the board. They should be placed on paths that match their color.
3. Starters should be facedown and each player must choose one. In case of having less than 4 players, the unpicked starters should be discarded.
4. The Bosses should be placed in their respective spaces, which match the color on the back of the card.
5. Shuffle the event and crystal cards and place them on the designated areas on the board.
6. Each player should be given a Crystal Master figure.

Gameplay

Players need to place their mover on the pink city. (City in the middle of the board).

Starting the game

Each player must roll the dice and whoever gets the highest roll goes first and then play starts clockwise from them.

Moving around the board

Unlocking paths

Players must reach a certain count of crystal shards in order to unlock the paths and advance through the game. These shards can be found on the top right of the creature chips. The amount of shards can be determined by adding up all the numbers from the creature chips the player has. If the player loses a companion and no longer has enough shards to be on a path he will be sent back to the beginning of the path he is currently on.

Acquiring creatures

When the player lands on a spot that has a creature; the player should flip the chip and look at the rolls located on the bottom. The player must roll one of the numbers in order to keep the creature. The creatures vary depending on the path the player is at some are stronger than others.

Occupied spot

If a player lands on a spot that is already taken by someone else he has the option of moving to the next available space or landing on the same spot and fight the other person.

Fighting

Each creature has a crystal power; which is signaled above the roll count. So each player must roll the dice and add their roll to their crystal power. Whoever gets the highest number wins and the opponent’s creature would be knocked out.

In order to revive a creature the player must either draw a reviving crystal card or reach the boss area.

Crystal Cards

Players are not allowed to have more than 5 cards in their hand. If they have more, they can either discard one card or instantly use one.

Boss Area

Each boss is surrounded by a loop, which the player must go through first before confronting him.

Each city has different types of bosses and amount of bosses. When a player confronts a boss and comes out as a winner that card is to be discarded and there is one less boss. The player must keep a tab on the amount of bosses he defeats.

Fighting a boss

Bosses are fought the same way as fighting another player, besides the fact that they are stronger. Players are allowed and encouraged to use their crystal cards to boost their attacks during a fight. Defeating a boss opens up the next path if your total crystal count is high enough to create said path.

Same kind bonus

Creatures of the same kin are found through out the board. If a player is to collect all of their kind a special power bonus is applied to their attack.

Reference creature sheet for the groups.

Set of two: if a player collects all two then he adds 3 points to the attack of the strongest one.

Set of three: if a player collects all three he adds 5 points to the attack of the strongest one.

The Dark City

This is the last step on our heroes’ journey. Throughout this path the player will find mixed creatures from the different areas.

When the player defeats one of the dark bosses he can keep roaming around the cities looking for more shards or go defeat more bosses.

How to win

When all the bosses are defeated the players must add all the crystal shards they have and the bosses they defeated. The one who has the most bosses is the winner. In case of a tie the players must add their crystal shards.