

crystallmancer

Avalon Games



A Card Game For 2 Or More Players

Crystalmancer

The crystal feels warm as you pick it up. “Fire”, you think, as you explore the power trapped within with your mind. As you stand there, flames begin to grow about your clenched fist, rising from the crystal. You have been searching for a crystal of flames for a long time and now you hold one tightly before you. The dragon you just summoned roars with delight as it stands towering behind you, for he too can feel your growing might. Now you have the final key, the power to defeat your long time foes and rivals. Soon the fools that have stood in your way for so long will weep at your feet.

Soon you will be the new Crystalmancer and the world will be yours to rule.

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Introduction

Crystallmancer is a strategy game of magic, power, luck and politics. It is a game where players struggle to be the first to hold enough of the mystic crystals to rule over the world. For he that holds enough mystic crystals is the one true Crystallmancer. Players will take on the role of a mighty wizard that seeks to collect the many mystic crystals lying about the fantasy landscape. These crystals hold magical power, power that will allow you to summon great magic and control mighty beasts. These crystals are used to wage mystical war on your foes, all in the hope of defeating them and thwarting their

own goals of possessing the necessary crystals to become your master instead of you becoming theirs.



Game Components

Crystalmancer is composed of a series of cards. All that you need to play the game is provided with the exception of 6 sided dice (of which you will need several) and a bunch of tokens or markers.



Game Construction

Before you can play Crystalmancer, the first thing you will need to do is construct the game components. For the most part, the amount of time and extra expense you will put into the game's construction is up to you. The simplest format is to print all the needed parts and then just cut them out and go to it. Paper cards are a bit difficult to deal with though, so if you wish to continue playing Crystalmancer over and over again, (and I hope you do) then you may want to invest a bit of time and effort in making your game cards more durable and reusable.

Suggestions on Components, Construction and Printing

First off, if you are willing to spend the money, you should buy some good quality printable photo paper or card stock to print out the various cards. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of cards. Should you wish, you can protect your cards with clear, self adhesive lamination sheets (available at most office supply stores) or go out and buy some card sleeves from your local hobby or game store.

You will also need some sort of token to keep track of all the magical energy available to you, so find something easy to deal with. Glass drops work well, as do dice, coins, or what not.



Getting Started

Once everyone is ready to play, clear an area for everyone to sit down and get ready to have some fun for the next few hours.

First, players should shuffle all the creature cards and magic cards into two separate decks. Next, separate all the single crystal cards out of the crystal deck and shuffle these together.

Have each player then draw three cards from this starting crystal deck. Each player should also draw two creature cards and one magic card.

Now, shuffle all the remaining crystal cards into the crystal deck. Set it and the other two decks within easy reach of all the players.

You are now ready to start playing the game. Each player should roll 1D6. The highest roll goes first, with the player to their right going next. If there is a tie, the players that tied should re-roll to find out who will go first.

You are now ready to play.



Types of Cards

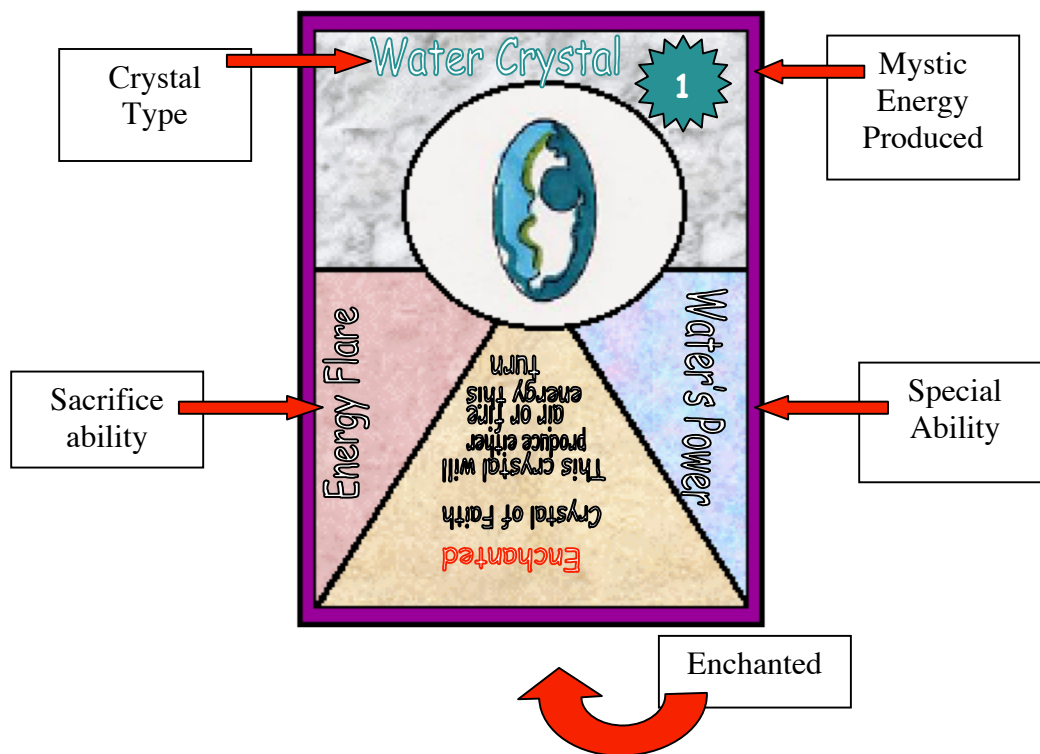
Within the game there are several different types of specific cards, but they all fall into one of three basic categories: Crystal Cards, Creature Cards and Magic Cards.

All cards within the game have some sort of alignment, which is dictated by what sort of magical energy the card requires to become active. If a card has two or more types of energy needed to activate it, then it has all those alignments shown. Some cards have no alignment at all and can use any sort of energy to activate it. These are called non-aligned cards.



Crystal Cards

Everything in the game revolves around gaining crystals, for it is from these crystals that you draw your power, form your armies and cast your spells. The accumulation of these crystals is the chief goal of each player. Crystals are broken down into six types: Earth, Air, Fire, Water, Spirit and Wild crystals. Each crystal will generate a set amount of mystic energy each turn that the player can then use to do various things within the game. Some crystals generate more power and are thus more valuable to hold. Some crystals may even generate different types of energy, as shown with each card's text.



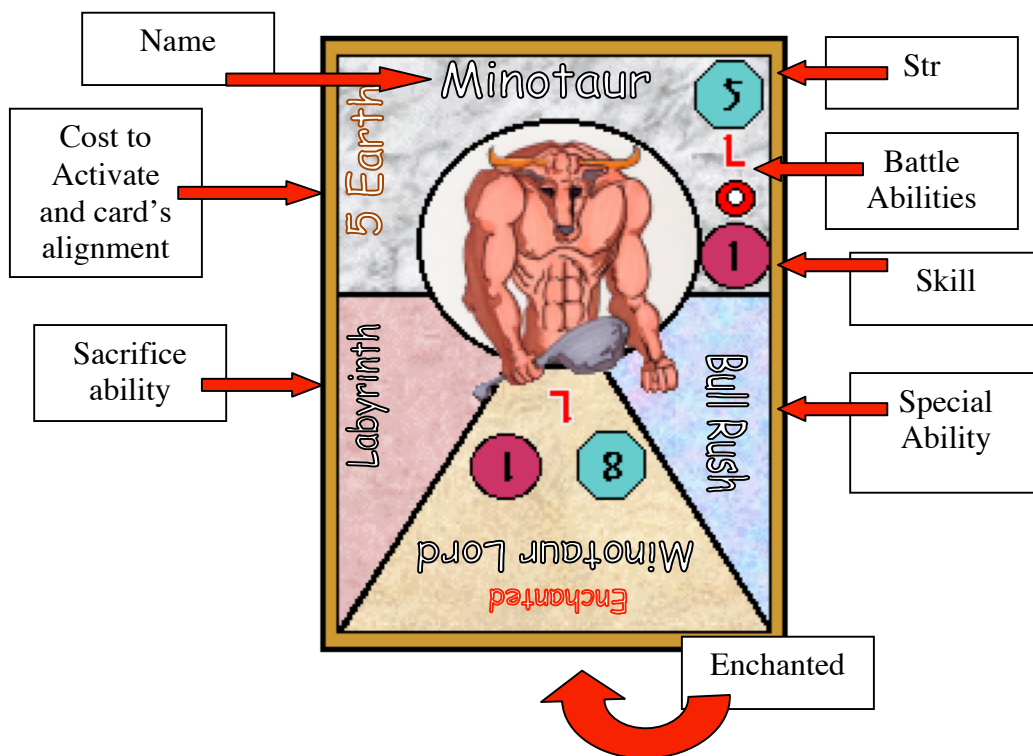


Creature Cards

Within the game there are monstrous creatures that players can summon using the mystical energies of their crystals. Each monstrous creature has its own special abilities, cost and uses. Without these monsters, a player cannot hope to defend their collection of crystals nor defeat a foe to steal their crystals.

The basic army within the game is made up of monsters that you have drawn from the creature deck. As you draw these monsters, you may pay mystic energy to activate them, placing them into one of your active armies. There after, the monster will fight and die for you.

Each monster within the game has different abilities and each will cost a different type and amount for mystic energy to activate. While inactive, a monster remains in your reserves, unable to fight for you. You may never have more then four inactive creatures and or magic items in your reserves at any one time. If, at any time, you have more than four monsters or items in your reserves, you must discard cards until you return to the four monster limitation.



Magic Cards

Within the game there are two different types of magic cards. Item cards (which can be used by your creatures) and spell cards (which can be cast by you). While you do not need to use magic cards to win the game, they do allow you to perform several useful abilities and effects that can be vital to winning.

Avalon Games



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Arcanum

An exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters. Now with four great expansions.

Board Games

Avalon makes some great board games, great games at a great price. Arcanum, Mystic Adventures, Dragon Lords and Junkyard Wars are but a few of our great titles.

Battle Tiles

Battle Tiles, Avalon Games, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for role playing games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less than fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Avalon Clip Art

Avalon has tons of artwork, all ready for you to use. Great art for a great price is our goal, so grab a handful right away.

Character Portraits

Need a fast picture of what your character looks like. These professional, full color works will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get 'em.

Mini-Games

Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

Worlds of Wonder

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

Worlds of Wonder Expansions

Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

Arcana

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

Game Geek

Avalon's Monthly game magazine, inside you will find tones of gaming goodness, Free game, add on materials for many of Avalon's titles, and a monthly section dedicated to S&G, Battle Ax and Arcana. Great game stuff each and every month.

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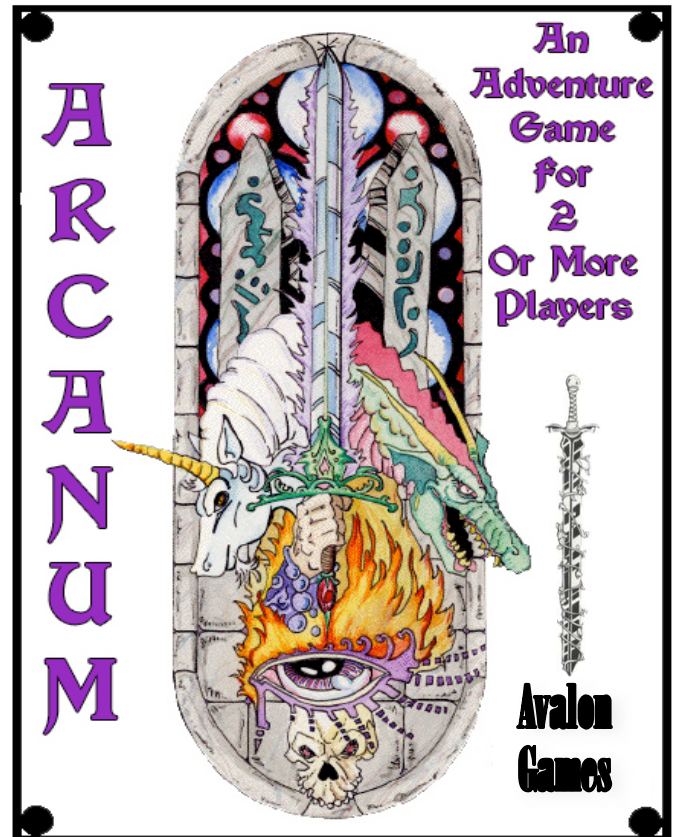
If you liked this game, then try one of Avalon Game's great games, such as
Arcanum

(Click [here](#) to visit this products page at RPGNow)

Your training in the great halls of magic is now over, the years of hard work and difficult study finally coming to an end. Tomorrow you will begin your long journey, one each graduate of the tower must take, a journey of adventure, danger and riches. You will need all your skills to survive this quest, but you are ready, for your magic is strong and your will is like iron.

Arcanum is a simple to play, but complex game of adventure and magic, a game where players seek out the destiny of their character as they travel about the many magical lands on a unique game board. Players will need to achieve a set of victory conditions if they wish to win the game, conditions that they have set for themselves before the game even begins. Encounter monsters, dangers and companions to aid you in your quest, and along the way you may even join other players as you each try to achieve some great deed. That or you may find that you have to battle these players as they seek to steal from you all your gathered magic and riches. Allies can turn into enemies with a blink of the eye, so you must walk your path with caution.

Arcanum uses a unique system of "Chips" to resolve all conflicts, so no dice are ever used. This creates a game where luck has no place in the final outcome, but rather your skills at thinking ahead and planning determining whether you will win the game or not.



***Arcanum comes with 15 fully illustrated, full color map tiles.**

***16 full color, stand up character counters, each an illustrated portrait of a different character.**

***Over 80 spells, from four different fields of magic.**

***Over 100 other game cards, each offering information on quests, treasures, equipment, companions and more.**

***A fully illustrated rules book of over 30 pages full of charts, rules and information on how to play the game.**

***Player charts, handouts and other game aids to make the experience a faster, smoother game.**

S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and rocs, or blast off into the cold hard future with space marines and aliens.

2

Warlord Grom

2

4

Strength	3	
Speed	8 / 1	
Movement	4	
Adrenal	4	
Will	4	

Health

Weapons and Armor

Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-

Special Abilities

- 1. Savage Blow (Attack, 3)**
 Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- 2. Command (Move, 2)**
 Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- 3. Shatter Shield (Attack, 1)**
 Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.
 Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.

Spirit Tiger

Wolf

Kir

Sie

Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.

