

THE WIZARD'S CRYSTAL™

INSTRUCTIONS

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XTAL - THE WIZARD'S CRYSTAL

AIM OF THE GAME:

Using a die and cards, 2-6 people compete on an action-packed battlefield of striking colours for sole possession of six rings.

You begin the challenge from one of six Violet HOME positions with one of the six rings already in your possession and a handful of power cards. To obtain all six rings you must defeat your opponents in COMBAT. COMBAT is fast-moving, exciting and highly unpredictable cardplay in which players battle face-to-face with WEAPONS, SHIELDS and other powers for ownership of each others ring(s). The winner of XTAL is that player who succeeds in returning HOME again with all six rings.

SETTING UP:

[Refer to pages 8-9 for details about the board positions and pages 10-11 for descriptions of each of the power cards you may use in the game.]

- * The six rings are positioned on the board as shown in Figure 1.
- * Each player selects a player token and places it on one of the six Violet positions - only one token per Violet position. This Violet position will be the player's HOME for the entire game.
- * Each player places the ring (located in the STORAGE AREA next to their HOME) over their token.

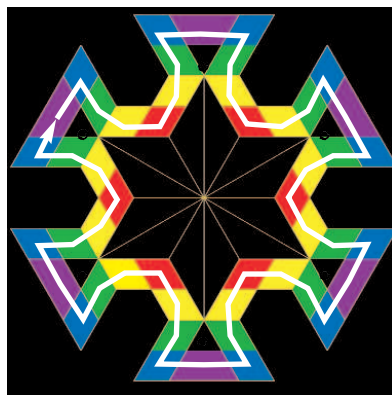


Figure 1: Ring positions at the start of a game and the pathway that players must follow when they move by rolling the die.

WEAPONS AND SHIELDS:



WEAPONS and SHIELDS are used in COMBAT. If a player plays a WEAPON card during COMBAT the opponent **must** cancel it with either the matching SHIELD card or a VOID card. If the opponent is unable to defend in either way then **ALL** rings in that player's possession go to the player who played the WEAPON card and COMBAT ends.

Important: The deck of cards supplied with the game also includes two (2) blank cards which may be used to replace any lost or damaged cards. Alternatively, players may elect to use these cards as WILDCARDS (ie. represent any power) or design their own power card for use in their games. This latter choice means that the game is slightly different wherever you might happen to play it as different people have different ideas about possible alternate powers.



Flight [Red to Red] - This card allows its player to move any player token from one Red position to any other *unoccupied* Red position.

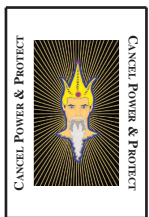
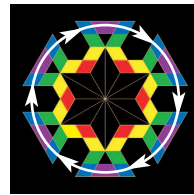
This card cannot be used to move a player token from a Violet, Blue, Green or Yellow position to a Red position. This card may be used to position two player

tokens on Red positions that lie directly opposite each other across the board - thereby allowing combat to begin between the two opponents. Players may need to be Levitated to Red positions first if they are on Violet, Blue, Green or Yellow positions before you can force them into Combat.



Teleport [Violet to Violet] - This card allows its player to move any player token from one Violet position to any other *unoccupied* Violet position. It cannot be used to move a player token from a Blue, Green, Yellow or Red position to a Violet position. Since a player must

return HOME with all six rings to win the game, this card improves a player's chances of achieving that goal.



Void [Cancel Power & Protect] - This card cancels the last power card played and protects its player from ANY cardplay until that player has again had the opportunity of rolling the die. (eg. It cancels a Weapon card and effectively ends Combat.)

NB. A Void card may be cancelled by another Void card!

- * The deck of cards is shuffled and each player is dealt five (5) cards. The remainder of the deck is placed *face down* in the centre of the board. Players hold their cards in their hand - concealed from all other players.
- * The die is placed on the board ready for play.
- * Players decide who will start the action. Turns are then taken in a clock-wise direction starting from that player.

MAKING MOVES:

- * Each player, in clock-wise turn, is given the opportunity to start COMBAT. A player's turn at moving consists of a die roll followed by *optional* cardplay.

- * So, when it is your turn, you roll the die first and move your playing token the indicated number of positions along the pathway in a clock-wise direction as shown in Figure 2.

Figure 2: An example of how a player uses cards to establish Conflict between two players.

[a] The player lays a Rainbow card down and moves a selected player token from a Violet position, to one of its nearest Red positions. [b] The player then lays down another Rainbow card and moves another selected token from a Green

position to its nearest Red position. [c] A Red card is then used to establish the correct arrangement for Conflict to commence (i.e. both players occupy Red positions that lie directly opposite each other across the arena). Battle may then begin with the first Powerplay by the person who initiated Conflict or that person's player of choice.



If you land on a **Yellow** or **Green** position you take a single card from the top of the central deck and add it to your hand of concealed power cards.

Important: At no stage in the game may two player tokens occupy the same position on the board. If, for example, you roll the die and the position to which you must move is occupied then you must forfeit your turn and the player to your left retrieves the die and rolls.

Cardplay is optional! You are *not required* to play cards during your turn at moving if you do not wish to. Just pick up the die and hand it to the player to your left since turns are taken in clock-wise order. This player then rolls and has the option of cardplay and the game continues.

*** If you do choose to play cards:**

You may play as many cards as you want to and may use them for whatever purpose you choose so long as each card is used correctly. To play a card you place it face-up on the board for everyone to see. You then perform the action indicated by that card. If you wish, you may place a number of cards down on the table at once, indicating that you wish to do all the actions associated with those cards.

- * At no stage in the game may two player tokens occupy the same position on the board, so ANY cardplay that breaches this rule is not allowed!
- * Whenever two players come to occupy RED positions that lie *directly opposite each other across the board* COMBAT begins. As shown by the example in Figure 3, you can organise such an arrangement - between yourself and another player, or between any two players on the board - by making use of your cards.

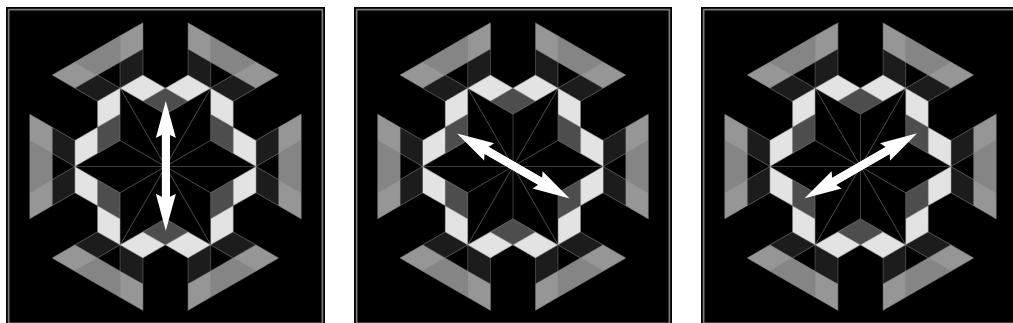


Figure 3: There are three combat configurations available on the board. They are the three combinations in which two players occupy Red positions that lie directly opposite each other across the board.

deck and add it to your existing hand of power cards that you hold concealed from all other players.

NB: No card is obtained when you land on a Red, Blue or Violet position.

Red - The Red positions are potential COMBAT positions. Whenever two players come to occupy Red positions that lie **directly opposite each other across the centre of the board**, COMBAT begins. This combat arrangement of players on opposing Red positions may arise through rolling the die or players may use their cards to organise it.

Blue - The Blue positions either side of the Violet Home positions have no special significance - apart from the fact that it can cause you some concern as other players move around the board landing on Yellow and Green positions collecting powers and you keep landing on Blue positions which don't offer you any extra power.

THE CARDS:

There are TEN different types of power card that may be used in the game.



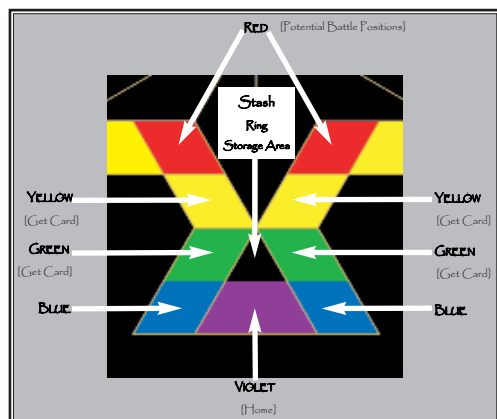
Levitate [To Nearest Red] - This card will allow its player to move any player token from a Violet, Blue, Green or Yellow position to its nearest *unoccupied* Red position.

This Red position is the one which involves fewer steps to reach along the pathway - in either direction - from that token's original position. If the token's original position is Violet then either of *two* adjacent Red positions may be chosen as the destination - providing each is unoccupied - since each Red position lies four steps away from Violet. This card cannot be used to move a token from one Red position to another Red position.



THE BOARD:

The playing board consists of a coloured pathway which surrounds a six-pointed crystal - The Wizard's Crystal. The coloured pathway is composed of Red, Yellow, Green, Blue and Violet positions.



Violet - The Violet positions represent HOME positions available to players. No two players may have the same HOME. The small **black** triangular area, between the point of the crystal and the Violet position you choose for your HOME, is your STORAGE AREA (for rings). At the start of a game, this storage area will contain one of the six rings that everyone will be fighting for. You place this ring over your

token and carry it with you when you leave HOME with your first die roll. During a game, any rings that you possess are carried on your player token. If, however, you need to temporarily or permanently leave the game, you must place any ring(s) you possess back into your STORAGE AREA. (Your player token remains where it is if you intend to return or is removed from the board if you permanently leave the game.) Any player who lands on a Violet HOME position that has a ring or rings in its STORAGE AREA may take them - so it pays to hurry back to the game. If the rings have not been stolen when you return to the game, you may retrieve them from your STORAGE AREA and return them to your token - rejoining play when it is your next turn at rolling the die.

Yellow and Green - It is by landing on a Yellow or Green position as a result of a die roll that you gain more power during a game. Whenever you land on a Yellow or Green position, you alone take one card from the top of the central

NB. Such an arrangement may also occur as the result of a player rolling the die and landing on a RED position that lies directly opposite a player *already* on a RED position. Again, if this occurs, COMBAT begins.

COMBAT:

The moment two players come to occupy Red positions that lie directly opposite each other across the board - as the result of a die roll or due to cardplay - COMBAT begins between them.

Both players in COMBAT have the right to play cards and the action that follows depends on the speed of the two opponents at laying power cards down on the board (face-up) and the strategies they choose. They are also allowed to play as many cards as they like - whenever they like. Cards are accepted in the order they are placed down on the table by either of the two players involved - so the speed of cardplay can be important if not ring-threatening. Either player may also attempt escape from Combat or, alternatively, may transfer Combat to a different pair of players.

If a player involved in COMBAT wishes to do something that involves a number of cards, then that player may place a group of cards down on the table at once and ALL actions denoted by the played cards are performed before any further card is considered. [NB. No group of cards played in this manner may include more than one Weapon card!]

For example, if you wish to shield a Weapon card thrown at you and then retaliate *before* your opponent has time to throw another Weapon card then you may play two cards down on the table at once - a Shield card to cancel the Weapon card played against you and a Weapon card of your own which must now be cancelled by your opponent or *you* win COMBAT - and possibly get more rings!

Alternatively, you might choose to Shield the Weapon card played

against you and attempt an escape. In this event you might play a Shield card (that matches the Weapon card played against you) and a Flight card to either move yourself or your opponent to another Red position - thereby breaking the Combat arrangement. (ie. you no longer both occupy Red positions that lie directly opposite each other across the board.) COMBAT is not over between you two players however, until *neither* of you can or chooses to play any more cards. If your opponent is able to form a COMBAT position - between any two players in the game - cardplay continues and you might discover that you are brought back into COMBAT again.

To transfer COMBAT you must organise *another* COMBAT arrangement between any two players in the game. This may involve Levitating another player's token up to a Red position and then using a Flight card to move your current opponent's token to the Red position that lies directly opposite the new combatant's Red position. Now these two players have the right to play cards since they have inherited Combat. (Caution! Your old opponent may act quickly and transfer the Combat back to you by playing another Flight card and forming a Combat arrangement with you again.)

Any WEAPON card played during COMBAT MUST be cancelled - by the attacked player - with either a matching SHIELD card or a VOID card.

If a player is unable to cancel a WEAPON card, ALL rings in that player's possession become the property of the opponent (ie. the person who played the WEAPON card) and COMBAT ends.

COMBAT cardplay between two players ends when:

- (1) a Weapon card is not cancelled and a player accepts defeat (and possible loss of rings);**
- or (2) neither player in COMBAT can or chooses to continue cardplay;**
- or (3) a Void card is played to dictate the end of Combat.**

When Combat ends, the die is retrieved by the player to the left of the person who started the Combat and the game continues.

All cards played are kept aside in a separate REFUSE pile. When the pack of cards in the centre of the board is depleted, this REFUSE pile is reshuffled and used again.

**THE FIRST PLAYER TO RETURN HOME
WITH ALL SIX RINGS IS THE
WINNER OF THE GAME.**

