

CHAOSTLE

[kā' os' l]

Three-Dimensional Castle Fantasy Board Game

www.chaostle.com



"WAGES OF WAR"

TABLE OF CONTENTS

The Land of Zirconyx.....	2	Jumping.....	13
Chapter One – Wages of War.....	4	Battle Cards.....	14
Game Objective.....	6	Upgrading Battle Cards.....	17
Included Game Pieces.....	6	Battles.....	18
Castle Assembly.....	6	Battling the Castle.....	20
Getting Started.....	7	Sample Battle.....	20
Selecting Characters.....	7	Special Skills.....	22
Selecting Starting Positions.....	8	Faction Descriptions.....	32
Two Player Alternative.....	9	Character Descriptions.....	33
Starting the Game.....	9	Territories of Zirconyx.....	37
Board Levels.....	11	Credits.....	40
Character Movement.....	11		

THE LAND OF ZIRCONYX



The land of Zirconyx has a history. Strange, wonderful, and very very long, as histories get. Most of it is unwritten, passed on in songs and legends rather than books, changing by the season.

However, singers and scribes all agree that the world used to be far larger than it is today. Its many climates offered life to thousands of different species, man and beast, plant and animal, even rock brought to life by the magic coursing through the earth. There are still old maps that show some of those places, but they are lost to us now. Lost in the mist.

It started under the rule of King Napadori the Fair. Life was decent. Hard-working peasant farmed the fields and hauled in the crops, knights and paladins fought in colorful tournaments, and powerful garrisons served to placate the more unruly of King Napadori's subjects.

In his thirty-sixth year, King Napadori was unhorsed in a tourney by some nameless hedge knight, struck in the head by his opponent's lance; after that, he was a changed man.

Plagued by migraines during the day and terrible nightmares at night, there was no safe place for his mind to hide. The sickness left him a jittering, paranoid wreck. His eyes saw shadows and knives in every corner. Public executions of the 'traitors' became a daily occurrence. Napadori's once-loyal subjects took their lessons to heart.

Soon enough, Napadori was insisting that entire armies were being rallied just beyond his borders by Zirconyx's neighbors. He ordered his court wizards to scry to the very Edge of the World, searching for his enemies. But the closer they got to the Edge, the more their magical visions clouded over. Their scrying glasses would crack, and their crystal balls would shatter. That had never happened before.

Napadori cursed them for oathbreakers and incompetents, and dismissed all the wizards from court, banishing them back to their great library in the Glow Mountains.

Entire armies of explorers surged forth from Napadori's ancestral castle, but only

a handful ever returned. Scarred men, and broken, half-mad with fear. The stories blew across Zirconyx like a cold wind. A thick, terrible mist had swallowed the neighboring kingdoms and empires, all helpless to stop it. It was said to flay the flesh right off a man's bones; armored or naked, it made no difference. Cold shapes moved through the haze, killing as they faded in and out of sight.

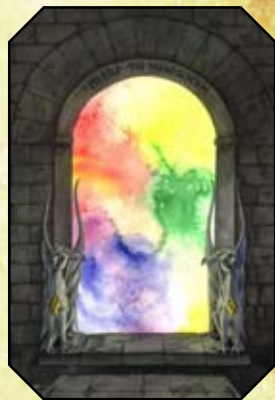
When the stories reached them, the banished wizards came running back to court. The fog they called Erebus was closing in on Zirconyx like a tightening noose. The King ignored them, calling his entire army to the field, all but the outlying garrisons made up of 'unreliable' local troops. He rode out with a column of his best knights, out past the borders of the kingdom, and wasn't heard from for three hundred years. The crown passed to his heir, a more decent man, but the banished wizards chose to remain in exile.

Slowly, Erebus covered Zirconyx's outlying provinces, driving hordes of refugees before it -- peasants and foreigners and creatures and worse. As a last resort, the wizards, the scholars, the necromancers and the spellweavers of Zirconyx all set aside their differences for one great purpose, joining their power together to weave the greatest magical spell in history. Day and night they worked, forging raw magic into a great shimmering dome of protection surrounding what was left of the kingdom. A spell powerful enough to hold the mist at bay.

When they were done, the wizards returned to court to bring their news before the royal family, only to be stymied by what they found. The entire royal family had disappeared. The serving staff had run off in terror. Once turned up, they claimed that King Napadori had returned at the head of a host of dead men, and gone down, deep into the bowels of the castle. There were things lurking

down there, it was said, and a great doorway between dimensions hidden somewhere below.

The wizards fled back to the Glow Mountains to consult the Archmage, leaving Zirconyx in chaos. The kingdom was without a king. With the royal family gone, that left no one to succeed to the crown, and the people had no one to turn to for protection. Leaderless armies fell apart or pledged their swords to the lords and ladies of Zirconyx, rising to fill the power vacuum. They each raised their banners and put forth their diluted claims to the crown.



The Archmage intervened before a civil war could erupt, declaring a truce for as long as it took to investigate the mystery at the royal castle. In that, at least, the lords could agree. Then they uncovered the Seal Stone. The legendary doorway was there, blocked up by Napadori, and the Seal Stone bore one mad inscription scribbled into the rock by the old king himself. "The power is mine -- Napadori, master of dimensions -- to open the Seal is to open the gates of Death."

That decided the issue. It was worth going to war over this 'Chaostle'. The first to secure the doorway would control the castle, the kingdom, and -- perhaps -- power beyond their wildest dreams.

It's up to you to decide. Who will rule? Who will claim the mysterious power of the Chaostle?

CHAPTER ONE WAGES OF WAR

Tryst winced as Fenroth, leader of the Tartari, slammed a mailed fist on the table. His great steel helmet in the shape of a screeching raven toppled off the side, clattering to the floor with an unholy racket. Fenroth didn't even notice. Over the background shouting, Tryst leaned close to me and whispered, "This won't end well."

Listening to Fenroth's ranting and raving, I couldn't help but agree. He and the other lords were no closer to choosing a successor than they had been a week ago. They never really discussed the possibility of uniting behind a new king, just blustered at



Tryst

each other until they were hoarse, and every night they retired to their bright silk pavilions frustrated and angry. It was getting to be about that time. Crickets chirped outside, and the meeting tent was lit by torches and candlelight alone.

A cold wind blew down my back from the mouth of the tent, a sharp chill that cut clear through my oiled ringmail. The hairs on the back of my neck stood up. Fenroth was going on about his birthright now, his bodyguards standing like steel gargoyles at his shoulders, their giant flamberges worn peace-bonded across their backs. It didn't make the blades any less intimidating.

"I am cousin to the King's own father, my lords!" roared Fenroth, his voice as rough and hard as old leather, like steel scraped across a whetstone. "Try to deny it! My claim is stronger than any of yours, and still you attempt to deny me my rightful throne with your petty squabbles and accusations. It

belongs to me, that pile of old stones, and everything beneath it. This . . . this 'Chaostle'." He spat on the great octagonal table. "Who in the thirteen hells came up with that name, anyway?"

"Your only right is banishment to Tartarus for oathbreaking, torture and murder," spat Lord Commander Redheart, captain of the Order of Paladins. He sat at the side of the table reserved for Vespers, the Holy Lands, and he'd told it true. Fenroth had been a paladin once, a long time ago. "You belong in that shadowy pit you rule now, and I'll die before I let the Portal fall into your hands."

High Priestess Skei echoed his sentiment, as did a few others around the table, but then there was a cry of unfair prejudice and they erupted into a screaming fit again.

I nudged Tryst, silently telling him to join me as I headed outside.

"I'll be a minotaur's uncle if these fools ever bend the knee to anyone," Tryst muttered between hard, steaming breaths. A bitter breeze reddened his cheeks, probably a sign of things to come. It was depressing. Even the common camp was subdued, full of scattered men-at-arms drinking and dicing with each other, but their hearts weren't in it. I couldn't even hear any fighting, from men who'd been at each other's throats since the day they arrived.

I shook my head slowly. "I like some of them well enough. Redheart's a good man, I know that, but to hear him tell it, everyone not on his side is the Red Devil of Temperville reborn."

The old dwarf turned out of the wind to light up his clay pipe, a ratty old thing, probably more ancient than he was. He took a puff, then turned back around to the meeting tent. "I've said my piece, for all the good it did. I wash my hands of the whole affair."

That made me feel even colder somehow, clear through surcoat and mail and boiled leather. Goosebumps prickled all over my skin. I drew the surcoat tight around me, huddling as I walked, the deerskin snapping

in the wind.

“Chilly night for this time of season,” I said, trying to change the subject. “Might mean a bad harvest.”

Tryst scowled, his face a brooding mask. “You’ll see just how bad a crop you’re reaping soon enough,” he snapped.

“What, you’re blaming me for this mess now?”

“Sorry, I didn’t mean to. I’m just . . . worried.”

“Don’t try that jape on me, old friend. If you said you were angry, then yes, I’d believe you. Cantankerous? Oh, certainly! But worried? Not in a hundred years.”

Tryst didn’t reply. He only stared straight ahead, chewing and puffing on his pipe, and stepped back into the tent.

I just managed to catch High Priestess Skei’s finishing statement. “. . . Very well! If you desire the Portal so intensely, my lord, then you’ll have to try and take it! Vespers goes to war before any man here lays a finger on that evil thing!”

The Tartari side of the table almost cheered, while the Plainsmen and the river lords looked on with wide eyes and sullen faces. They were always the ones who paid dearest when Vespers and Tartarus marched on each other, raided and pillaged by both sides. The Elven lords were slipping out of the tent one by one, unnoticed in the chaos. Others spoke up for their own rights, their rights to the portal, nomads burnt brown by the desert sun and raiders of the Luminous Lake who always smelled of salt. Shouts of “So be it!” and “War!” were raised, and before long, the whole tent was chanting.

Acid churned in my stomach as Tryst and I fled into the night. My tabard with its Vespers heraldry felt heavier than the steel ringmail underneath.

“Nothing for it now,” Tryst growled as he kicked at a rock. His tone was more resigned than angry. “Well, if they want the Portal, they can have it. Fat lot of good it will do them.”

“You know something,” I said, but the stubborn old dwarf refused to answer. “Has it got to do with Erebus? With the old King? Tell me!”

“I can’t. You’ll have to trust me on that.”

The mysteries were driving me crazy. I groaned in frustration and buried my hands in my hair. “It does things to people, Tryst. It’s like they can feel how much power lies under that blasted castle. I’ve tried to reason with Lady Skei, but sometimes I have to wonder if she does just want it to keep it away from Fenroth. The gods only know what he’d do with it. But what will she do?” I sighed, and a long silence fell. “What will I do?”

Tryst’s eyes glinted as he rested his hand on the dagger at his belt. It was almost a shortsword when you counted the dwarf’s height. “Leave Vespers. Come with me.”

Aghast, I wheeled to face him, but found only sincerity in his eyes. I couldn’t believe it. He meant what he said, and he expected me to say yes. Expected it!

“I’m no turncloak,” I said sharply. “How dare you. How dare you, dwarf? You were supposed to be my friend! Don’t ever ask that of me!”

“Then stay here and fight. Die.” Such sadness in his voice.

“I said the words. I knelt before the altar and I said the words. I can’t just unsay them whenever they’re inconvenient!” I was shouting now, angry, insulted, hurt. “Better to die with honor than forsake my vows and everything I’ve fought for!”

“Dying with honor will leave you just as dead, lad,” he sighed, as if he were the font of all wisdom. “If you ever change your mind, I’ll find you.”

And with that, he was gone, vanished into thin air. Not even the decency of a puff of smoke. Cursing all things dwarvish, I looked eastward and saw the first faltering rays of dawn, turning the sky the color of blood.

GAME OBJECTIVE

Each player chooses an army of varied fighters, from knights and wizards to dragons and other fantastical creatures. The first player to reach the center of the castle (Sanctuary) with a predetermined number of fighters will win the game. Each fighter travels around the castle at the order of their lord or lady. On their way, they will battle the enemy, uncover the castle's many mysteries, and get all too acquainted with its nasty traps. Sanctuary is the goal. It contains the winding staircase that leads down to the Seal Stone, an artifact of unspeakable power. Get enough troops into the Sanctuary and you may seize it for yourself.

Your opponents will of course try to do the same. It's up to you to outsmart them, outfight them, and in the end, bring them to their knees.

SANCTUARY



THE CENTER OF THE CASTLE AND GAME BOARD WHERE A PREDETERMINED NUMBER OF CHARACTERS BELONGING TO A PLAYER MUST ENTER TO TAKEOVER THE CASTLE AND WIN THE GAME. THE INNER SQUARE SURROUNDS SANCTUARY.

CHARACTERS

ARMY UNITS THAT MOVE AROUND THE CASTLE FIGHTING BATTLES AGAINST ENEMY UNITS WITH THE GOAL OF REACHING THE SANCTUARY.

EACH CHARACTER HAS A BATTLE CARD DESCRIBING ITS ATTRIBUTES AND ABILITIES. CHARACTERS OF THE SAME COLOR BASES ARE LOYAL TO THE SAME KING OR QUEEN.

INCLUDED GAME PIECES

- 1 Game Board
- 23 Castle Sections
- 1 Red Die
- 2 White Dice
- 1 Card of Doom (Fate Card)
- 1 Card of Happiness (Fate Card)
- 1 Card of Doom Reference Sheet
- 1 Card of Happiness Reference Sheet
- 1 Game Instructions
- 16 Characters
- 16 Character Battle Cards
- 1 Castle Battle Card
- 100 Battle Card Pegs
- 40 Snap-On Character Bases (5 of each color)

CASTLE ASSEMBLY

Locate the dark gray areas on the game board numbered 1 through 9. The included castle pieces are also numbered 1 through 9. Match up the castle pieces with their sections on the game board and firmly seat the pieces onto the board.

INNER SQUARE

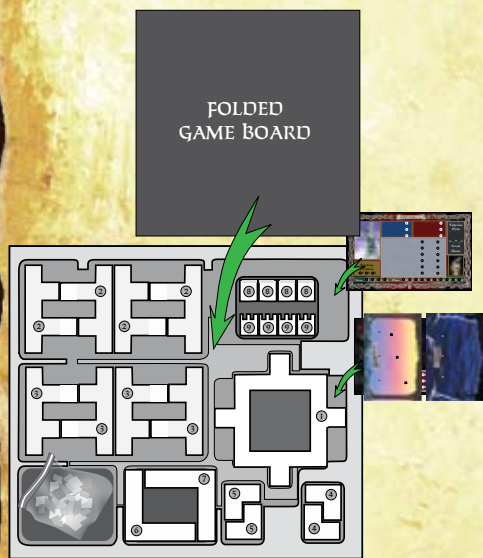
THE SQUARE LEVEL 2 SECTION IN THE CENTER OF THE GAME BOARD THAT SURROUNDS SANCTUARY. CHARACTERS MUST ENTER THIS SECTION THROUGH THE STAIRWAY PROTECTED BY THEIR KING OR QUEEN. CHARACTERS CAN THEN ENTER SANCTUARY FROM THE INNER SQUARE BY CONQUERING THE CASTLE DEFENSES.



Castle Piece Board Setup

PUTTING THE GAME AWAY

The tray within the game box was designed for the game contents to easily and neatly be put away once you have completed your game of Chaostle. See layout below:



GETTING STARTED

Chaostle can be played by as little as two players and as many as eight players. It is recommended that each player begin with three characters. If you have more than five players, you will need to purchase additional characters, or decrease the beginning army sizes. For example, eight players can begin with an army size of two characters each.

Alternate ways to play the game include changing the number of characters each player begins with, or changing the number of characters needed to reach Sanctuary to win the game. Different combinations will alter the length of the game and the level of strategy.

DETERMINE HOW MANY CHARACTERS MUST REACH SANCTUARY

Before beginning, determine how many characters from each army must reach the Sanctuary to win the game. You can require

that only one character reach the Sanctuary (recommended) or up to all of the characters within the army reach the Sanctuary to win the game.

SELECTING CHARACTERS

Each player begins by rolling one white die to determine who will get to select the first character. The highest roller goes first. If a tie roll occurs, a tiebreaker roll should be performed until the highest roller is determined.

All of the characters should be displayed along with their battle cards for players to select. Choosing characters should be done carefully depending on the player's strategy, keeping in mind that all of the characters have different strengths and weaknesses. Also keep in mind that character levels range from one through three with higher level characters being more powerful. There are no official drafting rules although you could limit players to one level three character, or require a player to select a level one character following every level three character they select. Players continue select-

ing characters in a counter-clockwise order until each player has three. As stated earlier, the number of characters can be altered to enhance the game.

MERCENARIES

MERCENARIES ARE THE REMAINING CHARACTERS THAT ARE LEFT OVER AFTER ALL PLAYERS HAVE SELECTED THEIR CHARACTERS AT THE START OF THE GAME. THESE LEFT OVER CHARACTERS CAN BE ADDED TO A PLAYER'S ARMY IF THE PLAYER GETS THE CHARISMA FATE ON THE CARD OF HAPPINESS. MERCENARIES WILL NOT BE AVAILABLE IF ALL OF THE CHARACTERS WERE SELECTED AT THE START OF THE GAME.

DRAFTING OF CHARACTERS (OPTIONAL)

Optional drafting of characters can limit players to six points or less worth of adding up the character levels. Therefore players can select characters including level 3 + level 2 + level 1 = 6 points, or level 2 + level 2 + level 2 = 6 points, or any combination less than six points.

SELECTING STARTING POSITIONS

There are eight King and Queen positions shown as colored crowns on the game board. The square space (cobblestone walkway) in front of each King and Queen

STARTING POSITION

THE LEVEL 1 POSITION ON THE GAME BOARD DIRECTLY IN FRONT OF THE PLAYER'S KING OR QUEEN THAT DETERMINES THE ORIGINAL STARTING POSITION WHERE A PLAYER'S CHARACTERS ARE PUT IN PLAY. THE STARTING POSITION ON THE CHARACTER'S BATTLE CARD CAN BE UPGRADED WHENEVER THE CHARACTER REACHES OR PASSES THE NEXT OPPONENT'S STAIRWAY LEADING TO THE INNER SQUARE. THE POSITION DIRECTLY IN FRONT OF THE STAIRWAY BECOMES THE CHARACTER'S NEW STARTING POSITION. THE NEW STARTING POSITIONS PREVENT CHARACTERS FROM HAVING TO START OVER ALL THE WAY AT THEIR ORIGINAL STARTING POSITION IF THEY GET CONQUERED IN A BATTLE. A CHARACTER WILL PASS THREE OPPONENT STAIRWAYS BEFORE REACHING THEIR OWN STAIRWAY.

represent starting positions where players can bring their characters into play. Each player is to select one King or one Queen starting position beginning with the player who went last in selecting characters. Continue selection clockwise until each player has selected one Queen or one King starting position. A player who selects a King starting position will move characters clockwise around the game board, while a player who selects a Queen starting position will move characters counter-clockwise around the game board. It is recommended that players select starting positions near them, and that the order of the starting positions around the board reflect the order of the players sitting around the board.

Notice the colored line along side of each King and Queen. This line is the same color as your King or Queen. Characters can

not cross the colored line along side of their King or Queen on any level of the game board. This forces each character to travel completely around the game board before moving up their stairway to the Inner Square, because this stairway is located on the other side of their colored line that cannot be crossed.

The stairways located between each set of King and Queen positions lead up to the second level on the Inner Square. The goal is to move your character(s) up the stairway located directly next to your King or Queen and onto the Inner Square. This is the only way characters can enter the Inner Square. From there, characters can battle the castle and reach the Sanctuary

Locate the colored bases to match the color of your selected King or Queen starting position and snap them onto the bases of your characters. This will easily identify what army the characters belong to.

UPGRADING STARTING POSITIONS

Each character can upgrade their starting position by crossing into their opponents' territories. This happens when a character reaches or passes the next opponent's stairway leading to the Inner Square regardless of castle level. The position on the Level 1 cobblestone walkway directly in front of the stairway becomes the character's new starting position. The new starting positions prevent characters from having to start over all the way at their original starting positions if they get conquered in battle. A character will pass three opponent stairways before reaching their own stairway next to their own King or Queen position. Upgraded starting positions are tracked on the characters' battle cards.

QUEEN POSITION



AT THE BEGINNING OF THE GAME, PLAYERS SELECT EITHER A KING OR QUEEN POSITION ON THE BOARD TO REPRESENT THEIR COLOR. IF THE PLAYER CHOOSES A QUEEN POSITION THEN THE PLAYER'S CHARACTERS MOVE COUNTER-CLOCKWISE AROUND THE GAME BOARD.

KING POSITION



AT THE BEGINNING OF THE GAME, PLAYERS SELECT EITHER A KING OR QUEEN POSITION ON THE BOARD TO REPRESENT THEIR COLOR. IF THE PLAYER CHOOSES A KING POSITION THEN THE PLAYER'S CHARACTERS MOVE CLOCKWISE AROUND THE GAME BOARD.

FASTER GAME PLAY

Option 1: You can try playing a shorter version of the game by having characters move up to the Inner Square using the stairway in front of their third or fourth starting position rather than having to travel all the way around the board to the stairway next to their own King or Queen position.

Option 2: You can try playing a faster version of the game by rolling two dice for movement rather than one. A roll of five, six, or nine puts a character in play rather than the normal one or two. A roll of Lucky Seven replaces the Lucky Three. A roll of four or less replaces the Optional Four. A roll of ten or higher replaces the Fate Five. Roll two dice instead of one for the Luck fate. Substitute the Double Dice, Fairy Dust, and Power fates with the Groovy fate. Bad Vibes and Burden fates remain in effect until a six or seven is rolled.

DETERMINE THE HEALTH OF THE CASTLE

The castle has defenses to protect from attackers entering it but does not fight back. Before beginning the game, determine the strength of the castle by setting the number of health points it has. 100 is recommended. Insert pegs into the Battle Card of the castle to indicate the number of health points by inserting pegs in the holes to the left of the 1 in the Hundreds, to the left of the 0 in the Tens, and to the left of the 0 in the Ones.

TWO PLAYER ALTERNATIVE

The game board is rather large for only two players. You can use only half the board by selecting starting positions on opposite sides of the board, selecting starting positions where opposing characters travel in a direction towards each other so they will cross paths (one player will be in a King position and the other in a Queen position), and allow

characters to travel up their opponent's stairway towards Sanctuary. Using half the board will shorten the distance to be traveled allowing more battles and confrontations. Characters can only upgrade to their second

CURRENT PLAYER

THE CURRENT PLAYER IS THE PLAYER THAT IS CURRENTLY TAKING THEIR TURN DURING THE GAME.

starting position, and cannot travel beyond their opponent's stairway next to their opponent's King or Queen leading to the Inner Square.

STARTING THE GAME

Each player selects one of their characters and places it onto their respective starting position. Additional movement allowed by a character's

IN PLAY

ANY CHARACTER THAT CURRENTLY EXISTS ON THE BOARD IS CONSIDERED IN PLAY EXCEPT FOR THOSE THAT HAVE REACHED SANCTUARY.

battle card can be added. Additional characters can attempt to be put into play during a player's subsequent turns. While players can have multiple characters in play at the same time, only one character at a time can occupy any space on the game board. The game is now ready to begin with each player taking turns in a clockwise order. The player who went last in selecting characters gets to take the first turn.

ORDER OF ACTIONS

The order in which actions are taken on a player's turn is as follows:

1. Roll to escape traps and/or apply the Escape Traps special skill if applicable.
2. Roll for movement.
3. Move one of your in play characters the number of movement points rolled on the die, and optionally move each of your in play characters their additional movement allowed by their battle cards. Characters can be moved in any order of your choice.

4. Apply special skills related to movement in the following order: Battle Training, Royal Treasury, Energy Burst, Leadership, Mounted Rider, Teleportation, Stealth Movement, Predatory Stalking, Charging Lariat, Swoop Drop, Savage Instincts, Fire Wall, Terrify, Dimensional Transport, Magic Deflection.

5. Roll for a fate if a five was rolled and apply the Avoid Traps special skill if applicable.

6. Conduct battles utilizing battle related special skills.

7. Apply end of turn special skills in any order including Arrow Dynamics, Bolt of Terror, Exploding Skulls, Fate Messenger, Ground Smash, Healing Powers, Labyrinth, Mesmer Eyes, Rejuvenated Healing, Rescue Mission, Seductive Deception, Soaring Leap, and Summons Spirit.

ROLLING FOR MOVEMENT

The current player rolls a single die and moves one of their characters that are in play the number rolled on the die and optionally adds the character's movement allowed by their battle card. The character in motion is referred to as the chosen character. A player may skip their movement roll to put a character in play if they have none in play excluding traps. The player can optionally move each of their other characters in play any movement allowed by their battle cards. Characters can be moved in any order. The following actions are taken when the following numbers are rolled for movement on the die:

• ONE OR A TWO •

A player who rolls a one or a two on their turn has the option to set a character in play by placing it in the starting position, or move one of their characters that are in play the full number of spaces rolled on the die and optionally add the character's movement allowed by their battle card. A character can be placed in a position beyond their starting position by adding their extra movement allowed by their battle card. A character can only be put in play in a position that is unoccupied unless the character battles for the position. You cannot

battle your own characters.

• LUCKY THREE •

A player who rolls a three on their turn must move one of their characters that are in play three spaces and optionally add the character's movement allowed by their battle card. A character must be moved the full three spaces unless no valid moves exist. Since three is lucky, the player will finish their current turn and then take another turn. This second turn is like the beginning of any other turn, and therefore the die roll for movement can apply to different characters.

• OPTIONAL FOUR •

A player who rolls a four on their turn must move one of their characters that are in play four spaces and optionally add the character's movement allowed by their battle card. Since four is optional, the player is not required to move a character the four spaces.

• FATE FIVE •

A player who rolls a five on their turn must move one of their characters that are in play five spaces and optionally add the character's movement allowed by their battle card. A character must be moved the full five spaces unless no valid moves exist. No fate is applied if no valid moves exist. Be careful which character you choose to move the five spaces as you could be sending that character to its doom. This chosen character will immediately receive a fate after being moved even before a battle can be fought. The Card of Happiness or the Card of Doom will determine the character's fate. Roll the red die to determine which card holds the character's fate. The number rolled represents the column on the card. Columns one through three appear on the Card of Happiness and columns four through six appear on the Card of Doom. Next roll two white dice and add them together to determine the row

CHOSEN CHARACTER

THE CHOSEN CHARACTER IS THE CHARACTER THAT THE CURRENT PLAYER HAS CHOSEN TO MOVE THE NUMBER OF SPACES INDICATED ON THE DIE. FATES FROM THE FATE CARD ARE APPLIED TO THE CHOSEN CHARACTER WHEN APPLICABLE.

underneath that column. Perform the fate that is displayed next to the row number. Refer to the fate descriptions on the Card of Happiness or Card of Doom reference sheets for specific details. Some fates may apply to the current player and/or other players. Happiness fates are optional.

• SIX •

A player who rolls a six on their turn must move one of their characters that are in play six spaces and optionally add the character's movement allowed by their battle card. A character must be moved the full six spaces unless no valid moves exist.

BOARD LEVELS

There are three different levels on the Chaostle game board as illustrated in the diagram below. Characters traveling through the castle can switch levels by going up or down connecting stairways. The stairways are positions on the game board that connect two levels, and are halfway in height between the levels.

• LEVEL 1 •

Level 1 is the cobblestone walkway shown in green on the diagram below.



ST Stairway Between Levels □ Level 2 Castle Walls
 ■ Level 1 Cobblestone Walkway ■ Level 3 Castle Walls

Characters must stay on the cobblestone walkway when travelling on level 1.

• LEVEL 2 •

Level 2 is the path on the game board that is shaped like a plus sign and shown in yellow. The Inner Square surrounding Sanctuary is on Level 2 but not considered part of the Level 2 pathway around the game board. Characters are not allowed to access the Inner Square except through the stairway next to their King or Queen position.

• LEVEL 3 •

Level 3 is the path on the game board that is shaped like a square and shown in blue. The Spider Lair and Torture Chamber traps are on Level 3 but not considered part of the Level 3 pathway around the game board. There is no way to access these traps except through a doom fate.

CHARACTER MOVEMENT

There is strategy in moving characters through the three levels of the castle. Each level has its own advantages and disadvantages. The lower levels are longer distances around the board but are easier to move on. The higher levels are shorter distances around the board but are more difficult to move on. For example, the Level 1 cobblestone walkway is the longest distance around the board but there is no jumping involved so a character can always move. In comparison, Level 3 is the shortest distance around the board but there are long jumps requiring difficult die rolls to get across.

Characters can choose many different paths to take through the castle. They can even move backwards if desired. They may want to take a route that avoids trouble, or one that will lead into battle. The following rules apply to character movement:

- At times the player may not be able to move any characters due to none being in play, or no valid moves being available.

- All movement points rolled on the die must be used even if it means moving characters backwards or into battle. The exception to this rule is if an optional four was rolled on the die.

- Each in play character belonging to the current player can optionally be moved their movement points allowed by their battle cards.

- Characters can only move on the three levels and stairways. Movement on Level 1 is restricted to the cobblestone walkway and not the grass areas or castle floor tiles.

- Characters can pass other characters up when moving spaces, but cannot land in a position occupied by another character unless they battle for the position and win.

- Characters can move up or down any of the stairways at any time but only a character's own stairway can allow them access to the Inner Square. Kings and Queens guard these entrances and only allow their own characters to enter.

- A character cannot land in the same space twice during a turn. Therefore once a character starts moving in a direction, they must continue in that direction.

- A character cannot cross their own colored line next to their original starting position regardless of castle level under any circumstances. This includes movement resulting from fates or special skills. They must travel around the game board to get to the level one position directly in front of their stairway next to their King or Queen position, and then continue up the stairway onto the Inner Square surrounding Sanctuary.

- A character can exit the Inner Square by going down any of the four stairways but can only return through their own stairway.

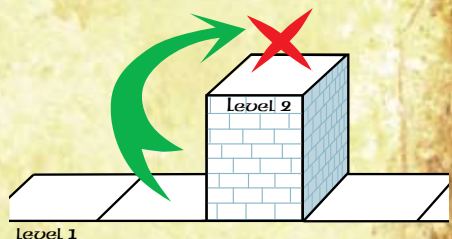
- A player can only move a character to a position that is on the same level, unless the character is traveling up or down a stairway. Stairways must be used to change levels.

- Adjacent characters belonging to a player may leap frog by lining up next to each other and advancing as a group. This is done

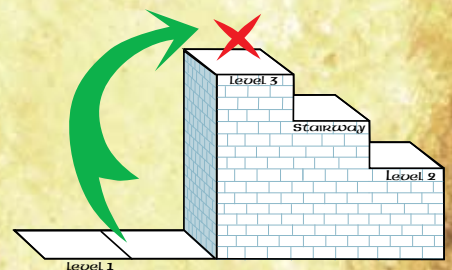
by the last character in the line jumping over the entire group to the square position in the front. This continues for each movement point utilized. Characters that leap frog cannot use their extra movement points, and cannot make any castle jumps on Levels 2 and 3 unless all characters leap frogging can make it across the jump. If a five is rolled, the fate can apply to any one of the characters moved during the leap frog. The characters must already be adjacent at the beginning of the current player's turn to leap frog.

LEAP FROG

A STRATEGIC MOVE WHERE TWO OR MORE CHARACTERS ON THE SAME TEAM LINE UP NEXT TO EACH OTHER AND ADVANCE AS A GROUP. THE CHARACTER IN THE BACK JUMPS OVER THE ENTIRE GROUP TO A POSITION IN THE FRONT. THIS CONTINUES FOR EACH MOVEMENT OF THE DIE ROLL. CHARACTERS THAT LEAP FROG CANNOT USE THEIR EXTRA MOVEMENT POINTS, AND CANNOT MAKE ANY CASTLE JUMPS ON LEVELS 2 AND 3 UNLESS ALL CHARACTERS LEAP FROGGING CAN MAKE IT ACROSS THE JUMP.



Movement Diagram 1 (Incorrect): Moving from the Level 1 position on the left up to the Level 2 position on the right is an invalid move, because the character did not change levels by using a stairway.



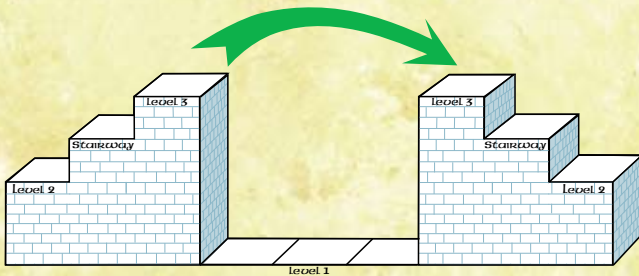
Movement Diagram 2 (Incorrect): Moving from the Level 1 position on the left up to the Level 3 position on the right is an invalid move, because the character did not change levels by using a stairway.

JUMPING

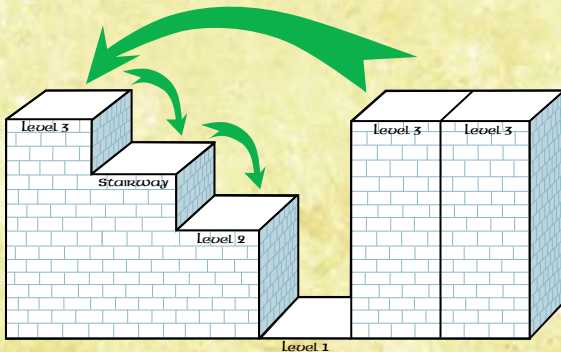
The following rules apply to jumping a character from one position on the board across the gap to another position on the same level:

- Jumps are only allowed on Levels 2 and 3. Jumping is not allowed on Level 1. Movement on Level 1 must strictly follow the cobblestone walkway.
- The number of movements required to make the jump is the number of spaces it would take to move the character across to the other side. Important: This number of spaces includes the spaces on the lower levels that are passed over. Refer to the example in Jumping Diagram 1.

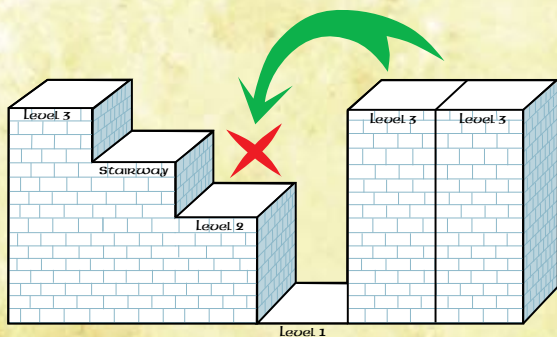
- Characters can only make the jump if they have a sufficient number of movements to land in a position on the same level. Characters can only switch levels by proceeding up or down a stairway. Refer to the examples in Jumping Diagram 2 and Jumping Diagram 3.
- Some jumps are prevented due to castle walls or railings blocking the jump.
- Characters cannot jump diagonally.
- Movement points from the die roll and a character's extra movement points from their battle card can be combined to jump across gaps.



Jumping Diagram 1: Jumping from the Level 3 position on the left to the Level 3 position on the right counts as four spaces because three Level 1 positions were passed over.



Jumping Diagram 2 (Correct): Jumping from the Level 3 position on the right to the Level 3 position on the left and then moving down the stairway to Level 2 is a valid move of six spaces.



Jumping Diagram 3 (Incorrect): Jumping from the Level 3 position on the right to the Level 2 position on the left is not a valid move. Jumps must be made between two spaces on the same level, and levels can only be changed by moving up or down a stairway.

BATTLE CARDS

Each character has a battle card that contains information on the character's attributes and abilities. The battle card for a character is referred to whenever the character is moved, goes into battle, or uses a special skill. The various features of a battle card can be seen on the sample battle card for the Dragon Slayer character shown below.

There are several holes punched in the card where the pegs can be inserted. The pegs are used to upgrade a value from the number on the left side of the hole to the number on the right side of the hole. The pegs are also used to track the starting position and health points.

	Health: 31036	Dragon Damage: 305	Sir Randall Kwest Dragon Slayer Level Two 																					
	Movement: 001	Dragon Protection: 305																						
	Armor/Protect: 406	Evasive Action: 305																						
	<table border="1"> <thead> <tr> <th>Weapons</th> <th>Damage</th> <th>Range</th> </tr> </thead> <tbody> <tr> <td>1. Broad Sword of Valor</td> <td>12016</td> <td>102</td> </tr> <tr> <td>2. Blazing Sword of Steel</td> <td>14018</td> <td>102</td> </tr> <tr> <td>3. Offensive Assault</td> <td>8012</td> <td>001</td> </tr> <tr> <td>4. Dragon Blade of Glory</td> <td>15019</td> <td>102</td> </tr> <tr> <td>5. Sword of Destiny</td> <td>13020</td> <td>102</td> </tr> <tr> <td>6. Legendary Hero's Axe</td> <td>13016</td> <td>102</td> </tr> </tbody> </table>			Weapons	Damage	Range	1. Broad Sword of Valor	12016	102	2. Blazing Sword of Steel	14018	102	3. Offensive Assault	8012	001	4. Dragon Blade of Glory	15019	102	5. Sword of Destiny	13020	102	6. Legendary Hero's Axe	13016	102
	Weapons	Damage		Range																				
	1. Broad Sword of Valor	12016		102																				
2. Blazing Sword of Steel	14018	102																						
3. Offensive Assault	8012	001																						
4. Dragon Blade of Glory	15019	102																						
5. Sword of Destiny	13020	102																						
6. Legendary Hero's Axe	13016	102																						
Starting Position: 02 03 04																								
Tens: 01 02 03 04 Ones: 00 01 02 03 04 05 06 07 08 09																								

BATTLE CARD FEATURES

• CHARACTER CATEGORY •

The character category is displayed along the top center of the battle card border and represents the group that a character belongs to. The possible categories are Chaos, Good, Magic and Neutral. For example, the Dragon Slayer's category is Good.

• CHARACTER TYPE •

The character type is a general category for characters that have common characteristics. Examples of common character types are Barbarians, Dragons, Knights, Unicorns and Wizards. The character type is displayed below the character's name. The Dragon Slayer's type is Dragon Slayer.

• CHARACTER NAME •

The character name is the unique name given to the character. For example, the Dragon Slayer's name is Sir Randall Kwest.

• CHARACTER LEVEL •

The character level ranges from Level 1 through Level 3. This level reflects the overall abilities of the character. Level 1 is the lowest level and represents a weaker less experienced character. A Level 3 character is a more experienced or stronger character. A higher level character may have more movement points, health points, weapon damage, etc. The level is displayed below the character type on the battle card. For example, the Dragon Slayer is a Level 2 character.

• HEALTH (POINTS) •

The health points shown in the blue section of the battle card are the amount of damage that the character can take before they are conquered. When a character is put in play, they start out with their total number of health

points available. The number of damage points inflicted during battle reduces health points. Health points are restored once a character is conquered and later put back into play, or the character visits one of the Lucky Toads located on the game board. The Dragon Slayer's health points start at 31 and can be upgraded to 36.

• HEALTH (TRACKING) •

Health tracking numbers located along the bottom of the battle card are used to track the health points that a character possesses. Two pegs are needed to track the health points on a battle card. One peg is used for the "tens" position and one peg is used for the "ones" position. As the character loses health points, the pegs should be adjusted accordingly. Once

CONQUERED

A CHARACTER IS CONSIDERED CONQUERED IN A BATTLE WHEN THEY HAVE LESS THAN ONE HEALTH POINT LEFT. THE CHARACTER IS THEN TAKEN OUT OF PLAY BUT DOES NOT LOSE ANY UPGRADES FROM THEIR BATTLE CARD. CONQUERED CHARACTERS REGAIN THEIR FULL HEALTH WHEN THEY ARE PUT BACK IN PLAY. THE OPPOSING CHARACTER THAT CONQUERED THE CHARACTER GAINS AN UPGRADE.

LUCKY TOADS

TWO LUCKY TOADS EXIST ON THE BOARD ON LEVEL ONE IN OPPOSITE CORNERS. A CHARACTER MUST LAND ON THE CORNER POSITION OF THE BOARD DIRECTLY IN FRONT OF ONE OF THE LUCKY TOADS TO BE HEALED TO THEIR FULL HEALTH. THE CHARACTER'S HEALTH IS RESTORED IMMEDIATELY PRIOR TO ROLLING FOR A FATE AND PRIOR TO STARTING ANY BATTLES.

a character drops below one health point, the character is conquered and taken out of play but does not lose any upgrades from their battle card. Conquered characters are not eliminated from the game and can possibly be put

back into play when rolling for movement.
ACTION: Place pegs in battle cards for all characters to start tracking their initial health.

• MOVEMENT •

Movement points shown in the blue section of the battle card represent the number of spaces that a character can optionally be moved on the player's turn. These battle card movement points can be used alone to move the character, or optionally added to movement points rolled on the die by the player. If the player chooses to move the character the extra battle card movement points, all of the battle card movement points must be used and must

continue in the same direction.

This means a character cannot use partial movement, or land in the

same space twice when making the move. For example on a movement roll of three, a character with two movement points can move either three or five in the same direction but not four. If a player forgets to add a character's battle card movement points during a turn, then those movement points are lost. A character can add their battle card movement points immediately after they are placed into their starting position. The Dragon Slayer's movement points start at 0 and can be upgraded to 1.

• ARMOR/PROTECT •

Armor/Protect points shown in the blue section of the battle card are the amount that is subtracted from the damage points received by the character during each round of a battle. A higher number represents more armor or magical protection and therefore absorbs more of the damage that would have been inflicted. Armor/Protect points are only applied during a battle and cannot be used against fates or special skills unless specified otherwise. The Dragon Slayer's armor/protect points start at 4 and can be upgraded to 6.

• SPECIAL SKILLS (ADVANCED) •

Each character has three special skills

that are unique to that character as seen in the red section. These unique skills and magical spells are explained in detail in the "Special Skills" section. There are many special skills so it is recommended that you do not utilize them all immediately. Learn them over several game plays to avoid being overwhelmed. The special skills add depth and detail to the characters for continued game replay value. The Dragon Slayer has the added skills of Dragon Damage, Dragon Protection and Evasive Action. Common special skills involve damage or protection. For example, the Dragon Slayer's points for Dragon Damage would be added to the damage done by the Dragon Slayer's weapons whenever the Dragon Slayer battles a dragon. Also, the Dragon Slayer's points for Dragon Protection would be added to the Dragon Slayer's armor/protect whenever the Dragon Slayer battles a dragon.

• STARTING POSITION •

The starting position on the character's battle card is shown below the character illustration and is upgraded whenever the character reaches or passes the next opponent's stairway leading to the Inner Square regardless of castle level. The position on the Level 1 cobblestone walkway directly in front of the stairway becomes the character's new starting position. The new starting positions prevent characters from having to start over all the way at their original starting positions if they get conquered in battle. A character will pass three opponent stairways before reaching their own stairway next to their own King or Queen position.

WEAPON USAGE

The light grey section of the battle card is referred to during a battle. The roll of a single die determines the weapon used, the damage of the weapon, the range of the weapon and if the weapon hit or missed by associating it with the respective row. For

UPGRADING BATTLE CARDS

example if the player rolls a five on the sample battle card for the Dragon Slayer, the weapon used is the Sword of Destiny which causes 13 points of damage (upgradeable to 20) at a range of 1 (upgradeable to 2).

• WEAPON •

The six weapons listed are the weapons that the character has available to them to use in battle. A roll of a six sided die determines the weapons used in battle

• DAMAGE •

Each weapon has a number of damage points associated with it. The damage is the amount of points to be deducted from the opposing character's health points when that weapon is used. Not all of the damage may be inflicted if the other character has some armor or protection points. Damage is usually higher for weapons that are more powerful or the character is more skilled at using. Damage is only applied if the character is within range of the other character.

• RANGE •

Each weapon has a number that represents the range of the weapon. Weapon ranges are not based on line of sight. The range is the number of movement points that it would take for a character to move to land in the space occupied by the opposing character. This includes moving up or down stairways and around corners following the character movement rules. For example, a range of 1 indicates that the characters are in positions on the board right next to each other. A range of zero indicates that the characters are battling on the same position. This is considered a fight to the death because no weapon will miss allowing a player to end the battle. The winning character will occupy the position. Ranges can apply to positions forwards and backwards from the attacking character. If the weapon indicated by the roll of the die is not within range of the other character, then the attacking character missed and no damage is inflicted.

Pegs are placed into the battle cards to track the starting position, health points and upgrades of a character. The holes on the battle cards appear to the left of values that an item can be upgraded to. For example, the sample battle card for the Dragon Slayer shows that the character has 31 health points. The 31 is followed by a hole to the right of it, and a number 36 to the right of the hole. If the player has the option of upgrading the Dragon Slayer's card, they may choose to upgrade the character's health points from 31 to 36 by placing a peg in the hole. This signifies that the number to the right of the hole is the new upgraded health points. When upgrading health points, the health at the bottom of the card is increased by the difference in health points from the upgrade.

Items that have not been upgraded yet do not need a peg. The first number displayed to the left of the peg hole is the original default value. Once a battle card is upgraded it takes effect immediately and remains that way throughout the game. A character who is upgraded and then conquered in battle keeps their upgrades for when they are put back in play.

The only holes on a battle card that cannot be used for upgrades are the health along the bottom of the battle card, and the starting position. The health is reserved for tracking health points of the character, and the starting position can only be upgraded when a character reaches a new starting position. Any single item on a character's card can be upgraded whenever the character conquers another character by depleting their health points below one in battle or by using a special skill. Upgrades are also sometimes rewarded to characters through the fate cards.

ACTION: Place the remaining pegs in the center of the castle board (Sanctuary) for easy access by players as needed for upgrades.

BATTLES

After the current player has completed their movement and taking any required actions from the fate cards, the player may choose to battle. The current player can have any of their characters start battles with any opposing characters that are within the range of at least one weapon on the attacking character's battle card. More weapons in range increase the character's chance to hit versus miss in battle. Choose battles wisely taking into consideration your character's chance to hit versus your opponents chance to hit back. Also be aware of how close you move your characters within range of opposing characters' weapons. The following rules apply to battles between two characters:

- A character can start a battle as long as an opposing character is within range of at least one weapon on the character's battle card
- Multiple battles can be fought before the current player ends their turn.
- Only one character against one opposing character can battle at a time.
- A single character can battle multiple opposing characters in separate battles on the same turn. These opposing characters can all belong to the same player or different players.
- The character can only battle each opposing character once per their turn. In other words if the battle ends, it cannot be restarted until the players next turn.
- A character cannot battle an opposing character residing in its original starting position unless the opposing character starts the battle.

- A character cannot start a battle or be attacked by an opposing character across the player's colored line next to their original starting position.

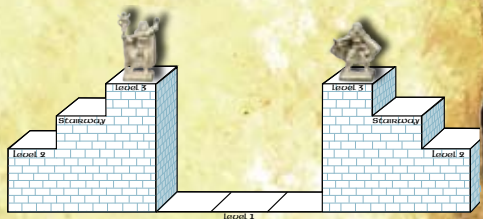
- Two characters belonging to the same player cannot battle each other. This is referred to as a sacrifice.

SACRIFICE

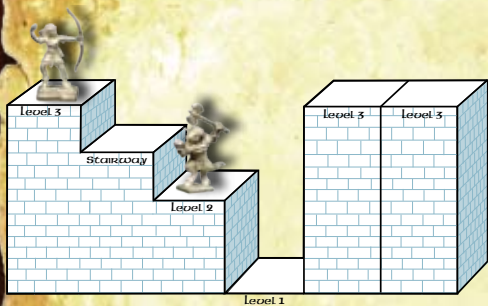
A GAME STRATEGY WHERE A PLAYER'S CHARACTER BATTLES ONE OF THEIR OWN CHARACTERS TO CONQUER THEM AND GAIN AN UPGRADE FOR WINNING THE BATTLE. BATTLES BETWEEN TWO CHARACTERS BELONGING TO THE SAME PLAYER ARE NOT ALLOWED.

- Characters can battle across a jump section but the range distance must include the spaces between the jump. Refer to the example in Battle Diagram 1.

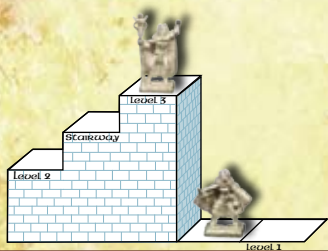
- Characters can battle from different levels with connecting stairways. The range is the number of spaces the characters are from each other as long as the path changing levels follows stairways. For example, the range includes the spaces along the path going up or down the stairway to get from one level to the other. Refer to the example in Battle Diagram 2.



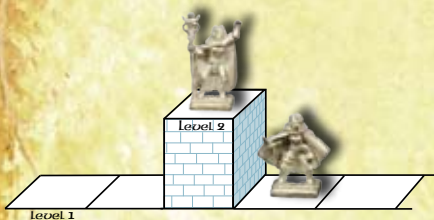
Battle Diagram 1 (correct) A battle between the Level 3 position on the left and the Level 3 position on the right is valid with a range of four.



Battle Diagram 2 (correct): A battle between the Level 3 position on the far left and the Level 2 position is valid with a range of two.



Battle Diagram 3 (incorrect): The range between the Level 3 position on the left and the Level 1 position on the right is not a valid range of one, because the path between the characters is an invalid movement due to no connecting stairway.



Battle Diagram 4 (incorrect): The range between the Level 2 position on the left and the Level 1 position on the right is not a valid range of one, because the path between the characters is an invalid movement due to no connecting stairway.

The battle begins with the current player rolling the die against their character's battle card to determine the weapon used. If the range of the weapon used is equal or higher than the range between the characters, then the attack was successful. The damage caused by the weapon is then subtracted from the defending character's health points. The full amount of damage is not taken from the defending character's health points if the defending character has armor or protection. The armor/protect number on the defending character's battle card reduces the damage points. The two players continue to take turns rolling the die against each other's battle cards until the battle ends.

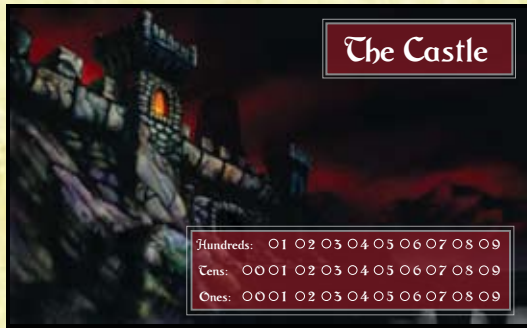
The battle ends when one of the character's health points drops below one or possibly when the attacking character misses. If a character's health points drop below one, the character is considered conquered and is taken out of play. Characters taken out of play can be brought back into play on a following turn when rolling for movement. The character's health points get reset and they do not lose any of their upgrades.

If an attacking character misses on their battle turn (the defending character is out of range from the weapon rolled), the defending character may choose to end the battle, or strike back since it is now their battle turn. In other words whenever one player's character misses, the other player has the option to cancel the current battle. Once the battle is completed it cannot be restarted again until another turn. The battle can resume on the player's next turn if the characters are still within range of each other.

A player can move their character to a position that is already occupied by an opposing character. This is considered a range of zero on the battle cards so all attacks will be a hit (no misses) resulting in a fight to the death.

BATTLING THE CASTLE

The number of health points the castle has is determined at the beginning of the game. All characters battle the same castle battle card so be careful to not weaken the castle wall too much allowing an opponent to knock the wall down and steal your victory. It is recommended that the castle be given 100 health points since it cannot fight back.



A character must be on the inner square to battle the castle and can only strike the castle once at the end of their turns. The battle begins with the current player rolling the die against their character's battle card to determine the weapon used. All weapons are considered in range because the battle is a range of zero. The damage caused by the weapon is then subtracted from the castle's health points. The battle is now considered over, but can be restarted on another turn. Once a character conquers the castle, the character can move directly into Sanctuary. Usually the first player to get a character into Sanctuary is the winner. If you are playing a longer game where more than one character needs to reach Sanctuary to win, then all characters reaching the inner square after the castle is conquered simply need to drop into Sanctuary on one of their following turns. Characters in Sanctuary are considered finished and will remain there throughout the game. The first player to get the predetermined number of characters into Sanctuary conquers the castle and wins the game.

SAMPLE BATTLE

The following sample battle is between the Dragon Slayer and the Dragon. Refer to the following battle cards throughout the sample battle:

	Health: 31036	Dragon Damage: 305		
	Movement: 001	Dragon Protection: 305		
	Armor/Protect: 406	Evasive Action: 305		
	Weapons	Damage		Range
	1. Broad Sword of Valor	12 0 16		1 0 2
	2. Blazing Sword of Steel	14 0 18		1 0 2
3. Offensive Assault	8 0 12	0 0 1		
4. Dragon Blade of Glory	15 0 19	1 0 2		
5. Sword of Destiny	13 0 20	1 0 2		
6. Legendary Hero's Axe	13 0 16	1 0 2		
Starting Position: 02 03 04	Tens: 01 02 03 04 Ones: 00 01 02 03 04 05 06 07 08 09			

Weapons	Damage	Range
1. Furious Roar of Fire	15 0 21	2 0 3
2. Smoke Inhalation	12 0 16	2 0 3
3. Fiery Volcanic Ash	11 0 15	1 0 2
4. Lava Breath	9 0 13	0 0 1
5. Fire Whirlwind	13 0 18	2 0 3
6. Flaming Sneeze	8 0 12	1 0 2

Tens: 01 02 03 04 Ones: 00 01 02 03 04 05 06 07 08 09

During player one's turn, player one moves their Dragon Slayer character within a range of 1 from player two's Dragon character. This range indicates that the characters are on spaces next to each other. Player one chooses to go to battle.

BATTLE ROUND 1 (PLAYER ONE'S TURN):

Player one rolls a single die to determine the weapon used by the Dragon Slayer. Player one rolls a 4 indicating that the Dragon Slayer used the Dragon Blade of Glory weapon. The damage shown to the right of the weapon indicates that the weapon does 15 points of damage. The weapon's range of 1 is greater than or equal to the distance between the two characters so the weapon did not miss. The Dragon Slayer also has a special skill called Dragon Damage so he does 3 additional points of damage to Dragons. The amount of damage inflicted by the Dragon Slayer is therefore 15 (weapon damage) + 3 (dragon damage) = 18 points of damage.

The Dragon, however, has one Armor/Protect point on its battle card that absorbs one of the damage points inflicted by the Dragon Slayer. The Dragon therefore has 18 (points of damage) - 1 (armor/protect) = 17 health points subtracted from the bottom of its battle card. The Dragon's health drops from the initial 40 down to 23.

BATTLE ROUND 1 (PLAYER TWO'S TURN):

Player two now gets to retaliate. Player two rolls a 4 on the die indicating the weapon used is Lava Breath with a damage of 9 and a range of 0. The weapon's range of 0 is not greater than or equal to the distance between the two characters so the weapon missed. No damage is done to the Dragon Slayer.

BATTLE ROUND 2 (PLAYER ONE'S TURN):

Player one can now choose to end the battle because the Dragon missed on its last attempt. Player one decides to continue the battle and rolls a 2 for a Blazing Sword of Steele that does 14 points of damage with a range of 1 for a hit. The Dragon takes 14 (points of damage) + 3 (dragon damage) - 1 (armor/protect) = 16 health points subtracted from the bottom of its battle card. The Dragon's health drops from 23 down to 7.

BATTLE ROUND 2 (PLAYER TWO'S TURN):

Player two rolls a 1 for a Furious Roar of Fire that does 15 points of damage with a range of 2 for a hit. Let's pretend that the Dragon's Furious Roar of Fire was upgraded on a previous turn so it now does the upgraded 21 points of damage. The Dragon Slayer takes 21 (points of damage) - 4 (armor/protect) - 3 (dragon protection) = 14 health points subtracted from the bottom of his battle card. The Dragon Slayer's health drops from the initial 31 down to 17.

BATTLE ROUND 3 (PLAYER ONE'S TURN):

Player one rolls a 5 for a Sword of Destiny that does 13 points of damage with a range of 1 for a hit. The Dragon takes 13 (points of damage) + 3 (dragon damage) - 1 (armor/protect) = 15 health points subtracted from the bottom of its battle card. The Dragon's health drops from 7 down to below one. The Dragon is now conquered and taken out of play. The Dragon Slayer gets an upgrade to his battle card for winning the battle. The Dragon does not lose any upgrades and can possibly be put back into play at full health on a following turn.

SPECIAL SKILLS

There are several unique special skills that a character can possess including magical spells. These skills are specified on the character's battle cards. These are advanced skills for the characters that you may not want to use the first couple of times you play the game until you are comfortable with the basic rules. Battle related special skills are only applied during a battle and cannot be used against other special skills or fates unless specified otherwise. All special skills are optional.

SKILL: AGILITY

Frequency: Every time an opposing character misses.

Usage: During a battle.

Points: Damage to opposing character.



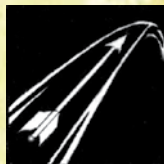
Your character is very agile in battle and can react quickly when an opposing character makes a mistake in battle. The points for this skill represent the damage done to an opposing character every time the opposing character misses during battle. The opposing character cannot deduct their armor/protect points.

SKILL: ARROW DYNAMICS

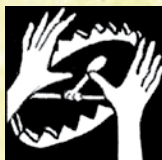
Frequency: Once per your turn.

Usage: End of your turn after all battles are fought.

Points: Damage to opposing character.



Your character has been given some superior designed arrows that can be shot a very long distance. Choose an opposing character that is between a range of 6 and 9 from your character with this skill. This range must follow a valid movement path. Roll a single die and add 3. If the sum is greater than or equal to the range between the two characters then the shot was successful and your character caused the number of Arrow Dynamics points in damage to the opposing character. The opposing character cannot deduct their armor/protect points.

SKILL: AVOID TRAPS**Frequency:** Prior to every trap.**Usage:** When sent to a trap.**Points:** Number to roll less than or equal to.

This character has the ability to detect and avoid falling into traps. The points for this skill represent the number that the current player must roll less than or equal to with a single die to avoid going to the trap. Use this skill whenever the character is sent to a trap from the card of doom including the shark attack, snake pit, spider lair and torture chamber. This skill can be applied against traps resulting from special skills including the Fate Messenger or Labyrinth skills.

SKILL: BARBARIAN DAMAGE**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against barbarians.

SKILL: BARBARIAN PROTECTION**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against barbarians.

SKILL: BATTLE CRY**Frequency:** Once per battle.**Usage:** Prior to a battle.**Points:** Number to roll less than or equal to.

Battle cries were used to rally soldiers to a battle. The points for this skill represent the number that the current player must roll less than or equal to with a single die to rally another character. A successful battle cry allows the player to add one of their characters that are out of play (if available) to the battle. This character will be returned out of play after the battle. The player uses the two battle cards in battle by alternating the cards. The character in play battles first by attacking and defending. Then the character out of play attacks and defends on the next round at the same range. This continues back and forth until the battle is over. The battle ends if the character in play is conquered in battle. The battle continues with only one battle card if the character out of play is conquered. The out of play character receives the upgrade if it defeats the opposing character with the winning hit. The opposing player's character can possibly receive two upgrades by conquering both characters.

SKILL: BERSERKER

Frequency: Once per battle.

Usage: Prior to a battle.

Points: Number to roll less than or equal to.



This savage reckless skill allows your character to insanely attack their enemies doing additional damage. The points for this skill represent the number that the current player must roll less than or equal to with a single die to go berserk. If successful, the points for this skill also represent the number of additional damage that can be added to all weapons for this character during the battle.

SKILL: BOLT OF TERROR

Frequency: Once per your turn.

Usage: End of your turn after all battles are fought.

Points: Range from other characters.



The points for this skill represent the range that the character must be within from another character to fire a bolt of terror at the opposing character. The current player rolls a single die to determine the number of health points that are deducted from the opposing character's battle card. The opposing character cannot deduct their armor/protect points.

SKILL: CHAOS DAMAGE

Frequency: Every battle round.

Usage: During a battle.

Points: Damage to opposing character.



The points for this skill represent additional damage that can be added to all weapons for this character during battles against Chaos characters.

SKILL: CHAOS PROTECTION

Frequency: Every battle round.

Usage: During a battle.

Points: Additional armor/protect.



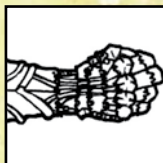
The points for this skill represent additional armor/protect for this character during battles against Chaos characters.

SKILL: CHARGING LARIAT

Frequency: Once per pass.

Usage: After passing over an opposing character.

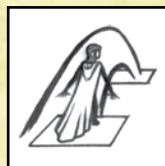
Points: Damage to opposing character.



This mean character charges past opposing characters and hits them full force with their extended forearm as their momentum carries them past the unsuspecting opponent. The points for this skill represent the damage done to an opposing character every time your character passes over the opposing character. The opposing character cannot deduct their armor/protect points.

SKILL: CHEAT DEATH**Frequency:** When health drops below 1.**Usage:** When conquered.**Points:** Health points.

Is your character dead or not? Nobody really knows. If your character is conquered in battle and their negative health is less than or equal to the negative of the points for this skill, then the character does not die. Instead two dice are rolled and summed together to determine the number of health points that the character now has on their battle card. The character who originally conquered your character does not gain an upgrade. Your character may now resume or end the battle. The battle must resume if it is at a range of zero. Use this skill every time the character's health points drop below one due to a battle, fate, or special skill.

SKILL: DIMENSIONAL TRANSPORT**Frequency:** Once per character in range per your turn.**Usage:** After movement and prior to battles.**Points:** Range from other characters.

The points for this skill represent the range that the character must be within from another character including opponents to optionally transport the other character to a different location on the board. This character can transport any characters within this range a number of spaces determined by a single die roll if possible. Transporting must follow a valid movement path. Each character can only be transported once per your turn. A separate die must be rolled for each character being transported. The player can roll first and then decide to transport or not. Moving a character into an occupied position would result in a battle. An opposing character on the Inner Square can only be transported down their own stairway next to their King or Queen position.

SKILL: DRAGON DAMAGE**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against dragons.

SKILL: DRAGON PROTECTION**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against dragons.

SKILL: EQUESTRIAN DAMAGE**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Damage to opposing character.

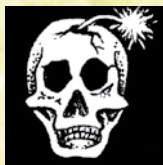
This character uses a lot of long weapons such as pikes that inflict extra damage against horse-like characters. The points for this skill represent additional damage that can be added during battles against horse related enemies such as centaurs and unicorns.

SKILL: ESCAPE TRAPS**Frequency:** Once per your turn.**Usage:** Anytime during your turn except in battle.**Points:** Number to roll less than or equal to.

The character with this ability is a skilled escape artist. The character can attempt to escape a trap including the shark attack, snake pit, spider lair or torture chamber anytime during their turn except during a battle. The points for this skill represent the number that the current player must roll less than or equal to with a single die to escape the trap.

SKILL: EVASIVE ACTION**Frequency:** Once per battle.**Usage:** Prior to a battle that you did not initiate.**Points:** Number to roll less than or equal to.

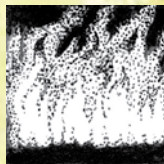
This skill gives the defending character with this skill the ability to evade an initial attack allowing them to strike first. The points for this skill represent the number that the current player must roll less than or equal to with a single die to evade the initial attack. Use this skill prior to a battle that you did not initiate. Evasive action is not treated the same as a miss so the battle must continue.

SKILL: EXPLODING SKULLS**Frequency:** Once per your turn.**Usage:** End of your turn after all battles are fought.**Points:** Damage to characters within range.

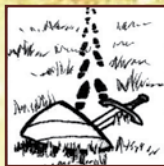
The character possessing this skill can toss these primitive skull grenades at their enemies. The player must first specify which direction the character is tossing the exploding skull. A single die is then rolled to determine the distance in spaces from the character that the exploding skull will land from the throw. The points for this skill represent the damage done to any characters within a range of 1 from where the exploding skull lands. This implies that the character with this ability will also take damage if the roll of the die is a 1. The characters cannot deduct their armor/protect points.

SKILL: FATE MESSENGER**Frequency:** Once per your turn.**Usage:** End of your turn after all battles are fought.**Points:** Range from other characters.

The points for this skill represent the range that the character must be within from an opposing character to give a fate to the opposing character. The character given the fate must roll against the fate cards. The fate may be a doom or happiness fate.

SKILL: FIRE WALL**Frequency:** Once per move.**Usage:** When an opposing character is nearby.**Points:** Damage to opposing character.

The points for this skill represent the damage done to an opposing character that stumbles into the fire wall. Roll a single die to attempt to hit the opposing character with the fire wall. If you roll a number equal to the exact range that your character is from the opposing character then you were successful. This skill can only be used immediately after the character with this skill is moved within six spaces of an opposing character, or immediately after an opposing character is moved within six spaces of the character. The opposing character cannot deduct their armor/protect points.

SKILL: FLEE BATTLE SCENE**Frequency:** Once per battle.**Usage:** Prior to a battle or after an opposing attack.**Points:** Number to roll less than or equal to.

The points for this skill represent the number that the current player must roll less than or equal to with a single die to flee from a battle. The character can only use this skill prior to a battle, or after the opposing character's attack. If the attempt to flee is successful, the battle ends and the player must roll a single die to determine the number of spaces the character moves to flee away from the battle. The character can add in their additional movement points from their battle card when fleeing.

SKILL: GOOD DAMAGE**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against Good characters.

SKILL: GOOD PROTECTION**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against Good characters.

SKILL: HEALING POWERS**Frequency:** Once per character per your turn.**Usage:** End of your turn after all battles are fought.**Points:** Range from other characters.

The points for this skill represent the range that the character must be within from another character to heal some of the other character's health points. The player can choose to heal any characters including opponents within this range a number of health points determined by a single die roll. A character can only be healed up to their full health allowed by their battle card. A separate die must be rolled for each character to be healed. Characters with this skill cannot heal themselves.

SKILL: HIDE AND SNEAK**Frequency:** Always in effect.**Usage:** Ongoing.**Points:** Range from other characters.

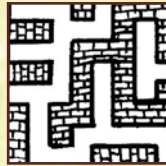
The points for this skill represent the range that the character must be within from other characters to sneak around them and be virtually hidden. An opposing character cannot battle the hidden character unless the hidden character starts the battle, or the opposing character moves within their weapon range during their turn. The character with this skill will become hidden again on following turns unless an opposing character moves within their weapon range again. Opposing character special skills cannot be used against a hidden character.

SKILL: LABYRINTH

Frequency: Once per your turn.

Usage: End of your turn after all battles are fought.

Points: Number to roll less than or equal to.



The points for this skill represent the number that the current player must roll less than or equal to with a single die to chase an opposing character into a maze. The points for this skill also represent the range that the character must be within from opposing characters to use this skill. The opposing player rolls a die to try to escape. The following action is to be taken depending on the roll of the die:

- 1=The character takes a wrong turn through the maze and ends up in the Snake Pit. Refer to the Snake Pit doom fate.
- 2=The labyrinth skill backfires sending the character with this skill into the Shark Attack trap. Refer to the Shark Attack doom fate.
- 3= The character takes a wrong turn through the maze and ends up in the Torture Chamber. Refer to the Torture doom fate.
- 4= The character finds a secret passage out of the maze and is safe.
- 5=Rather than get lost in the maze, the opposing character turns back and attacks your character. Move the opposing character to the position occupied by your character and commence battle.
- 6=The character takes a wrong turn through the maze and ends up in the Spider Lair. Refer to the Spider Lair doom fate.

SKILL: MAGIC DAMAGE

Frequency: Every battle round.

Usage: During a battle.

Points: Damage to opposing character.



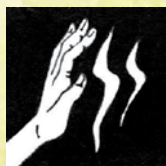
The points for this skill represent additional damage that can be added to all weapons for this character during battles against Magic characters.

SKILL: MAGIC DEFLECTION

Frequency: Once per skill used.

Usage: When a skill is used against the character.

Points: Number to roll less than or equal to.



The points for this skill represent the number that the current player must roll less than or equal to with a single die to magically deflect any non-battle related skill used against them. Deflection cancels out the effects of the opposing skill.

SKIL: MAGIC PROTECTION

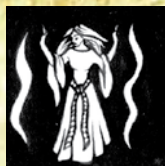
Frequency: Every battle round.

Usage: During a battle.

Points: Additional armor/protect.



The points for this skill represent additional armor/protect for this character during battles against Magic characters.

SKILL: MAGIC RESISTANCE**Frequency:** Once per battle.**Usage:** Prior to a battle.**Points:** Number to roll less than or equal to, and weapons on opposing character's battle card.

The points for this skill represent the number that the current player must roll less than or equal to with a single die to avoid taking damage from certain spells by characters categorized as Magic. If successful, no damage is taken from the opposing character's weapons that are numbered on their battle card as less than or equal to the points for this skill. Rolling these weapons that deal no damage is not considered a miss so the battle must continue unless the weapon was out of range.

SKILL: NEUTRAL DAMAGE**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against Neutral characters.

SKILL: NEUTRAL PROTECTION**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against Neutral characters.

SKILL: OVERSIZED DAMAGE**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Damage to opposing character.

This character uses a lot of ranged weapons. Oversized enemies are much easier targets at these distances. The points for this skill represent additional damage that can be added to all weapons for this character during battles against oversized enemies including centaurs, dragons, minotaurs, ogres and unicorns.

SKILL: PALADIN DAMAGE**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against paladins.

SKILL: PALADIN PROTECTION**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against paladins.

SKILL: PORTAL ESCAPE

Frequency: Once per battle.

Usage: Prior to a battle.

Points: Number to roll less than or equal to.



The points for this skill represent the number that the current player must roll less than or equal to with a single die to move one space prior to a battle. This extra movement point may be useful in moving the character out of range of the attacking character, or moving closer to the attacking character to improve their own range.

SKILL: RAISE THE DEAD

Frequency: Once per battle.

Usage: When a nearby character is conquered in battle.

Points: Range from other characters.



The points for this skill represent the range that the character must be within from other characters including opponents to bring them back to life if they are conquered in a battle. If the character casts this spell, the conquered player must roll a single die higher than that of the victorious player for the conquered character to be raised from the dead. If successful, the conquered character gains back their full health points. The victorious character still receives an upgrade for winning the original battle. The conquered character may now resume or end the battle. The battle must resume if it is at a range of zero.

SKILL: REJUVENATED HEALING

Frequency: Once per your turn.

Usage: End of your turn after all battles are fought.

Points: Number to roll less than or equal too.



The points for this skill represent the number that the current player must roll less than or equal to with a single die to rejuvenate health points. If successful, the points for this skill are added to the character's health up to their full health allowed by their battle card.

SKILL: SMOKE SCREEN

Frequency: Once per battle.

Usage: During a battle.

Points: Number to roll less than or equal to.



Fire breathing dragons possess this ability and can blow smoke at their enemies reducing their visibility in battle. The points for this skill represent the number that the current player must roll less than or equal to with a single die to blow a smoke screen during a battle. If successful, the range of all weapons used in the battle by both characters is reduced by one but not less than zero.

SKILL: SPONTANEOUS HEALING

Frequency: Once per battle.

Usage: After a battle.

Points: Health points.



The points for this skill represent the number of health points that this character gains back immediately after surviving a battle up to their full health allowed by their battle card.

SKILL: STEALTH MOVEMENT**Frequency:** Once per move.**Usage:** Land in a space near an opposing character.**Points:** Movement.

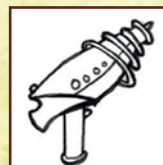
The points for this skill represent the number of additional spaces that the character can move if they land in a space within a range of one from an opposing character. The character sneaks past the opposing character and avoids the battle. The character cannot add their additional movement points from their battle card to their stealth movement.

SKILL: SUMMONS SPIRIT**Frequency:** Once per your turn.**Usage:** End of your turn after all battles are fought.**Points:** Number to roll less than or equal to.

The points for this skill represent the number that the current player must roll less than or equal to with a single die to summons a spirit to attack the opposing character. The points for this skill also represent the range that the character must be within from opposing characters to use this skill. The current player rolls two dice for the spirit to determine the amount of damage it attempts to inflict. The defending player must then roll two dice and try for a number equal or higher than that of the Spirit's roll to end the battle and avoid the damage. Otherwise the defending character takes the full amount of damage, and cannot deduct their armor/protect points. Repeat until the defending player rolls equal or higher than the Spirit, or until the defending character is defeated.

SKILL: TELEPORTATION**Frequency:** Once per move.**Usage:** When moving character.**Points:** Movement.

The points for this skill represent additional movement points that can be optionally used when moving the character. Unlike regular movement points, the teleportation movements can move the character forwards or backwards. In other words after moving the character the die roll amount plus any movement points from their battle card, the character can then teleport back to a position that they had already landed on.

SKILL: TIME TRAVEL**Frequency:** First round of a battle.**Usage:** During a battle.**Points:** Number to roll less than or equal to.

Your character has the power to time travel into the future for a split second and bring back a futuristic weapon to aid in battle. A battle can only be started if within range of at least one weapon on the character's battle card prior to time travelling. The points for this skill represent the number that the current player must roll less than or equal to with a single die to travel in time. If successful, the player rolls against the following weapons rather than their character's battle card for the first battle round only:

Weapon	Damage	Range
1. Blazing Death Ray Gun	19	3
2. Blasteroid Grenade Launcher	24	4
3. Nuclear Warhead Missile	300	8
4. Precision Optic Laser Annihilator	28	3
5. Glow-in-the-Dark Gamma Melting Pistol	26	3
6. Heat Seeking Electronic Wasp	21	4

SKILL: WALKING CORPSE**Frequency:** Once per battle.**Usage:** After winning a battle.**Points:** Range from other characters.

The points for this skill represent the range that the character must be within from another character to turn the opposing character into a walking corpse after conquering it in battle. The conquered character will have zero health points but remain in play. The characters are moved back to their positions prior to the battle if the battle was at a range of zero. The conquered character cannot advance to the next starting position, and must return to its last starting position to end this curse and be taken out of play. Opposing characters can start a battle with a walking corpse. Any damage to a walking corpse takes it out of play without rewarding an upgrade. A walking corpse cannot start a battle, use any of their special skills, or gain any health points from fates or special skills.

SKILL: WIZARD DAMAGE**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against wizards.

SKILL: WIZARD PROTECTION**Frequency:** Every battle round.**Usage:** During a battle.**Points:** Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against wizards.

FACTION DESCRIPTIONS

CHAOS

What's good without evil? There can't be light without dark, and every flame casts a shadow. Progress comes from chaos, death, destruction. If no man ever made room another, Zirconyx would be suffering from famine and overpopulation in a matter of years. Let the Paladins prattle about 'honor' and 'justice', but those who follow Chaos don't pretend to live in that fantasy. Anarchy is freedom. We do what we want, when we want, and obey no law other than survival of the fittest. Anything else would be unnatural.

GOOD

We are all equals. Aristocrat, knight, merchant or commoner, every decent man and woman has the same rights and receives

the same justice. The forces of Good are the watchers on the walls, the fire that burns against the darkness, the shield that guards our King and Kingdom. By honor, by prayer and by steel, we stand against the enemies of all that is Good.

MAGIC

The greatest things in life are not related to fighting; they are knowledge, diligence and study. Master all of them, and you master Zirconyx's immense magical power. No one ever got anything done by getting themselves killed. And regardless, it's not a wizard's place to judge between good or evil, so long as our members abide by the rules and tenets of Magic. We draw strength from that diversity. No matter where we come from, we all work together

NEUTRAL

It's nice to hold to lofty ideals or ivory-tower intellectualism, but out in no man's land, they're both about as valuable as horse dung. There are no Knights or Paladins riding in to save you. You have to survive by any means

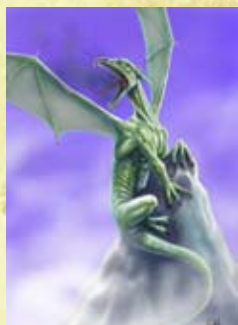
necessary, and there are always those who want to take what you've worked for. It's a hard life, and it breeds hard people. The people of the frontiers will do whatever it takes to protect themselves, and they won't suffer a tyrant.

CHARACTER DESCRIPTIONS

CHAOS CHARACTERS:

Dragon: Powerful, solitary creatures that can breathe walls of fire across the battlefield.

Most often, the only warning of an approaching dragon is a momentary shadow, great wings blotting out the sun. The very ground shudders at its roar, and the unfortunate villagers have only a few seconds to see the creature swooping in over the hills, its wings beating like thunder against the scorched grass. By tooth and claw and fire and brimstone, a Dragon is an avatar of destruction. Solitary males hunt the Grassy Plains as they please, burning villages and eating entire herds before disappearing to their home Cliffs for a long nap. Their speed and toughness place them squarely at the top of the food chain. Wizards are often reluctant to harm the magnificent creatures due to their rarity, and the far greater study value of a live specimen.



Minotaur: Combining the cleverness of a man and the strength and ferocity of a bull, the Minotaur is a tough and determined servant of Chaos.

Half man, half bull, it's been said that a Minotaur should be gripped firmly by the horns, but never long before the speaker came down with a slight case of death. These beasts have a strange love for puzzles, traps and mazes, hailing from the Mud Lands where they can build elaborate Labyrinths with mud bricks and swamp wood soaked with evil. Although they generally mind their own business, they -- like ordinary bulls -- are extremely territorial. In battle, the Minotaur will savagely charge his opponent and fight until only one man or beast is left standing. Their strange ancestry gives them a considerable resistance to magic.



Skeleton Archer: Brought back from the grave by the power of Necromancy, these archers form the backbone of any Chaos army, raining fiery death on their unsuspecting foes.

Description: Though they may be skinny, Skeleton Archers are tougher than they look. They tend to stick to the shadows, waiting, calculating where to strike next. Their twisted souls have forgotten any semblance of mercy, desiring only to fill the night -- and the enemy -- with their fiery arrows. The sole remaining pleasure is to watch their enemies burn under the moonless sky.



Warlord: Feared even by the savage barbarian, the Warlords' heavy armor and insatiable lust for blood make them the dark knights of Chaos.



The Warlords of Tartarus may shun the horses that knights and paladins ride, but they never seem to tire as they charge across the battlefield, covered from head to toe in burnished black plate. Even a frenzied barbarian will hesitate against the Warlord's awesome two-handed sword. The blades are as tall as a man, capable of cleaving shields in two with a single stroke. Warlords also carry a deep, seething hatred for everything good and lawful. They have been seen charging lines of unblooded knights, hacking at legs and lances in a berserker rage until each and every enemy lies dead.

GOOD CHARACTERS:

Crusader: Traveling warriors sworn against the forces of Chaos, chounding them to the darkest corners of the world and beyond.

Determination. Courage. Strength. Honor. The requirements to become a member of the Order of the Crusaders. Their responsibilities are great; the final test to become a Crusader is to walk the land alone for a year, hunting down evil wherever it's to be found. Yet still the Order's ranks swell every year, as young men and women join to fight for a cause they believe in. They have been forged into an elite force of fighters, respected by even the mighty Paladins, and the townspeople of the Grassy Plains adore them for the good deeds they do wherever they go.



Dragon Slayer: The armed and armored heroes of old legends, trained their entire lives to take on the mighty Dragons of Zirconyx in single combat.

When the Dragons first appeared in Zirconyx, the Kingdom's knights were helpless before them. Their lances couldn't reach into the sky, their armor was no better than a cooking pot, their warhorses little more than snacks. Centuries of military doctrine were rendered useless in one fell swoop. To counter the threat, the Order of the Dragon Slayers was founded, studying the Dragons' ways, discovering their weaknesses. A new breed of fighter was born. These men have dedicated their lives to the knowledge, as mobile in their armor as outside it, capable of dodging the dagger-like teeth and the boiling fire. Many hopeful squires fail the final test of their training, and die trying, but those who kill their first Dragon will emerge to be legends in their day.



Paladin: A holy knight in the service of truth and justice. Plate armor and a burning fanaticism ensure the Paladin's dominance on the battlefield.

A Paladin is a force unto his own. Fueled by righteous fervor, the armies of the unjust quail before his wrath. If a battle should take a turn for the worse, a Paladin will fight to the last man rather than retreat, surrounded by a pocket of men who refuse to break. He is more than an armored warrior, his vows more pious and restrictive than those of a knight, and his responsibility is a great one. Since the very conception of the Kingdom, the burdens of



maintaining order and honor throughout the land have always fallen onto the Paladins' capable shoulders.

Unicorn: As wondrous and beautiful as they are deadly, these creatures of good are the embodiment of purity and virtue.

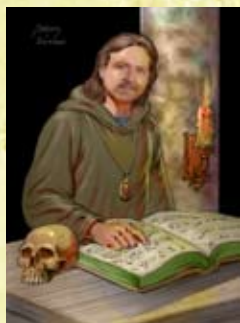
A unicorn on the battlefield is an awesome sight. It seems to radiate light and hope to everyone around it, inspiring warriors to new heights of valor, and can bring routed formations to pick their weapons back up and continue the fight. A charging herd of them is like nothing else on this world, their horns lowered like shimmering lances, riding in perfect synchrony. The thunder of their hooves can make even a frenzied Warlord decide to dive out of the way. Unicorns ride like lightning, strike like a tidal wave, and show no mercy to the minions of Chaos.



MAGIC CHARACTERS:

Mage: Advanced magical spells fill the repertoire of this master of theory.

The life of these scholars and scribes consists of endless study. They have evolved (some might say reduced) magic to a cycle of experiments, catalogues, archives and lists. It's rare to find a Mage without a book clamped under his arm. Their reclusive lifestyle doesn't make them very popular, but when someone needs to find a book in the vast library in the Glow Mountains, it's the Mages they turn to.



Sorceress: A mistress of time, space, and destruction. To defy a Sorceress is to laugh in the face of Death.

It takes great power to transcend the laws of physics. These she-devils have harnessed the potential of the astral plane, allowing them to tiptoe along the delicate strands of existence. It doesn't take a genius to recognize the difficulty in attacking someone who can jump through time at will. Their order was once welcome in the Glow Mountains, but when they attempted a coup, the wizards banded together and banished them to the dark forest of Tartarus.



Warlock: A wielder of the dark arts, cheating death and laying low his opponents with the foulest of magics.

Banished from the Glow Mountains, the Warlocks are wizards who crossed the line, who toyed with forbidden knowledge and became entangled with it. Their necromantic powers allow them to raise zombies from the dead and throw swarms of flesh-eating insects at their enemies. They command a grudging respect from their enemies, despite their vain and vengeful nature, and all Warlocks believe they've raised death to an art form.



Wizard: A wise and friendly master of Magic, using his power to help those who deserve it and punish those who don't.

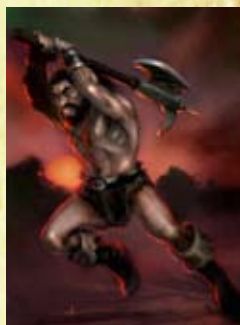
Wizards are unique. Their attunement to the raw essence of magic allows them to cast a great variety of spells, from healing to hurting -- and when a Wizard is angry, things are going to get destroyed. Apprentices have to study for decades to attain the rank of Wizard, turned into old men by the time they finish their studies. After that, they often take to wandering, helping the needy as they see fit. They can often be found living like hermits in the Elven Woods, where the herbs and fungi for their magic potions grow in abundance.



NEUTRAL CHARACTERS:

Barbarian: Nomadic savages, renowned for their strength and their battle madness. They are rightly feared throughout the land.

These battle-loving people are famous among the citizens of Zirconyx. There are many songs about the Barbarians' tremendous strength, and about the pitiless death waiting beneath their heavy axes. They have centuries of experience at raiding the Grassy Plains, taking whatever they need from the caravans and villages that 'trespass' on 'their' land. Barbarians also pride themselves on their fighting ability and tend to regard magic users as pathetic weaklings. A Barbarian spends most of his time practicing his skills, while robbing everyone in sight and smashing everything else.



Dwarf: A short, tough fighter with an oversized battle axe and an arsenal of exploding skulls.

The Dwarves are a highly skilled and disciplined fighting force. While they seem almost too short to be effective, don't be fooled by their size; they do a tall amount of damage. Their excessive drinking doesn't seem to hinder their fighting ability, nor do their obsession with beards and axes. In battle, Dwarves like to rush down a hilltop shouting their thunderous battle cry, wheeling their greataxes over their heads. Other Dwarven weaponry includes their secret homebrewed 'fire stuff'.



Elven Archer: These 'fair folk' can shoot the flame off a candle at a hundred paces, and their steel-tipped arrows punch through flesh and armor with equal ease.

No one can say where and how Elves came into the world. Old stories say they're the children of gods, specifically the gods of trees and wind, as their ears taper up towards the heavens. The only hint to support this theory is the fair folk's uncanny skill at archery. They have perfected their bow- and arrowcraft over the course of centuries, and it still seems to improve on a daily basis. Their bodkin arrows can punch through even the thickest plate mail. It's said that they weave tree magic into the fletching, which might explain why Wizards seem to fall in droves when Elven Archers are around.



Rogue: A moving shadow and a whisper of leather in the dark, the Rogue is an expert in sneaking, thieving and assassination.



There's no trade blessed with more colorful names than that of the Rogue. They are the Kingdom's thieves, bandits, marauders, cutpurses and pickpockets. They live in the shadows and at night, rarely seen or heard unless they want to be. Most times, the only sign that a Rogue is stalking you is the lightness in your money pouch, or the dagger in your back.

TERRITORIES OF ZIRCONYX



CLIFFS

The southern Cliffs are a forest of rock, sandstone needles jutting out of the earth at an almost vertical angle. Sheer drops of over three hundred feet serve to discourage possible climbers, and there's the wildlife to consider. Even getting there is a challenge, as it takes a long trek through the Desert Plains. Every now and then, an aspiring Dragon Slayer will survive as far as the Cliffs, probably seeing the great beasts for the very first time. Shadows soaring in the stark blue sky, tending to their vast eyries carved out of the rock. It's the final task of every Slayer-in-training to kill a Dragon so he can graduate. Before long, one of them will notice him, and all bets are off as the hungry monster comes swooping down the mountain.

DESERT PLAINS

An endless sea of sand dunes, burnt yellow and orange by the sun. Dust storms rage across the surface, torrents of wind and dust that clog a man's mouth and nose until he chokes to death. Giant outcroppings of burnt stone confound compasses, while hot mirages play tricks on the eyes of explorers. The natives -- small nomadic bands that roam the steppe land near the Grassy Plains -- are the only ones who can find their way, and have made a small industry out of providing guides for the Dragon Slayers. The mirages are a coveted study object for illusionists. Only a handful ever return from their expeditions, but those that do have the power of the desert pulsing through their veins.

ELVEN WOODS

Nowhere do the trees grow as large as in the Elven Woods. A carpet of pine needles covers the earth beneath the great conifers, with the occasional pile of red or yellow leaves. Many exotic creatures roam the silent forests, coexisting with the Elves who give the place its name. However, it's not as peaceful as it sounds. Forest panthers and countless other predators stalk across the forest floor, and the hungry Ogres are always on the hunt for animals and people alike.

ELYSIUM RAIN FOREST

A never-ending spring rain dances upon the golden leaves of Elysium. The skies above this great forest have never seen a cloud, but still the rain pours down, lighting up the sky with hundreds of sparkling rainbows that seem to dance with each falling drop. Many creatures call Elysium their home, both ordinary and mystical, chief among them the legendary unicorn.

EREBUS

The deadly mist Erebus surrounds Zirconyx like a hangman's noose, a grey wall from which no traveler ever returns. It swallows anyone who disturbs its smothering depths. Where did it come from? How long has it existed? Is there another side, or does it go on forever? No one knows. Only the dome of protection shields the Kingdom from being swallowed up like its neighboring countries. All other magic slides off it like water; no matter how far the wizards attempt to scry, Erebus is always there, staring back at them.

GLOW MOUNTAINS

The white tips of the Glow Mountains can be seen even from the parapets of the distant Chaostle, like a line of white-haired giants marching across the horizon. In the mountains, seeing never equals believing. Not unlike the Elysium rain forests, the Glow Mountains have a powerful magical field about them, only more devious and unpredictable.

Tricks of the light can distract the unwary traveler and send him plunging to his doom into a deep crevasse. A giant library lies hidden deep within these mountains, where the Mages tend to their old books in silence and solitude.

GRASSY PLAINS

A simple name to describe a simple place. The Grassy Plains are oceans of green and yellow, wild grass growing from horizon to horizon, speckled with towns and isolated cottages and crisscrossed by faded old roads. The nomadic Barbarian tribes rule the green sea, forcing everyone else to band together to try and defend themselves from vicious raids. The Kingdom used to send armies to try and wipe out the Barbarians, but they've proven impossible to pin down by any significant force.

KINGDOM OF ZIRCONYX

The most densely-populated place in all the realm, the Kingdom of Zirconyx is a conglomeration of many villages loosely bound together into a great city, stretching for miles in every direction. The city is the beating heart of the land, and at its center stands a magnificent castle, the ancient seat of royalty now called the 'Chaostle'. However, with the disappearance of the royal family, the castle stands empty, and the bloodline of the old Kings is at an end. It's time for a new ruler, a new dynasty. The Chaostle is there for you to take -- if you can.

LETHE RIVER

The river Lethe, the river of forgetfulness, serves as a barrier between the Elven Woods and the darkness of Tartarus. Its currents are treacherous, as they tend to shift from day to day, flowing into the Luminous Lake on one day and out to Erebus the next. Even experienced skippers sometimes forget which way they're going and sail straight into the deadly fog. It's a favored burial place for the cremated nobles of Zirconyx, as the river is rumored to pass clear into the afterlife,

carrying the cleansed souls of the dead with it.

LUMINOUS LAKE

Luminous Lake glows under the pale rays of the moon. Sparkling white beaches run all along the coastline, made of salt and sand and broken seashells. Several harbor towns support a thriving industry of saltwater fishermen, as well as extensive trade across the lake and up the freshwater Lethe River. Dozens of different creeks and streams end in the Luminous Lake, and it supports an awesome variety of marine life in addition to a great variety of birds, fishermen and lake pirates.

MUD LANDS

Thick black mud and wet clay cover the ground for as far as the eye can see. Here and there, the bleached skeleton of some man or animal sticks out of the muck, and a gnarled tree struggles to survive in the barren mud. Things seem to bray and bellow in the distance, but the sound is diffuse and masked by the howling wind. The Mud Lands are made even more treacherous by the miles and miles of tunnels that run under the surface, contorted into mind-boggling Labyrinths by the Minotaurs who dwell there, far from the light of the sun. Minotaurs take great delight in excavating these mazes, and nothing makes their work quite as rewarding as having visitors over for dinner.

QUICKSAND

At the westernmost point where the Grassy Plains meet the desert, a lonely sign stands in the cork-dry wind. Half-buried in the sand, only a stub of its pole remains, and whatever words it carried has been worn off. However, the skull and crossbones carved into it are no less foreboding now than they were a thousand years ago. The desert nomads consider it a test of bravery to walk right up to the sign without flinching. Nothing survives in the lands beyond; the sand itself swallows anyone who sets foot beyond the sign. It would be a quicker, cleaner suicide to fall on

your sword rather than taking a walk in the Quicksand.

TARTARUS DARK FOREST

Beneath the choking branches of Tartarus, sunlight never even touches the ground. Tartarus's endless night is full of shadows, dark and dangerous. The branches are long and sharp, the bushes covered in thorns, and the flowers black with poison. No one knows how they sustain themselves without sunlight. From the heart of the woods, a twisted spire of grey granite reaches up to the sky: Anhedonia Tower, the home of the Kingdom's foulest, cruelest rejects.

VESPERS HOLY LANDS

Vespers, the Holy Lands, is a large chunk of the Grassy Plains that provides a defensive buffer between the Kingdom's capital city and Tartarus. It was given over to the Kingdom's many religious orders, charged to keep watch and defend the realm against the dark inhabitants of Tartarus. The Paragon Temple was built as the headquarters for these pious men and holy warriors. Over the centuries, it's turned into a formidable fortress, and has never been taken in battle.

WHISPERING SWAMPS

Ever treacherous, the Whispering Swamps are infamous for sucking unwary travelers down to their deaths. The sticky mud can tear your boots right off your feet. Leeches as big as your fist hide in the twisted mangrove branches. What looks like a wading pool can easily be thirty feet deep. Pockets of marsh gas choke the breath from anyone who sets foot inside -- or explode at the flame of an ill-placed torch. A soft keening noise can be heard throughout the swamp, which folklore claims to be the unburied ghosts of drowned men, unable to rest and forever wailing. Zirconyx's learned men scoff at folklore, however, and dismiss it as a mere trick of the wind. There is only one slight problem with that theory. No wind ever blows in the Swamps.

CREDITS

Inventor and Designer: Mark A. Jacobs

Project Manager: Mark A. Jacobs

Conceptual Storyline and Content: Mark A. Jacobs

Written Storyline and Editing: Ryan A. Span

Character Sculptors: Sandra Garrity and Kevin Contos

3D Castle Designer: Bruce Hirst

Logo & Game Board Artwork, Fate Card & Storyline Illustrations: Sue Dawe

Instruction Book, Graphic Layouts, Icons, Battle Card Borders: Sue Dawe

Box and Castle Card Artwork: Britt Martin

Barbarian and Warlock Illustration: Britt Martin

Centaur Illustration: Brad J. Williams

Crusader and Enchantress Illustration: Mark Andrew Goldfine

Dragon Illustration: Stefan Holmgren

Elven Archer Illustration: Jonathan R. Brünner

Gargoyle Illustration: Jeffrey B. Croke

Prince Illustration: Selina A. Fenech

Sorceress and Unicorn Illustration: Sue Dawe

Warlord Illustration: Matthew Forcella

Wizard Illustration: Terry A. Ernest

All Other Character Illustrations: Paul Abrams and Tom Sorensen

Photography: Mark Sandfox

Manufacturer: Grand Prix International