

crystalmancer



A Card Game For 2 Or More Players

Crystalmancer

The crystal felt warm as you picked it up. Fire, you though, as you explored with your mind the power trapped within. As you stood there flames began to grow about your clenched fist, rising from the crystal. You had been searching a long time for a crystal of flames, and now you held one tightly before you. The dragon you had just summoned roared with delight as it stood towering behind you, for it could feel your growing might. Now you had the final key, the power to defeat you long time foes and rivals. Soon the fools that had stood in your way for so long would weep at your feet.

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

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Introduction:

Crystallmancer is a strategy game of magic, power, luck and politics. A game where players struggle to be the first to hold enough of the mystic crystals to rule over the world, for he that holds enough of the mystic crystals is the only true Crystallmancer. Players will take on the role of a might wizard, one that seeks to collect the many mystic crystals that lay about the fantasy landscape. These crystals hold magic power, power that will allow you to summon great magic, and to control mighty beasts. These crystals are thus used to wage mystical war on your foes, all in the hope of defeating them and their own goal of possessing the needed crystals to become your master instead of you becoming theirs.

Getting Started:

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

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

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

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

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

You are now ready to play.

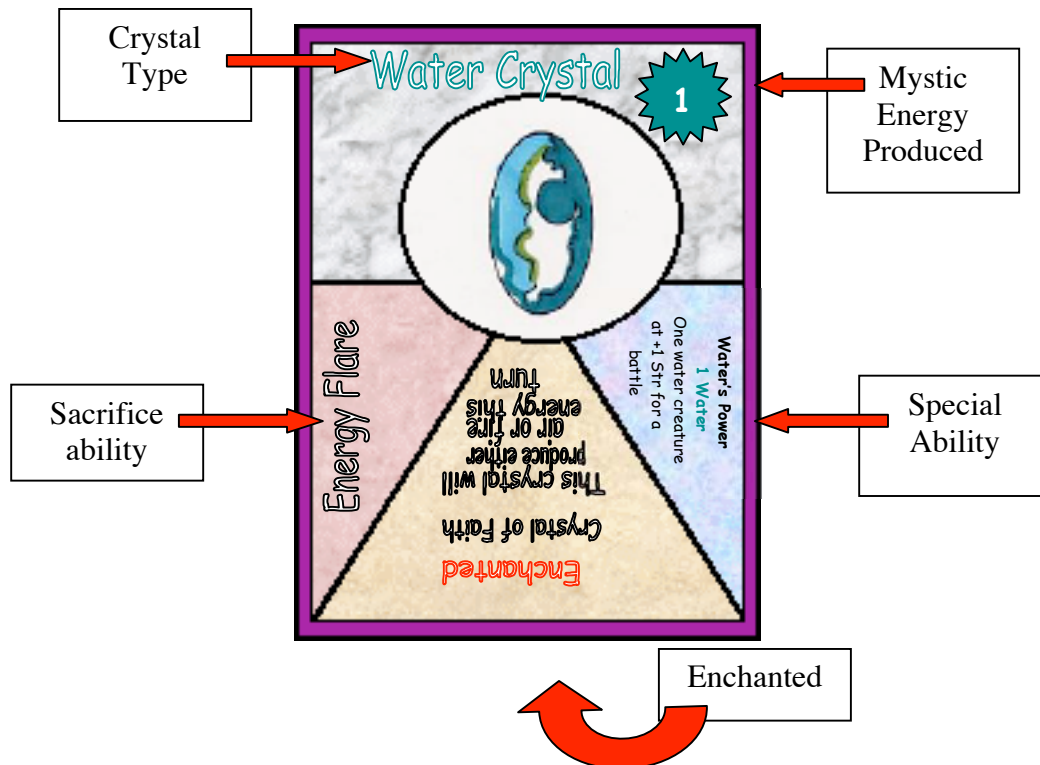
Card Types:

Within the game there are several different types of cards. Of these cards, there are three basic categories of cards, Crystal Cards, Creature Card and Magic Cards.

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

Crystal Cards:

Everything in the game resolves around the gaining of crystals, for it is from these crystals that you draw your power, form your armies and cast your spells. The gaining of more and more of these crystals then is the chief goal of each player. Crystals are broken down into six types, earth, air, fire, water, spirit and wild crystals. Each crystal will generate a set amount of mystic energy each turn that the player then can use to do various things within the game. Some crystals generate more power and thus are more valuable to hold. Some crystals may ever generate different types of energy, as shown with each card's text.

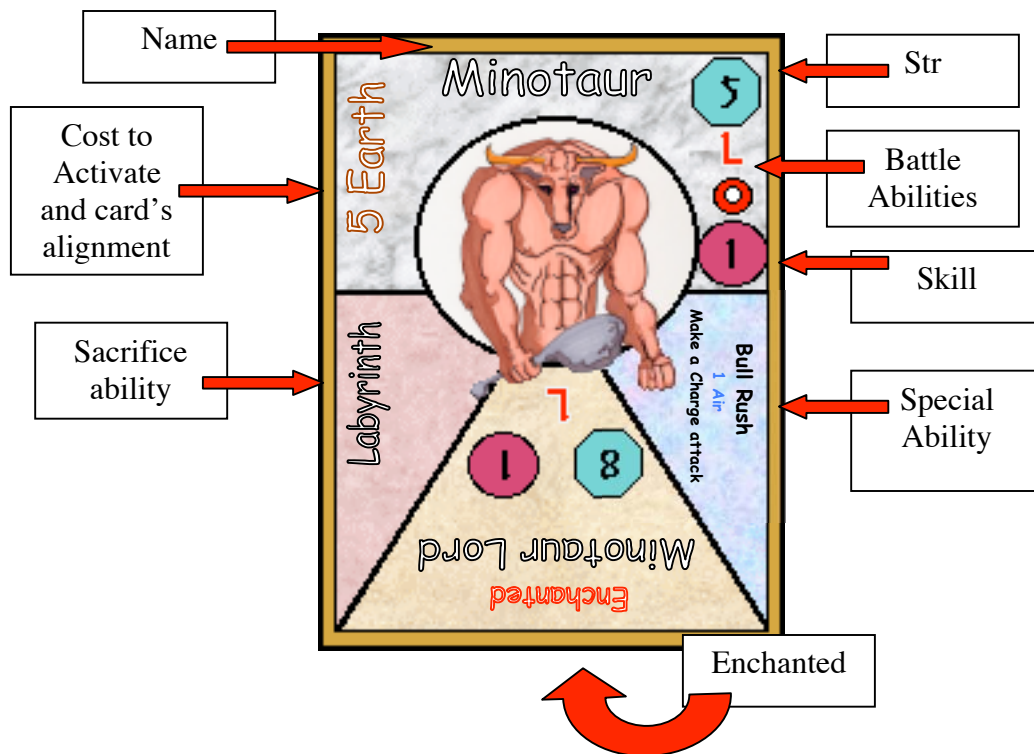


Creature Cards:

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

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

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



CENTAUR

1 EARTH

2

1

1

3

ENCHANTED

CENTAUR HUNTER

BEAR

1 EARTH

3

1

5

1

ENCHANTED

CAVE BEAR

DWARF

2 EARTH

2

1

2

2

ENCHANTED

DWARVEN MINER

1 FIRE

EARTH ELEMENTAL

3 EARTH

4

0

6

0

ENCHANTED

ELEMENTAL LORD

EARTHQUAKE

1 EARTH
H

4 ARMOR FOR
3 CREATURES

COCKATRICE

4 EARTH

3

1

3

2

ENCHANTED

GORGON

STONE GAZE
1 WATER
PREVENT ONE CREATURE
FROM MAKING AN ATTACK
THIS ROUND

MINOTAUR

5 EARTH

5

1

8

1

ENCHANTED

MINOTAUR LORD

BULL RUSH
1 AIR
GAIN ONE EXTRA
CHARGE ATTACK

GARGOYLE

1 AIR

2

1

3

1

ENCHANTED

STONE GARGOYLE

EAGLE

1 AIR

1

1

4

1

ENCHANTED

GREAT EAGLE

HARPY

2 AIR

2

2

2

4

ENCHANTED

SIREN

CHASM
1 WATER
TAKE CONTROL OF ONE
CREATURE FOR ONE ROUND

If you like this product, try other games from Bad Baby.

Mystic Adventures

A fast paced game of heroic adventure, war and struggle. Be the one to stand over the fallen bodies of your foes and rule the known world.

Mystic Adventures is a board game for 2 to 6 players, and comes now with five expansions to increase your gaming fun.

Arcanum

Is an exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters.

Now with two expansions.

The Abyss

A game where players take on the role of a demon lord in their struggle to rule the entire Abyss. The game is played in fast turns, with each player collecting essence, and then spending it to increase their demon lord's power and to build massive armies. Players then may enter into quickly run battles to defeat their foes and conduct others nasty actions that will slow down or harm their many foes.

Junkyard Wars

Is a game of tactical battle among programmable robots. Seek out valuable resources and battle your foes as you seek to dominate the Junkyard World and all the Junk it holds.

Using a unique system of program cards and a very different turn based system then anything else out there, Junkyard Wars seeks to make the typical strategy based war game, well something new.

So join the fun and jump into Junkyard Wars.

Character Portraits

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

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

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

Battle Tiles

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

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

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

Crystalmaner

Crystalmaner is a strategy card game of magic, power, luck and politics. A game where players struggle to be the first to hold enough of the mystic crystals to rule over the world, for he that holds enough of the mystic crystals is the only true Crystalmaner. Players will take on the role of a might wizard, one that seeks to collect the many mystic crystals that lay about the fantasy landscape. These crystals hold magic power, power that will allow you to summon great magic, and to control mighty beasts. These crystals are thus used to wage mystical war on your

foes, all in the hope of defeating them and their own goal of possessing the needed crystals to become your master instead of you becoming theirs.

Dragon Lords

Dragon Lords is an exciting and very different type of board game. Using a unique card based system to create the playing area, and so each game is both different from the next, and a challenge, for players will need to lay down a path that will gain them access to the many special location that will allow them to possibly draw more dragon.

The game comes with well over 350 2X2 inch cards, counters and a fully illustrated set of rule. Enjoy a night of bloody mayhem and adventure and play Dragon Lords.

Web of Tears

Web of Tears is a game of politics, intrigue, struggle and conquest. Web of Tears allows players to take control of a Dark Elf noble house, where they then must compete with other Dark Elf houses as each tries to achieve multiple victory conditions and goals. Can you train your nobles to their ultimate in skill, or will you need to amass a great army of slaves and skilled warriors. Maybe you will need to work the political side of the social order and have yourself proclaimed the queen of the city.

Web of Tears uses a unique system of influence peddling, intrigue, political plotting and all out war to allow players to interact in the nastiest of ways.

Can you out smart, out fight and out survive your foes?

Worlds of Wonder

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

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

Yes Worlds of Wonder will offer you a detailed combat system, and several magic options, but the majority of the information presented will deal with the creation of your character and the many options that will be open to you.

What we have tried to present to you with Worlds of Wonder is a detail means of generating the kind of characters that you will both find enjoyable, and a system that will keep you thinking on just what to do next with those characters.

Worlds of Wonder offers players, and GMs, a fully developed RPG system. The core system rules comes with the following...

- * A fully illustrated set of rules, completely booked marked for easy use.
- * Rules for generating and running a game using the WoW System,
- * An RPG system that is fully expandable, and easy to use.
- * 15 Skill Sets, each with 4 skills and 10 levels of advancement within each skill.
- * Over 100 Arcane spells, set within 5 schools of magic.
- * Over 100 Divine spells, set within several generic faiths.
- * 20 fully detailed monstrous foes to battle, with hundreds more coming soon.
- * A full color character sheet.
- * Lifetime updates should we upgrade and or revises the system in any way.
- * A full copy of the core rules set in a print friendly format.

Besides the core system, we here at Bad Baby are also including, for free, a copy of our most popular Battle Tile sets, Dungeon Chambers. Use these full color battle tiles to liven up your RPG games and to run the many battles you will encounter while adventuring in Worlds of Wonder.