

Rules

SKILLTREE - THE MAGIC RUN

2 - 4 player
1h per player

Material

- 1 Board
- 72 Way Marker
- 4 Figures
- 4 Weapon Wheels
- 100 Heartstones
- 100 Starstones
- 100 Clockstones
- 150 Questcards
- 100 Monstercards
- 8 Skilltrees
- 3 exclusive Skilltrees
- 3 blue fourside dice
- 3 red fourside dice
- 3 blue sixside dice
- 3 red sixside dice
- 1 white sixside dice
- 1 Chest

Preparation

Individual Skilltree

At the beginning every player chooses a primary and a secondary skill (e. g. primary mountains and secondary storm). The first skills of each skilltree are white, there are four stripes with the numbers 1, 3, 5, and 7. The second skills of each skilltree are coloured in the background, there are three stripes with the numbers 2, 4 and 6. Subsequently every player sorts his stripes with ascending numbers from bottom to top. Out of both skills every player gets his class from the classlist (e. g. mountains + storm = archmage). Two players may have the same skill, as far as one of them chooses the primary and the other the secondary stripes. It's also possible to choose the same skill primary and secondary (e. g. mountains + mountains = guardian). The individual skilltree is ready now. Every player can skill his first level, through marking a spell in the lowest row with a heartstone (e. g. sandstorm in mountains). Each gone up level gets marked with a new skill. At that the higher spells can only get skilled if the lower, connected spell got already skilled. Spells with a star can only get skilled if X spells got already skilled. X is the value behind the star (*3). From level (LvL) 10 on the game can be won (please refer to game victory).

Variable Board

The game board is built. One player separates the monstercards and the questcards and mixes them. He lays the cards as a draw pile on the corresponding space. Every tribe or rather every player has a homeland. The players choose a colour and the fitting figure and place them on the fort of their homeland (castle symbol). Every player lays 9 from 18 way markers in his own colour on the empty spaces from his own homeland. The same way marker can't be put on two spaces of the outside world (two spaces per homeland on the blue stripe). Each space has a symbol, which activates following effects when a player steps on it:

Spaces

Space	Amount	Symbol	Effect
3 LP	3x	Red heart with 3	Get 3 LP (Livepoints)
5 LP	1x	Red heart with 5	Get 5 LP
3 MP	3x	Yellow star with 3	Get 3 MP (Manapoints)
5 MP	1x	Yellow star with 5	Get 5 MP
CD	2x	Blue hourglass	All spells -1 CD (Cooldown)
Quest	4x	Q in yellow	Draw a questcard and solve a task
Monster	2x	Monster with red	Draw a monstercard and defeat the monster
Chest	2x	Golden chest	Roll the dice and open the chest

The taken spaces of the outside world don't change. With 2 or 3 players may these (divided up) occupy the empty spaces of the other homelands with the fitting coloured way markers.

Spielfiguren

- Sandmaar of the desert (yellow)
- Golem out of the cave (black)
- Hopper of the wasteland (red)
- Tines of the forest (green)

Life and Mana

Every player gets 10 LP as 10 heartstones and 10 MP as 10 starstones. The remaining playstones should be easy to reach next to the game board.

Weapon Wheel

Every player gets a weapon wheel. In the beginning the active weapon is the fist. For that the player must turn the mark to the fists.

Dice

One player lays the white sixside dice in the chest. The remaining dice get placed next to the game board.

Game Beginning

The player with the most unique eye colour begins. The active player rolls one sixside dice to walk. The player walks the diced points in direction of the arrows (circle in the shape of an 8). The reached space gets activated. If a space on the way is taken, the active player stands still beside the other figure. It comes to the player encounter (please refer to player encounter). After that it's the next players turn.

Questkarte

The one who's getting on a quest space, draws a questcard and reads the upper text loudly (except the red or blue type), e. g. "You stand in front of a summit druid. To get an advantage you have to predict his next metamorphosis." And now, deal with it:

Mime (Skills)

The active player searches the corresponding spell: Tree = spell row from left to right; Spell = Spell in this row, counted from bottom to top. Now the player tries to explain this spell through movements and noises, but without words. For that he can use also aids and persons and he can point out things. All players are allowed to see the skilltree and have one chance to guess which spell the player mimes. The first player, who guesses right, gets the chest (please refer to chest). The active player has fulfilled the quests and keeps the card. If all players are wrong once, nobody gets the reward and it's the next players turn.

Mime (Monster)

The active player draws an additive monstercard. Instead of a spell the player tries to mime the monster without words (please refer to Mime (Skills)).

Drawing (Monster)

The active player draws an additive monstercard. He explains the monster through drawing. Every player can guess once now (please refer to Mime (Skills)).

Drawing (Map)

The active player draws one after another the waypoints on the questcard (red = waypoint; blue = waypoint depending to the player). Every other player has one try per waypoint and gets one point for the right guess. After every waypoint, the active player draws the direction that gives the first player, that guesses right, a minipoint. The aim is mostly to find in the quest text, what makes it easier to guess it (e. g. to guess the word "diamond" you can also use the word "aim"). If all waypoints and directions were guessed correctly, the player with the highest point amount gets the chest (please refer to chest). With an equal stage of development the minipoints decide. The active player has fulfilled the quest and can keep the card. If all the players were wrong with one word or direction, no one gets the reward and it's the next players turn.

Lockpicking

The active player reads the quest text out loud. After that he put the card next to the board, visible for everybody. Under "Tries" on the card you can see "left neighbour", "right neighbour" or "opposite". The player, who is addressed, takes the pictured amount of dices in red. This player lays, hidden behind the chest, an optional combination. The active player

takes the same dice in blue and has to guess this combination. For that he firstly lays an optional combination, visible for all players, in front of himself. Now the player, who lays the red combination, gives introductions with playstones: Hearts stand for right dice numbers, that are also on the right place. Stars stand for dice numbers, that are right, but on the wrong place. The blue clock is layed, if the dice number is not occurring at all in the combination of the other player. The active player has to exclude and guess tactical to get the right combination. Each combination he lays while guessing, counts as one try. The amount of available tries can be found on the card. If the combination doesn't match at the last try, he didn't pick the lock. So the quest isn't fulfilled. But if both numbers are in the right sequence, the active player gets the card.

All players, except the active player, are allowed to estimate, how many tries he needs. They put the amount of blue playstones in front of them. One single playstone means, that they put on only one try or a loose. All players, that don't know the combination are allowed to help or to give false advices. The reward for the right guessing is the chest.

Mindreading

After the questtext has been read out the active player chooses the other player, who's pointed on the card with "left", "right" or "opposite". Then he reads out the red question on his card. The other player isn't allowed to answer, he thinks about his response and explains when he is ready. Now the active player can guess, what the other player would answer. The amount of tries is to find on the card. If he is right, the quest is fulfilled and he can take the card. The game principal requires the maximum of honesty of the other player.

Arena

The active player seeks out optional dice out of all red and blue dice, that correspond to the amount on the card. With these he may throw three times. Every time he can leave out optional dice. If he reached a combination on the card after the third throw he gets the matching reward. If he masters the last and most difficult combination he can take the questcard. The abilities that affect the dice, can be used at each throw.

Bossmonster

This quest is like a monstercard. If the boss is defeated the active player gets the card and can use it same as a questcard or monstercard.

Monstercard

The player that comes to a monsterfield, draws a monstercard and lays it down open in front of him. The active player has to fight the monster now. The values of the monsters count that match to the level of the active player. The other players can guess now, how many LP the active player will loose in this fight. Therefore they secretly take the matching amount of heartstones. Every player can use one of his skilled abilities to affect the result. Each ability costs MP and AZ. The reward for the right guess is a chest.

Fight

The active player takes blues dice, which match to the symbols of his weapon (e. g. fists = one sixside dice). Therefore he takes red dice, which match the level of the monster. The player rolls all the dice. The red and the blue dice get sorted in two rows in front of each

other from bottom to top. If there are more dice on one side, the lower numbers of the spare dice get ignored. The rest of the dice decide over the attack strength. The dice, which are in front of each other, fight each other. Every dice that's stronger than the one on the other side costs the opponent one LP. At equal stage of development nothing happens. After the valuing the player rolls the dice until the monster or the player has no LP left. If the player wins, he gets the monstercard (please refer to Goal of the game). If he has no LP left, the player is dead (please refer to Dead). In the fight all the skilled abilities of your own skilltree can be used.

Using abilities

Abilities can affect dice numbers and help to defeat monsters. To use an ability, the given MP have to be payed – the starstones get removed out of the own manapool. The CD of an ability decides how many blue clockstones can be layed on an ability. The ability can be used, after all blue stones got removed.

All abilities are spells, except they are marked with a word like „Aura“, „Metamorphose“ or „Companion“. This abilities have to be used in a row before the spells and have special characteristics:

1. **Aura:** With a starstone on the ability permanent activated. MP-costs have to be payed once. The maximum of MP is lowered permanent through the value. It gets after every attack throw used once, except the dice had to be rolled again because of a new ability. An aura counts in the first activating as a spell.
2. **Metamorphose:** It's get activated with a starstone on the ability for a hole fight. There can be in maximum two metamorphoses be active at the same time. It gets after every attack throw used once, except the dice had to be rolled again because of a new ability. A metamorphose counts in the first activating as a spell.
3. **Companion:** It's get activated with a starstone on the ability for a hole fight. It gets after every attack throw used once, except the dice had to be rolled again because of a new ability. A conjuration counts in the first activating as a spell.
4. **Spell:** Affects the fight once. Freezed dice can't be changed of spells and remain until the next throw.

Abilities that don't affect a fight (e. g. healing or walking) can be used outside of a fight.

Goal of the game

The goal of the game is the levelrise through the different effects:

Get to the own castle

If the 8-circle of the outside- and homeworld is travelled once, the player reaches is castle. There all the dicepoints get deactivated. If a player gets directly on his castle, he gets 2 LP, 2 MP and -2AZ. For reaching the castle, the player gets 2 LvL, which he marks through skilling two more abilities on his skilltree. Additive the player draws a questcard and solves the quest.

Monstercard cash in

If the player wins a fight he gets the monstercard. The player can lay the card every time to side to climb up 1 LvL, except in a fight. If the player uses two monsters with the same symbol (or one bossmonster with two similar symbols) he can take a monster- or questcard.

Buy a weapon

The gold on a questcard can be used any time (except in a fight) to buy weapons on the weaponwheel. Therefore the gold value on the questcards gets counted and the matching questcards get layed to side. The weaponwheel gets moved and the bought weapon marked. For every bought weapon the player climbs up 1 LvL. Only better weapons can be bought, the condition is the level in the inner circle of the weaponwheel. With a weapon the amount of dice for a fight change too (please refer to weaponwheel). Every weapon has different heart-, star- or clocksymbols. These decide the weapon regeneration: For every heart you get 1 LP after a fight, player encounter, duel or arena-quest, for every star 1 MP and for every clock you can remove 1 AZ.

Finding a monsterskull in a chest

If in a chest the 1 gets rolled, the player climbs up 1 LvL immediatly.

Chest

In a chest is one sixside dice. A player gets the chest as reward for right guessing or when he's getting on a chestfield. The chest is used like a shaker. The dice gets rolled and the chest open. Every number is another trasher (or curse) -> Please refer to summery on the backside of the rules.

Player encounter

Other figures can't be skipped. The active player remains a side to the figure and the field. After that it comes to a conflict. Both players roll the dice once and act like in the fight with any abilities. The player who lost more LP, looses the conflict. With equal stage of development the dice gets rolled normally. The winner can move his figure on the after next unoccupied questfield and solves the quest. If the players were on a questfield before it gets counted. If the active player the looser, he can activate the field, on which he is staying voluntary (except he dies). The game continues in turn.

Dead

If a player has no LP left, he dies. He has to get back to his castle and get's no level and can't solve a quest. But he can take all AZ of his abilities and gets back the hole amount of LP and MP. If the player has already reached LvL 10 or a higher one, he gets only 5 LP, 5 MP and -5 AZ.

Gamevictory

Every skilltree has 20 abilities, so LvL 20 is the highest level. The game only can be won through a duel. If a player reaches LvL 10, his player encounters get duels, as far as one of the player decides that. The player additive can walk everywhere, that means also in the homelands of the other players or in turn (hold the direction). Also for the player the castles

become normal questfields. Player with LvL 10 or higher can still climb up levels. In a fight (also duel) the player loses 2 LP instead of 1 LP for every lost dice.

Duel

In the duel two players fight with their weapons (please refer to fight). If a player on LvL 10 reduces the LP of his opponent to 0, he wins the game. Play under LvL 10 can go to any field and activate it immediately (also the castle). If the LP of both player get under 0, both die and the game continues. The other players can guess the result of the duel and like that winning the game. Therefore they take secretly the heartstones to guess the remaining LP if the active player wins, or starstones, if they think, the other player wins (no stones for equal stage of development are also possible). Every other player can also use to different skilled abilities for both sides without costs. Nobody can leave the duel.

Possibility with 5 to 12 players

From 5 players 2 to 4 teams with most possible amount of members get founded. One team plays a single figure with difference that every player has his own skilltree which he's skilling and using parallel to the other team members. The team can also guess at questcards to get higher rewards.

OVERVIEW

CLASSES

	Mountains	Storm	Light	Shadow	Conjuration	Metamorphosis	Voodoo	Invention	Manipulation	Jugglery
Mountains	Guardian	Archmage	Paladin	Subterranean	Walker	Protector	Hermit	Minder	Pirate	Puck
Storm	Archmage	Battlemage	Saint	Destroyer	Shaman	Rowdy	Wizard	Engineer	Time traveler	Windrider
Light	Paladin	Saint	Lightbringer	Nephalem	Medicus	Redeemer	Priest	Builder	Dreamer	Transformer
Shadow	Subterranean	Destroyer	Nephalem	Soulless	Inquisitor	Shapeshifter	Crazy	Ghostbuster	Medium	Rogue
Conjuration	Walker	Shaman	Medicus	Inquisitor	Summoner	Druid	Sorcerer	Creator	Necromancer	Hunter
Metamorphosis	Protector	Rowdy	Redeemer	Shapeshifter	Druid	Skinshifter	Mutant	Knighl	Ranger	Assassine
Voodoo	Hermit	Wizard	Priest	Crazy	Sorcerer	Mutant	Witchdoctor	Tinkerer	Puppeteer	Trickster
Invention	Miner	Engineer	Builder	Ghostbuster	Creator	Knighl	Tinkerer	Technicus	Saboteur	Clown
*Manipulation	Pirate	Time traveler	Dreamer	Medium	Necromancer	Ranger	Puppeteer	Saboteur	Illusionist	Psycho
*Jugglery	Puck	Windrider	Transformer	Rogue	Hunter	Assassine	Trickster	Clown	Psycho	Jester
*Cosmos	Moonwarrior	Martians	Sunwarrior	Devourer	Maker	Alien	Starlore	Astrologer	Divinity	Uerald

*EXCLUSIVE SKILL/TREES

ORDER OF SKILLS IN FIGHT

1. AURA (PERMANENT ACTIV)
2. METAMORPHOSIS (UNTIL END OF BATTLE ACTIV)
3. CONJURATION (UNTIL END OF BATTLE ACTIV)
4. SPELL (ONCE ACTIV)

CHEST EFFECTS

Number	Discovery	Effect
1	Monsterskull	+1 Lvl
2	Golden oil lamp	-2 CD, +2 LP or +2 MP
3	Magical hourglass	-3 CD or put 1 skill (ignoring the build)
4	Evil curse	-4 LP (lowest player is immune)
5	Rusty iron rod to knock or forge	-2 LP for any player (lowest player is immune) or weapon for half price
6	Big pot of gold	Draw a monster~ or questcard