

Arazi: Amulet Battle

Instruction Manual



In "Arazi: Amulet Battle", adventurers will compete to become Arazi's new champion. The first player to collect 4 magical amulets wins. Travel to exotic regions, face mighty bosses and harness the power of the amulets to defeat your rivals!

Do you have what it takes to become the new champion?

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Content

- 1 Game Board
- 1 Instruction Manual
- 4 Madvaava/Amulet Card
- 1 6 Sided Dice
- 4 Player pawns
- 4 Reference cards
- 6 Character Cards
- 16 Amulet cards
- 32 Adventure cards
- 32 Boss Icon cards
- 12 Ice trap tokens
- 12 Fire trap tokens
- 15 potion Cards
- 18 Curse Cards
- 24 Heart tokens
- 25 Boardspace tokens
- 40 Vaava tokens
- 48 equipment cards



Game Objective

How to win?

The first player that obtains **4 of the 5 different amulets** wins. Amulets are obtained by **defeating** or **bribing** a boss of each area or by **stealing** them from another player.

New powers are unlocked with each amulet! Use them wisely to win in this free-for-all battle.



How to start

Game Setup

Give each player **3 heart tokens** and place their pawn on the **Arazi Boardspace**. Shuffle each **Boss deck** and place them face down in their matching area. Shuffle the **Adventure, Potions and Curses** decks and place them face down. Shuffle **Boardspace Tokens** face down, place adjacent to each boss icon and at each third space from arazi, return the rest to the box. Keep the rest of the cards and tokens in reach of all players. The **most honest person starts** and turns will continue **clockwise**. The **last player** will **pick** a character **first**, continuing counterclockwise until the starting player can pick. Finally, each player chooses any 3 different equipment cards from the deck.

Turn Order

Phase 1. Preparation

- Gain **1 Vaava** token and **choose** your movement for this turn.

Movement

- **Walk**: Pick a number from **1 to 3**
- Or
- **Sprint**: **roll** to move **equal to that number** this turn.
-

Phase 2. Action

In any order:

- **Move** in any direction an amount of board spaces equal to the movement chosen.
- You may use **1 Amulet power**. (Pag.6-7)
- You may use **1 Equipment** (that requires rolling or discarding vaavas) Pag. 10
- You may use **any amount** of **item** cards. (Pag.9)
- Buy **1 Potion Card**

Phase 3. Exploration

- The player may attempt to **Steal** from a **nearby** player by rolling. (Pag.6)
- The **board space icon** takes **effect** and the turn ends. (Pag.4)

Resources

Each player can have a **maximum amount** of **6 hearts** and **10 Vaava** tokens.

What are Vaavas for?

Vaavas allow players to use amulet powers or to bribe bosses by discarding a certain amount.

What happens if I lose all of my heart tokens?

The player must place his pawn on the Arazi board space and gain 3 hearts. The player skips his next turn and discards all vaavas tokens, item cards, and curse cards.



Board Space Token



Vaava Token



Heart Token



Board Spaces

Vaava



Wolf



Bread



Poisonous Mushroom



Adventure



Storm



Madvaava



Wrong Sign



Shepherd



Boss



Board Space Token



Arazi



Board Spaces

Each boardspace has a different effect when landing on your turn.

- **Vaava:** Gain 1 Vaava.
- **Wolf:** Lose 1 Vaava.
- **Bread:** Gain 1 heart.
- **Poisonous Mushroom:** Lose 1 heart.
- **Adventure:** Draw a card from the adventure cards deck.
- **Storm:** All players draw a card from the adventure cards deck.
- **Wrong Sign:** Reverse the turn order.
- **Shepherd:** All players gain 2 Vaavas.
- **MadVaava:** Each player bets any amount of vaavas they have. Now choose odd or even and roll, if it matches, players gain vaavas equal to their bet, if not they lose that amount.
- **Boss:** Player must stop on this boardspace when passing by. Reveal the Boss card at the top and face it. Players that already have the amulet of an area, they can choose to stop or not on that Boss board space.
- **Arazi:** Players in this board space have **Immunity** and can't be a target to **steal**. If the player has less than 3 hearts, gains hearts until having total of 3.
- **Boardspace Tokens:** flip the first time a player lands. It Replaces the icon below for the rest of the game.

Keywords

- **Nearby:** In the same board space or an adjacent board space to the player.
- **Traveled:** From the board space that a player starts to the one they land on a turn.
- **Path:** Footsteps between board spaces.
- **Immunity:** Players with immunity are not affected by other players' amulet powers, items, traps, equipments and they don't lose hearts when failing boss fights. If a player with immunity passes by another player's trap, the trap will be destroyed without having any effect. Players with **Immunity** are only affected by board spaces and event cards.



Bosses



Players **must always stop on the Boss boardspace** regardless of their movement points **unless** they already possess the amulet of that area, they can continue moving or stop if they have extra points.

Defeating Bosses

Whenever a player stops on the boss boardspace they must reveal cards from the top until finding a boss card and challenge it immediately (*Events pag.9, Items pag.9 and Madvaava cards pag. 12 are found in boss decks.*) Players must choose between **Fighting** or **Bribing** the boss. (Challenge the card on top if it's already a face up boss)

- **Fight:** The player must make a roll **equal to or greater than** the one shown in the boss card to win.
- **Bribe:** Discard the number of Vaava tokens shown in the Boss card to bribe and win the encounter. Be careful, not all bosses can be bribed!

What happens if I roll less than the roll required to win a Fight?

If a player **fails** a fight roll, they **lose hearts** equal to the amount shown on the boss card and **their turn ends**. On their next turn, the player can choose between **Fight, Bribe or Escape** before rolling.

- If the player chooses **Fight or Bribe**, the player gains 1 Vaava and is able to use items, 1 Amulet power or 1 equipment before rolling the dice or bribing.
- If the player chooses to **Escape**, the actions will be the same as the ones in a regular turn.

The boss card will be kept face up until defeated or bribed.

After winning a boss encounter claim the prizes on the boss card. Then, place the pawn on the **Arazi boardspace** and gain hearts until having a total of 3 if necessary. Also, place the defeated or bribed boss card on the bottom of its deck face down.

Can I fight or bribe a boss if I already have the amulet of that area?

Yes but you won't get additional copies of the amulet.



Hearts lost on a failed roll

Minimum roll to win the fight

Bribe cost

Stealing

How to Steal

A player may attempt to steal from one **nearby opponent** (in the same or on an adjacent boardspace) on their exploration phase by making a roll.

If the player rolls:

1 - 3: the player **fails** and **loses 1 heart**.

4: Steals a Vaava token or 1 Item card.

5 or 6: Steal an **Amulet** or 1 **Vaava** token or 1 **Item Card**.

Amulets

Players can only have one of each amulet. Each Amulet is imbued with magical properties that will gives players unique powers to take the lead.

Each amulet has 3 powers:

- The first amulet power has no requirement to use.
- The second amulet power requires discarding 3 Vaavas.
- The third amulet power requires discarding 5 Vaavas.

Fire Ruby (Volcano Amulet)

Helps eliminate hearts and Vaavas from other players

No cost

Place a Fire Trap on any path **Traveled** this turn.

(eliminates 1 heart from any player that passes by the fire trap)

Discard 3 Vaavas

Eliminate 3 vaavas from another player.

Discard 5 Vaavas

Eliminate 3 hearts from another player.



Ice Sapphire (Snow Mountain Amulet)

Stops movement and amulet powers from other players.

No cost

Place an Ice trap on any **path Traveled** this turn.

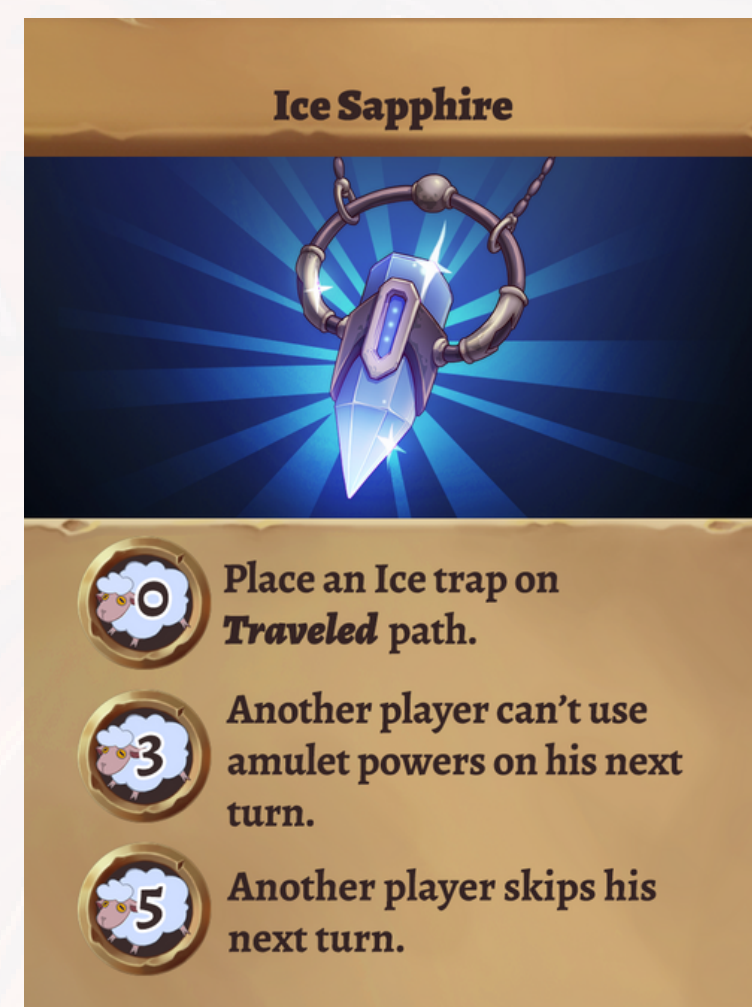
(Stops the movement of any player that passes by the ice trap).

Discard 3 Vaavas

Another player can't use amulet powers on their next turn.

Discard 5 Vaavas

Another player skips their next turn.



Life Emerald (Forest)

Gain hearts, Vaavas and Immunity.

No cost

Gain +1 Heart token

Discard 3 Vaavas

Gain +4 Vaavas

Discard 5 Vaavas

Gain **Immunity** until your next turn.

(Players with immunity are not affected by other players' amulet powers, items, traps, equipments and they don't lose hearts when failing boss fights. If a player with immunity passes by another player's trap, the trap will be destroyed without having any effect. Players are only affected by (board spaces, event cards, potions and stealing rolls.)

Time Topaz (Desert)

Use: Control players movement.

No cost

+1 or -1 to your movement this turn.

Discard 3 Vaavas

Move another player's pawn 2 board spaces.

Discard 5 Vaavas

Give up to +4 to your movement this turn.

Cursed Diamond (Madvaava)

Places curses on opponents that handicaps players.

No cost

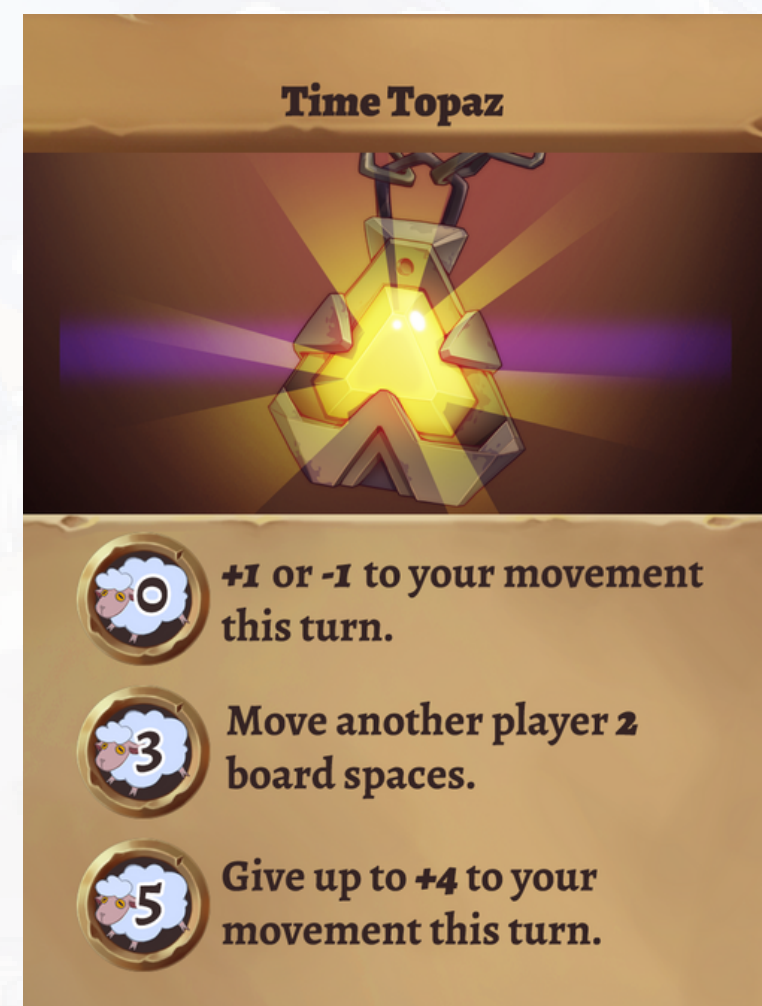
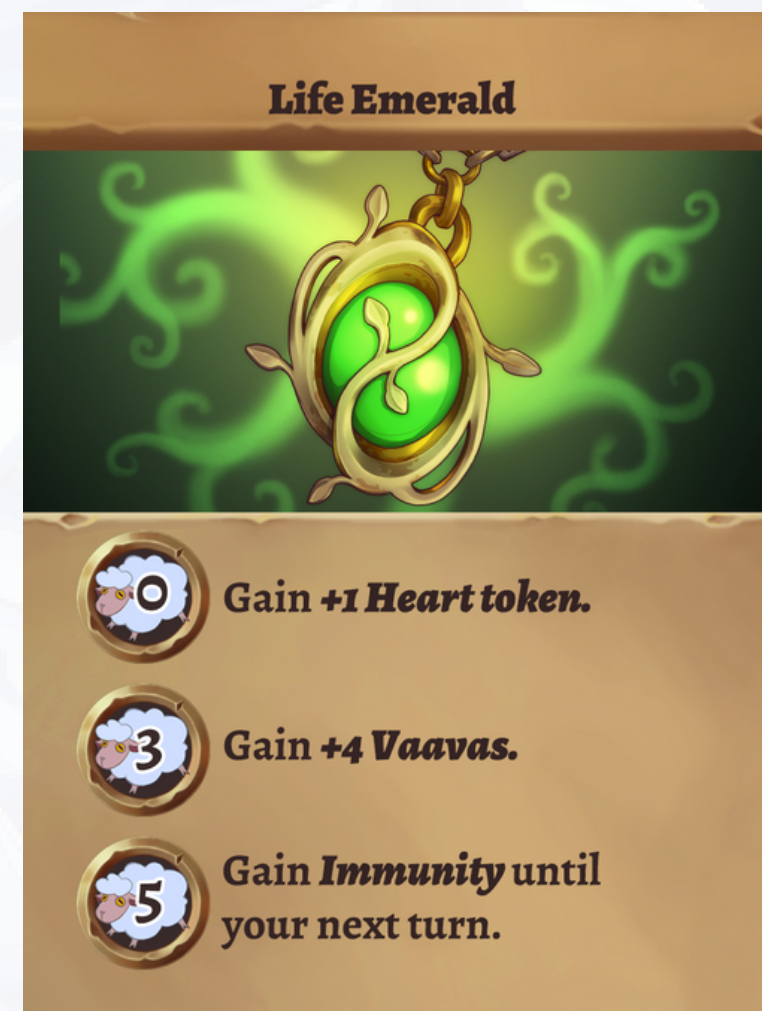
Draw the top card of a curse deck and give it to another player.

Discard 3 Vaavas

Draw 3 cards and give one of your choice to another player. Return the rest of the cards to the bottom of the deck.

Discard 5 Vaavas

Draw a curse card for each other player, then give one curse to each one.



Traps

Players that have the **Fire Ruby** or the **Ice Sapphire** can place traps.

Fire trap: Eliminates 1 heart of any player that passes by the trap.



Ice trap: Stops the movement for that turn of any player that passes by the trap. The player's pawn will be placed on the board space behind the ice trap.



Each player can only have 3 fire traps and 3 ice traps at the same time. Traps are activated as soon as a player passes by and they don't have any effect on the owner of the trap.

Whenever a trap is activated, it is removed from the board. There can only be one trap in each Path.

If a player already has 3 traps of one type and wants to place another one, the player must remove one of the traps.

Ice trap example: The green player will move 2 boardspaces this turn. Because the player will pass by an enemy yellow ice trap, the green pawn will stop on the Bread boardspace instead of on the Vaava Boardspace. The ice trap is then removed.



Adventure Cards

Players must draw a card from the **adventure cards deck** and reveal it to the other players when landing on the **Adventure icon**. These contains 2 types of cards, **Item** or **Event** cards.

Adventure



- If it's an **Event** card, the effect takes place immediately when drawn.
- If it's an **Item** card, the player will keep it for use in any of their following turns.

Once the effect of these cards are resolved, they will be discarded face-up on a pile. If the **Adventure cards deck** is empty, reshuffle the discard pile into a new adventure cards deck.

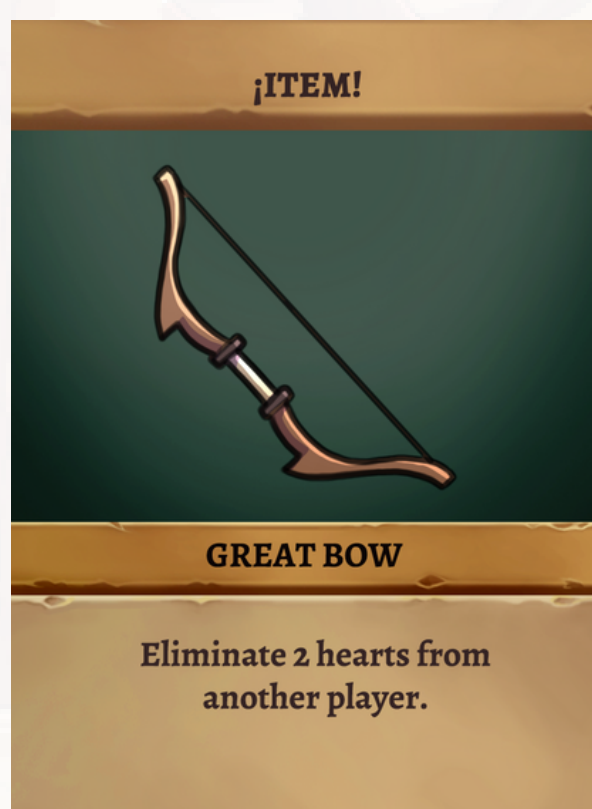
When landing on the **Storm icon**, players will draw cards from the deck following the turn order, starting from the player who landed on the Storm icon. If any card involves more than one player, the turn order will be used to resolve the effect.

Storm



Item Card

Use it once, then place it on the discard pile.



Event Card

The card takes effect when drawn then it's placed on the discard pile.



Event and Item cards from the Boss Decks.



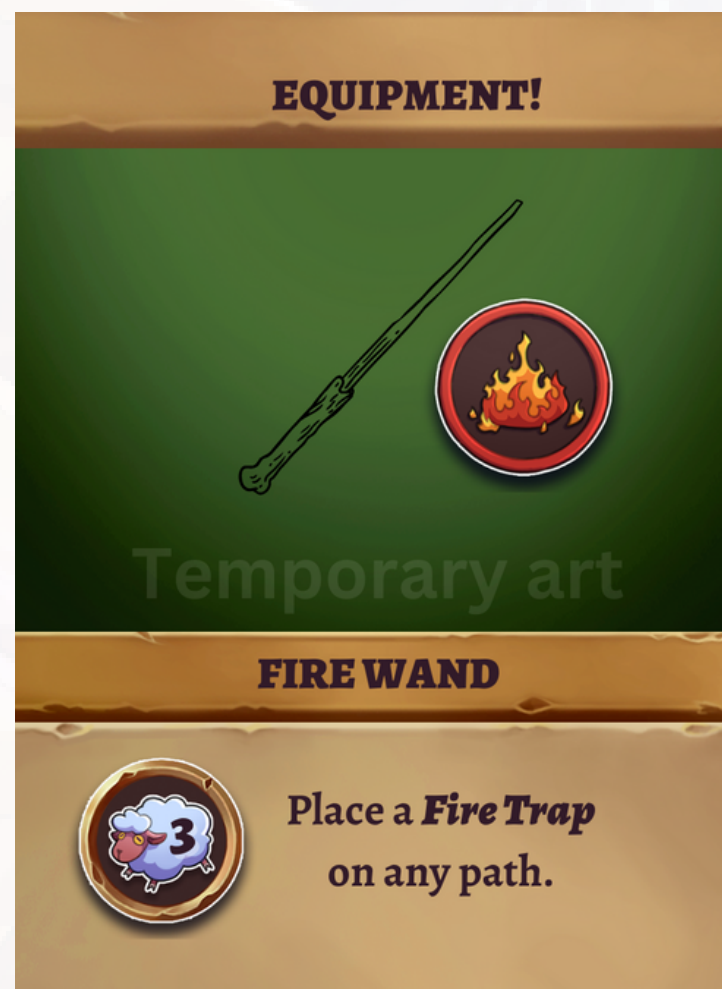
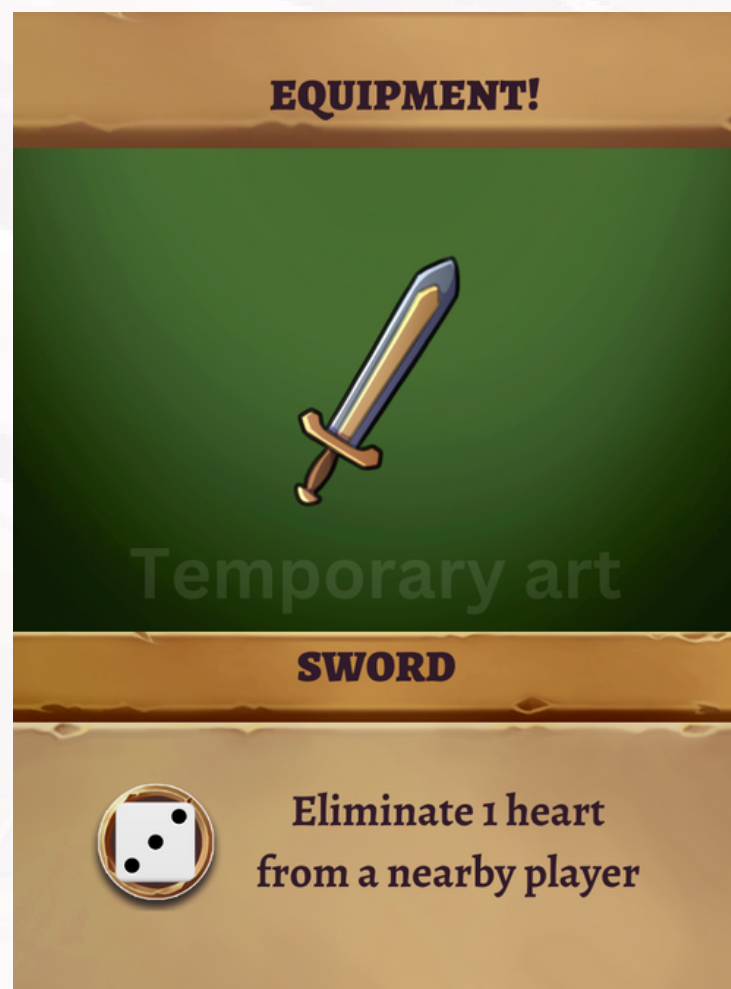
Drawing **Event cards** from a boss deck works the same way, the only difference is that the card goes to the bottom of its boss deck after the effect takes place.

Item cards from boss decks also go to the bottom of its boss deck after the effect takes place.

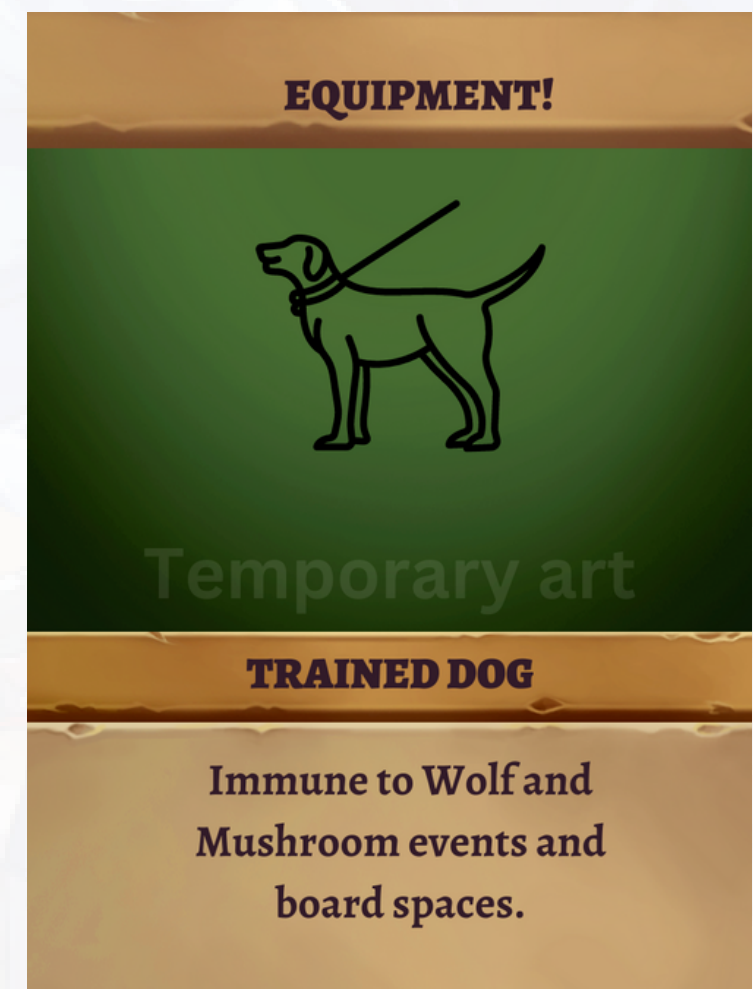
Equipment Cards

At the start of the game players can choose up to 3 equipment cards from their equipment decks. Equipment cards can vary. Some require you to discard an amount of vaava tokens to use its effect and other requires to succeed rolling at least the number shown in the card. You can only use one of this type of equipment cards per turn. Other equipment cards will give you a passive ability which will be active throughout the whole game.

One Per Turn



Always Active



Potion cards

In your **Action phase** you can buy one potion card by discarding 3 Vaava tokens and drawing the card on top. Only you can see what card you got. **You can discard potion cards at any given time** to use its effects, **even on your opponents turns**. After using it, place it on a face up discard pile. If the deck runs out, shuffle the discard pile into a new deck.



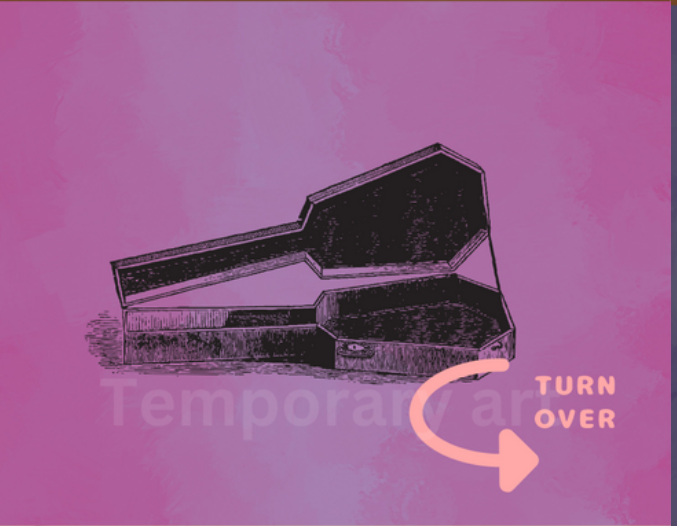



Characters

At the start of the game players can pick one Character. Each character has a unique ability that will help you during the game.

Sule	Demir	Rahmi	Naz
			
Berserk Gets 1 <i>fighting reroll</i> when fighting boss that the player failed defeating before.	Warrior Gets 1 reroll on <i>Equipment rolls</i> .	Pacifist Can bribe any unbribeable boss for 10 <i>Vaavas</i> , except the <i>Madvaava</i> .	Thief Gets 1 <i>Steal Reroll</i> when stealing a player on the same boardspace.

Some characters abilities will affect all players when active. You can turn it on or off at the start of your turn. Use it at the right time!

Lira	PERFORMER	PERFORMER	Brilo
			
Performer When playing music, all players get 1 reroll on their turn.	PLAYING MUSIC All players get 1 reroll on their turn. You may flip this card at your preparation phase.	NOT PLAYING MUSIC No effect. You may flip this card at your preparation phase.	Sage When reading, all players can use an additional amulet power on their turn.

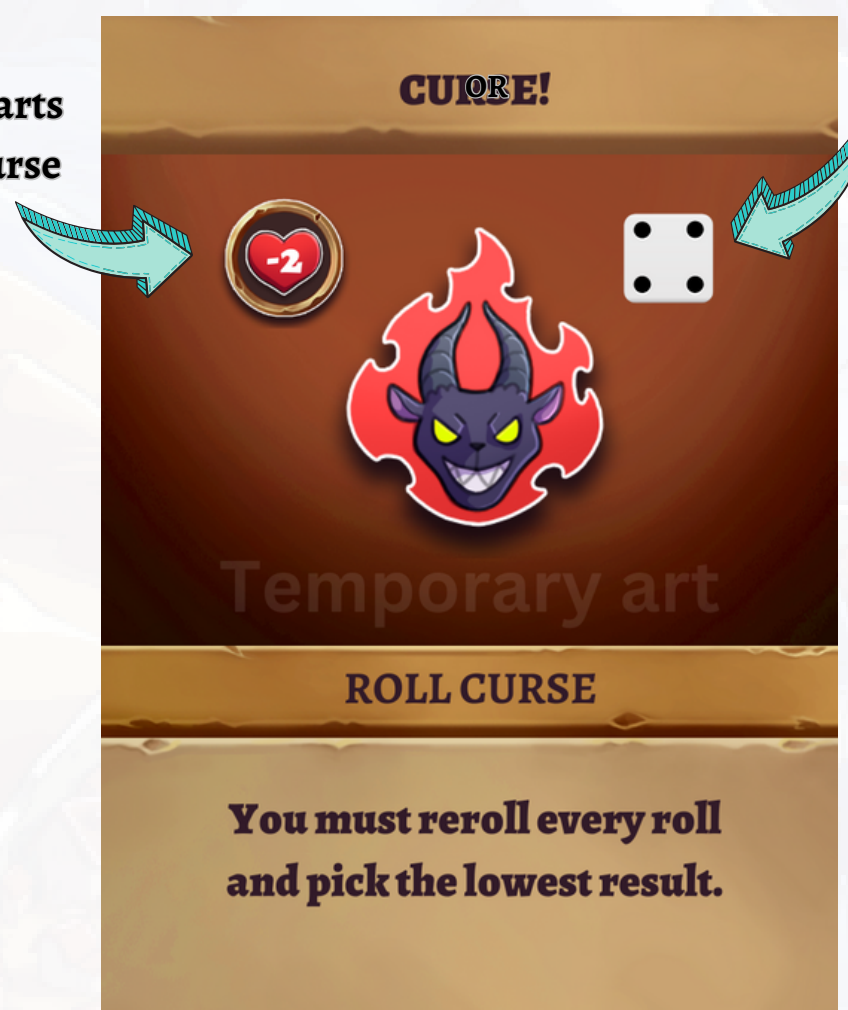
One Per Turn

Curse Cards and Madvaava

When drawing **Madvaava Hunts** in the adventure deck or when revealing it on the Boss Decks, players must choose to **draw a curse card** or to **Fight the Madvaava**. If the player chooses to draw a curse card, the player draws the top card of the Curse Deck and keeps it until it is discarded. At that players preparation phase, the player can **choose to roll** (at least the number shown in the curse card) or to **discard 2 heart tokens** to return the curse to the bottom of the curse deck. Discard all curses when losing all of your heart tokens. After discarding a Curse, place it on a face up discard pile. If the deck runs out, shuffle the discard pile into a new deck.



Discard 2 hearts
to remove curse



Minimum roll
to discard a
curse at the
start of your
turn

To defeat the **Madvaava**, the player must **roll at least** the number shown in the card. On a failed roll, the player loses the amount of hearts shown on the card.



The player continues his turn regardless of taking a Curse or fighting if the **Madvaava Hunt** card was found in a **Boss deck**. If the **Madvaava Hunt card** was found in the **Adventure deck**, the turn ends after the fight or after receiving the curse. After winning the fight, the player take **The Madvava** card which has the **Cursed Diamond** in the back. Madvava Hunt cards go to the bottom of its boss deck after revealed or to the adventures deck discard pile depending on where it was found.