

# INSTRUCTIONS OF CAST FORTH IN TABLETOPIA



## BASIC CONTROLS OF TABLETOPIA:

**THE 3 ICONS ON YOUR PROFILE:** When you load up a game of Tabletopia, you'll see that you've got 3 little icons down here on your left on your colored profile frame. The volume control, this button with the question mark will bring you a summary of all the different controls available, and this button will show you the rules of the game that you're currently looking at. It's a quick reference PDF that allows you to quickly scan through and catch any rules you might have missed before you played the game.

**MOVE AROUND THE BOARD:** to move anywhere on the screen, you can click and drag around the screen with the left mouse button, and you can also click and drag with the right mouse button to change camera angles from up, down, left or right. You can also move around the board by pressing the W, A, S or D keys.

**ZOOMING IN/OUT:** if you want to zoom in on anywhere on the board, you can scroll in or out with the mouse wheel or just use 2 fingers on mouse finger pad or touchable screen in case you don't have a mouse with wheel.

**MANIPULATE OBJECTS AND GAME PIECES:** to manipulate any object around the board, you can click and drag it with the left mouse button, for example; you can pick up this card and place it in the discard pile by letting go the left mouse button. You can also grab a new card out of this deck and put it somewhere you need to place. When an object has a number over it, which means its part of a stack or a deck. For example, when you hover your cursor on this stack of cards, this deck has 151 cards in it, these stack of tokens has 16 tokens in it. If you want to grab just 1 token, you'll just click and drag, and that'll take one off the top there and its number over it will change. You can always put that back by holding the card and drag it over its deck, and then wait until it glows orange and now release it, and to tell you did put it back on its deck, you can tell by the stack number changed differently now.

**PICKING UP MULTIPLE OBJECTS AND GAME PIECES:** Sometimes it's easier to pick up multiple objects at once, to do this you have to hold your shift key down and click on multiple objects. When you now click and drag them, they'll over drag as a unit, you can also release them as a unit. You can also hold down the shift key and drag a box around any objects you want to select, this will select them all and you can click and drag one of them and they'll also move as a unit, or in other words hold down shift key, press, hold and stretch highlight with your cursor to highlight the whole table.

**CARD INTERACTIONS:** In a lot of games, cards will be one of the objects you interact with the most and there are a couple of things you can do with them. For example, some cards may need to be flipped, to do this, you'll mouse over a card and press F to flip back and front,

**CARDS IN YOUR SCREEN (OR HAND):** now you also sometimes need private information or a card in your hand, and tabletopia has a built-in hand function for this very purpose. To put a card into your hand, click and drag the card on the bottom of your screen and you'll now see that your screen is glowing and once it's glowing you're going to release it and now this card comes with you in your hand and only you can use it and see it. You can also add multiple cards to your hand by highlighting them and drag them down to your screen again. These cards are all here on screen now and they're available for you to access, but they're a bit small and that's okay. If at any point in tabletopia, you want to bring an object into focus so it's more legible to read simply mouse over it and press the spacebar and this will bring the object up full screen. You can press spacebar again to dismiss it, this also works for objects that are still on the table.

Now when cards are in your hand they're visible only to you until you drag them out and put them back on the board. While on your hand, you can also select multiple cards by holding the shift key. You can also right click on any of the cards, when it's little menu showed up, select the "select all" function and then you can also right click select the "flip" function, this is very useful if you need to place a card back on to the table but face down because it will retain its flip.

**DICE INTERACTION:** board games wouldn't be as much fun if we couldn't roll dice, and dice is something you will interact with a lot on tabletopia you can click and drag dice and move them like any other object but if you'd like to roll a dice, mouse over them and press R key. Sometimes you'll also need to separate dice and to do this you can right click on a dice move to the set 2 function and this will set it to the appropriate face. And you can do highlighting on these dice too and roll them at the same time or just high light them at a time.

**COUNTER INTERACTIONS:** Some games in tabletopia will have counters and these are typically used for counting resources or other large stacks of tokens where you'd rather not have big piles. In this case, you can manipulate a counter by scrolling up or down on the mouse wheel and this will let you set it to whatever numeral it needs to be, you can also right click and modify it by a specified amount by clicking on that amount.

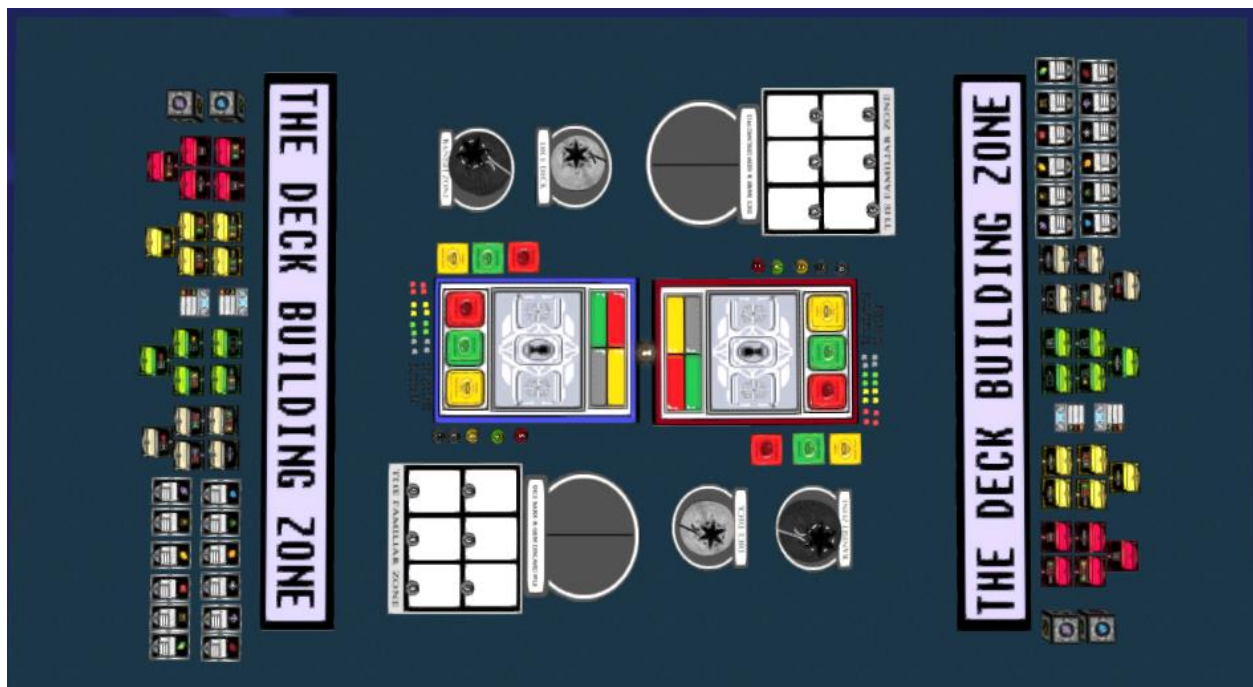
**ROTATING OBJECTS:** If you ever need to rotate an object on tabletopia, you can simply mouse over it and hit the Q or E button these will rotate the card or object in 90 degree increments.

**CUSTOM CAMERA ANGLE AND POV:** In a lot of games, it may be necessary to move between different spaces of the board that are far apart to make this easier, you can set custom camera angles. For example; in this board game you need to recall your player board quite often and so you're going to set it as your first custom camera angle. To do this, you'll hold shift and press 1. You've now saved that as a camera angle. Another frequent place you might need to visit is the market, so you might make this your second camera angle, to do this, press shift and 2. And now if you'd like to recall either of the camera angles, you press their appropriate numeral key. For example, if you like to go to your player board press 1, and to go to the market press 2 and you can set this up to 1 through 9, so you have nine available options for custom camera angles and of course default in every game is the 0 key button which takes you to a bird's eyed view of the whole game board.

**CONTEXT MENUS AND OVERVIEW CONTROLS:** Just a tip if at any point you're stuck or not sure how you can interact with an object you can right click on that object to bring up its context menu this radial menu will show you the available options for that object, as you can see here on the dice you can flip and roll, and you can set it on this card whether selecting flip, rotate or lock, if you also need to refresh what these controls do don't forget you can click the question mark down here and that will take you to an overview of every control available in tabletopia.

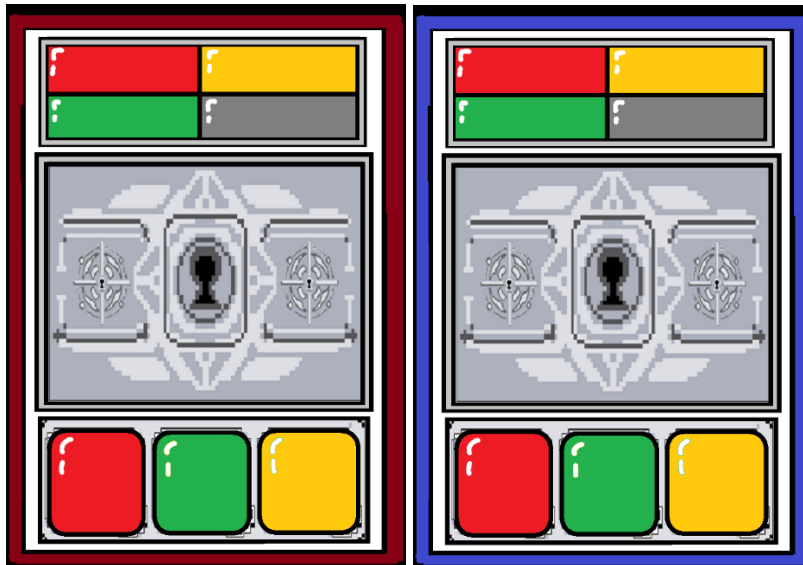


## **INSTRUCTIONS OF PLAYING CAST FORTH IN TABLETOPIA**



### **THE GAME BOARDS:**

**- THE CAST BINDERS (RED AND BLUE):**



**1. (TOP) DICE IN HAND** - After drawing from the Dice Deck, and after the Gem Dice is rolled and locked, they are ready to be used for your Cast Cards on the “Fight Phase”. A player is allowed to save some unused/left over dice in hand for their next turn but will have to be re-rolled during the “Roll Phase”.

**2. (MIDDLE CENTER) THE FIELD** – it’s where you place your 2 cast card decks and 1 diamond card, the 2 cast card decks must have the same color depending what color of a deck you’re placing on the two sides.

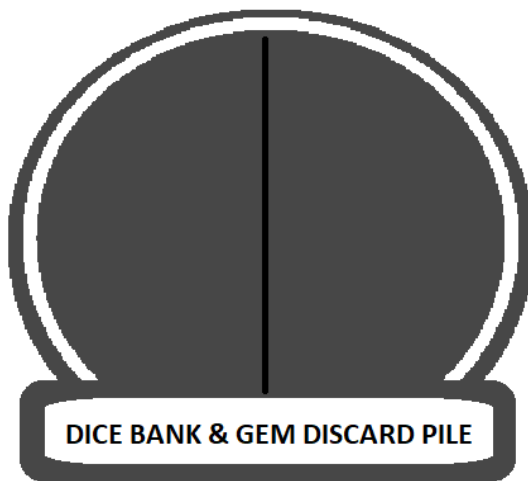
**3. (BOTTOM) GEM STORAGE** - There are 3 Gem Storages where you can put your mana gem token cards on it but in a rightful color order like Garnet, Emerald, and Topaz. And those black diamonds on the bottom left corner is just a number count of how many cards you put on their storages.

**-THE DICE DECK:**



Where you draw 4 dice at a time in each turn.

**- DICE BANK AND GEM DISCARD PILE:**



**1. (LEFT SIDE) DICE BANK-** The Dice Bank is only accessed through the Emerald/Stone Cast Cards' special ability. You get to choose and store away some dice from your hand and save it for your next turn. The dice, along with its current value, is saved for use in your next turn without having to re-roll them.

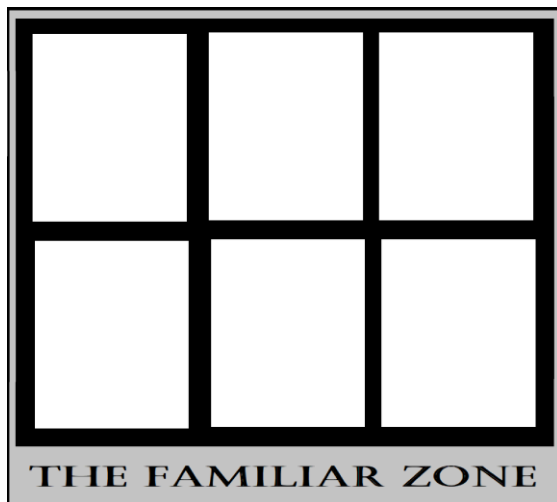
**2. (RIGHT SIDE) GEM DISCARD PILE –** this is where Cast Cards go when they're hit and defeated. It may be the game's discard pile but it provides mana.

**- BANISH ZONE:**



It's when once a mana gem or a cast card being used as a mana gem they are banish from the game and never to be restored back to the deck.

**-FAMILIAR ZONE:**



This is just a display where you place the guide cards of the Familiars here. The black counters will act as how many times you used your familiar's shield points.

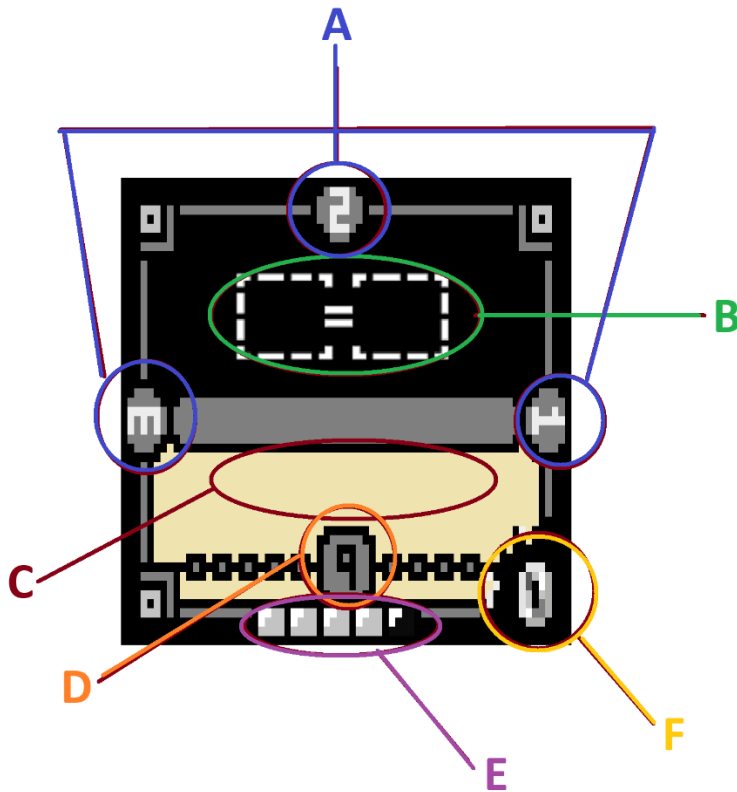
**-THE DECK BUILDING ZONE:**

# THE DECK BUILDING ZONE

This zone is actually a divider that acts as a side line between the game zone and the deck building zone. In the side of the deck building zone, act as a locker room for deck builders to have time to prepare their decks and make choices of what card and dice to use before the game has started. Once the game starts, don't ever go back to the deck building zone 'cause it's too late to go back, the game has started.

## THE CARDS:

## - THE CAST CARD'S CHART:





**A. "Durability Crystals"** <How many times you can use a card before the end of turn> The 1 to 3 white-ish spheres in the very left, right, and upwards of the card. Shows how many times it can be used again and again until you won't use it until your next turn it recharges.

*(In story) The crystal disappears whenever you fill up the dice slots and activate an action.*

*(In reality) You rotate the card 1 to 3 times depending on the number of white-ish spheres of the card whenever you fill up the dice slots and activate an action.*

**B. "Seal Slots"** <Where you can perform an action> Mini seals on Cast Cards that act as keyholes and the dice are keys. They're white dotted lines with icons and numbers, this is where you place your dice to activate actions of the Cast Card's ability. Doing this makes a durability crystal disappear.

**C. "The Card's Description"** <it tells what card can do for you or your opponent> just words of what this card can do depending what's written and what trigger could happened.

**D. "Shield Points"** <The armor that protects your cards'/a player's HP> They protect your Layer Points but needed reinforcement from the Gem Dice.

*Players are allowed to use any D-dice like a D12 dice and placed on top of the "9" shield points. It's to see if the shield points increase by buff OR decrease by damage. But the Shield Points must always start out as "3" points, the "9" shield points are a guide that tells you that the boost limit must always stop up to "9" points.*

**E. "Layer Points"** <Your cards'/a player's HP (Health Points)> They are the life points of your Cast Cards, sometimes recognized as "L(#)". It also acts as the card level, whenever a Cast Card is defeated, the next card is revealed but with one or two Layer Points less. There are a total of 5 layer points.

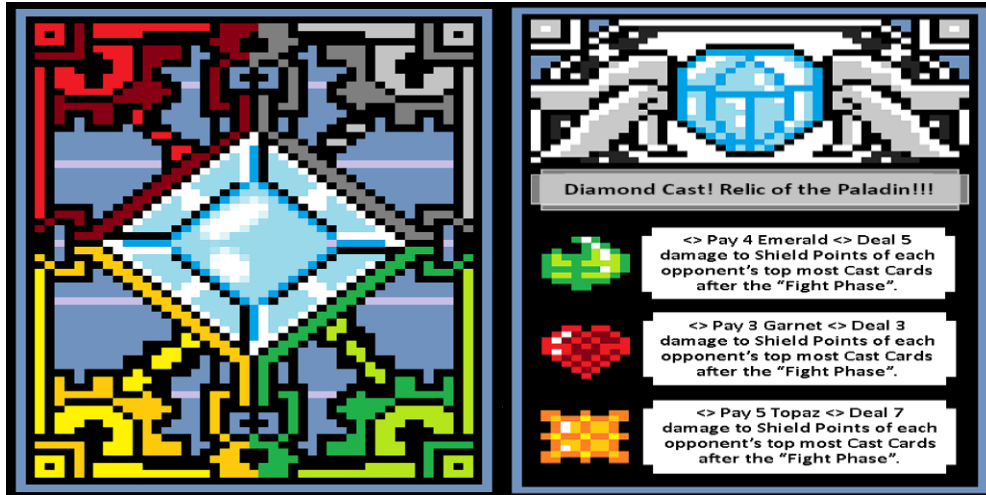
**F. "Strike Points"** <Attack points of Cast Card>

*Each Cast Card has a single number on the bottom right corner of the card, they're always "0" points unless the player increases it depending on a Cast Card's special ability OR during the "Cast Phase". Strike Points means things like +1 additional damage to opponent's shield points. But it will turn back to 0 again after a turn.*

*During the "Cast Phase", if players want to raise the Cast Card's Strike Points, the mana gem must match the color of the Cast Card. For Stone Cast Cards, you can match whatever color of mana gem you want.*

*And you can use many strikes but only depending on the Cast Card's durability crystals allows it. A Cast Card can attack Shield Points by spending 1 durability crystal.*

**- DIAMOND CARDS:**



The gem that provides the player a relic. A Diamond is found on every relic which represents its source of power. There are varieties of them but players are only allowed to bring one per game. Depending on your Diamond Card, relic abilities grant advantages that can greatly affect the outcome of the game.

**- STONE CARDS:**



Stone Cards are the side deck of the game. They are assistance cards which can find a home in nearly any deck and can remain a stable foundation for players of any skill level, which encourages creativity.

Stone cards don't have decks of their own, they can actually mix with other decks. You're allowed to bring 1 to 4 stone cast cards for each deck.

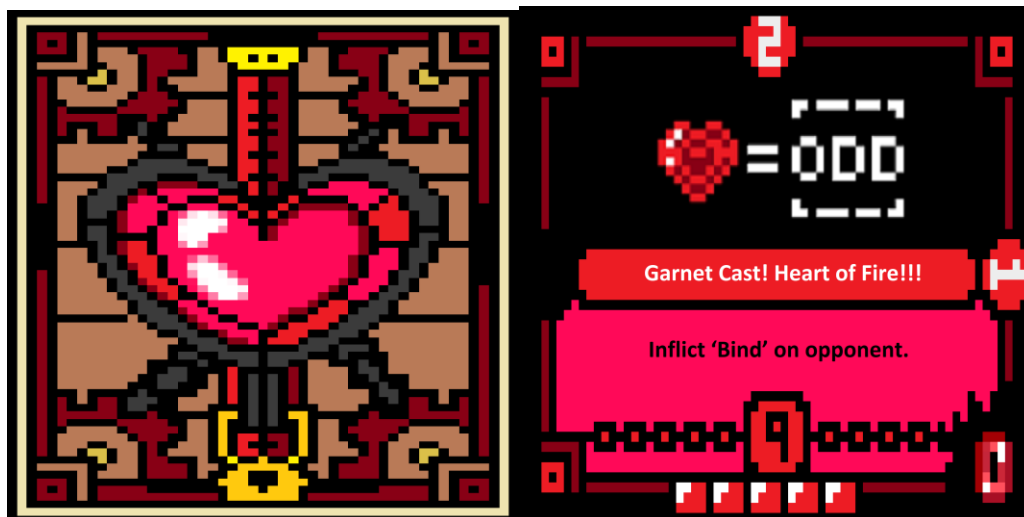
They almost always have "Trigger Reveal" abilities.

Their special ability can grant you access with the "Dice Bank".

When Stone cards are discarded, they are NOT going to the gem storage, they are banished and can never be recovered until the game is over.

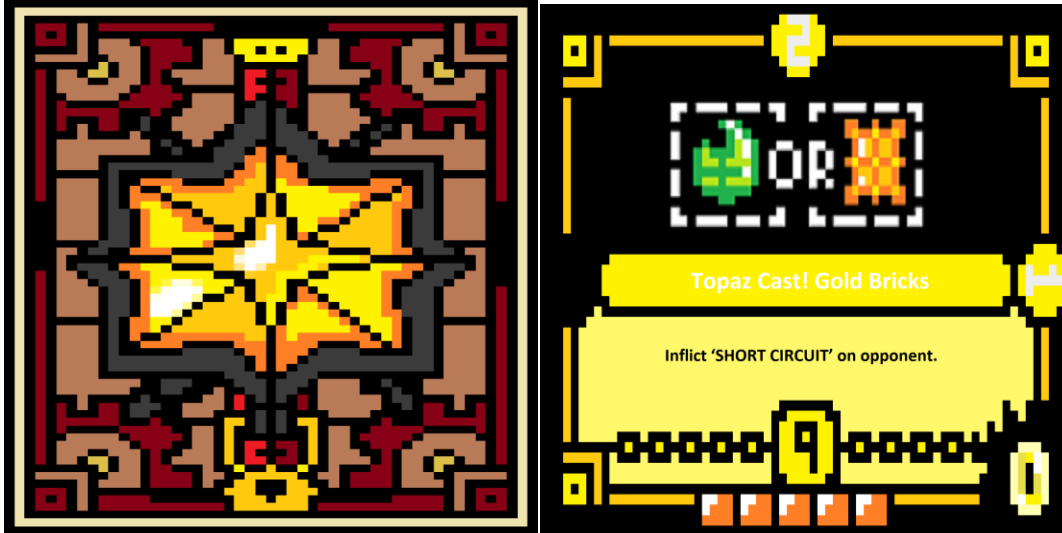
Stone Cards are the only Cast Cards that you can customize, depending if you have the materials for it. In the story, you gotta mine/harvest in dungeons for materials (common to rare) to customize the Stone Card and take the materials to a gem encrust blacksmiths called "Gemsmith".

#### - GARNET CARDS:



Garnet Cards they have the ability to destroy opponent's gem dice or even own dice to gain more power. They'll also sacrifice the points of their shield to gain more power for their Strike Points. Has defense type special abilities that work on other cards but not to itself. They'll also power-up additional points of their shield to gain extra defense. This Cast Card has special abilities that almost always provides two options like if you place a 4 dice, you inflict 3 damage but if you place a 5 dice, you gain +3 shield points.

#### - TOPAZ CARDS:

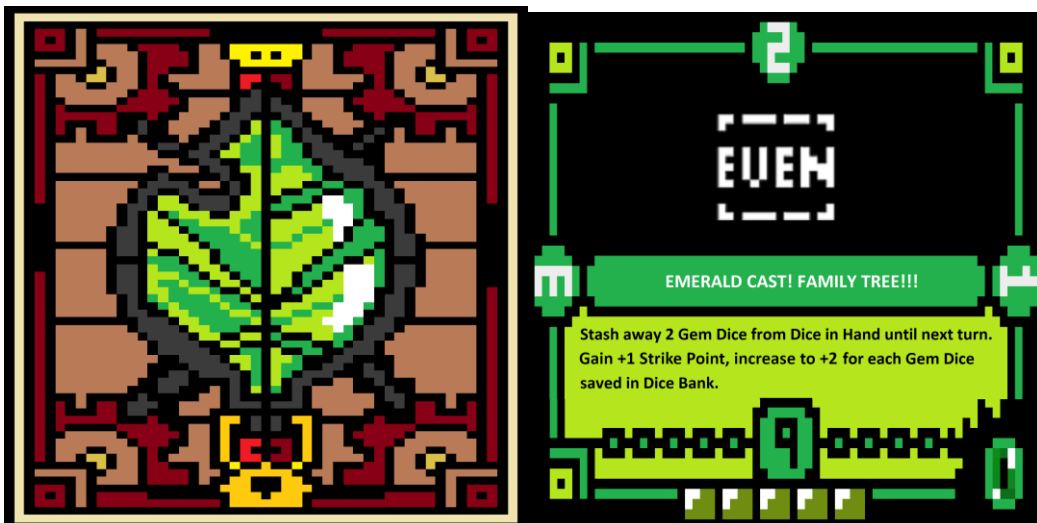


Topaz Cards cast ailment status effects. They can also do dice transformation, they can change a Gem Dice's type, you can exchange dice from the dice deck without changing the value. They also have the ability to provide some extra dice in your hand, usually it's either Diamond Dice OR Prism Dice.

They almost always have a "Trigger Reveal".

They are also mana providers for Diamond Card, in case you have one cast card not included in battle like for example you have a Topaz and an Emerald but no Garnet, the Topaz card can provide Garnet mana for you and fill it in the Garnet gem storage without the Garnet being involved. Topaz can provide mana energy for other gem storages but it can't fill their very own gem storage.

**- EMERALD CARDS:**



Emerald Cards will have healing/support special abilities like healing back Shield Points. They can heal a cast card from their OR opponent's gem storage and bring it back in the deck one at a time in order. But it can't heal itself. Emerald cards also have the ability to recharge/fill one more durability crystal. But it can't recharge/fill its own durability crystals. Their special ability can grant you access with the "Dice Bank". They can increase the values of the Gem Dice, but only up to +3.

**- FAMILIAR CARDS:**



These cards are just guides for the front faces of the familiar dice. A Warlock companion (like Seymour, Hydrie, or Kelpie). ((Inspired from the saying "Your fate is sealed.", and the theme about chances.)) Familiars in this world are creatures that can change the fate of the outcome of the battle. It's an optional defense for their Cast Cards against Strike Points during another player's turn in the "Fight Phase".

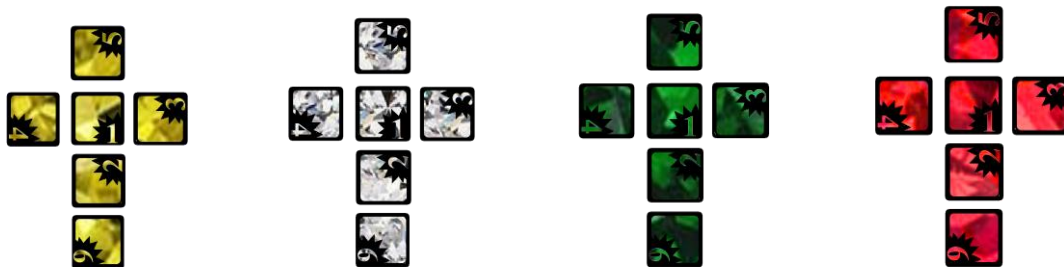
**-MANA GEM TOKEN CARDS:**



They're the card backs of the Cast Cards, also they provide points for the Gem Storage and for your Diamond Cards. Diamond Cards can only activate by depending on the number of mana gems in the Gem Storage. But once a mana gem is used for an ability of Diamond Card, they are banished from the game and never healed back to the deck.

**THE DICE:**

**- GEMSTONE DICE:**



The game's main dice mechanic, one is topaz, one is diamond, one is emerald and one is garnet.

**- PRISM DICE:**



They're a mix of different gems and whatever face it lands is the gem dice you use

**- FAMILIAR DICE:**



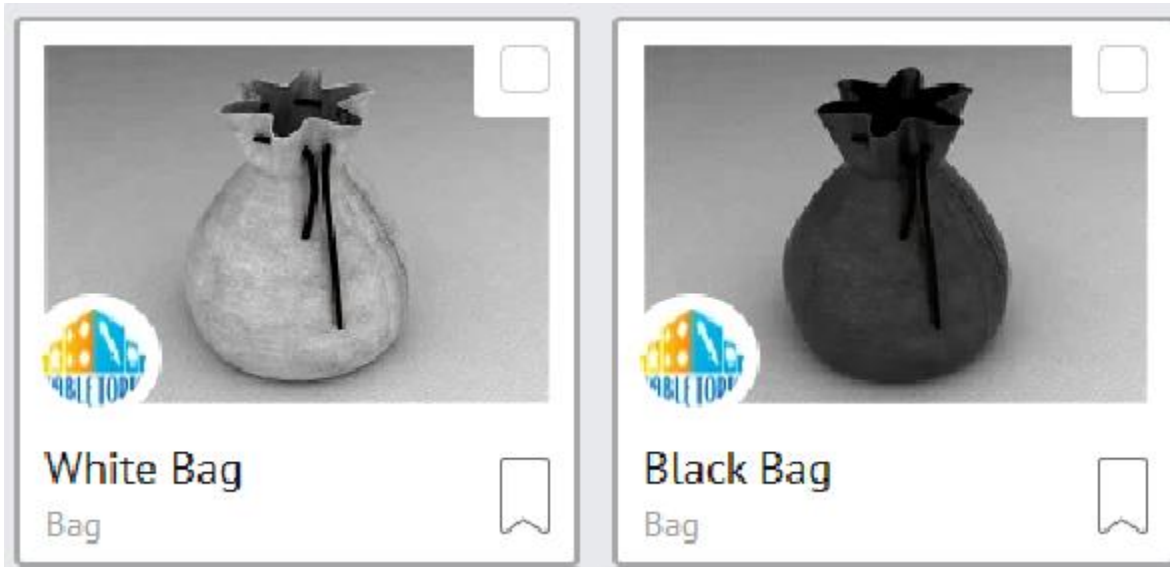
This dice is very customizable, each face of the dice is removable. ((Inspired from "Final Fantasy X-2" about the dress spheres)) You can even play customizable dress-up with your familiar, there's a category of customizable faces that shares the same theme, like alchemist set, mage set, autumn set, winter set, etc.

Players can only bring 1 Familiar Dice per game. Each face has special shield points of their very own, they are called "Critical Shields", has only up to 5 to 12 Critical Shields.

Special abilities of the familiar can only activate when its "Critical Shield" takes damage, survives, and/or is completely destroyed. It counters back with magical/physical/ailment/debuff attacks. It can even partially nullify an ability like decrease its damage. When a familiar dice face is completely destroyed, that ability is gone from the game and will have to use the remaining faces.

**THE MISC GAME PIECES:**

**- BAGS:**



1. White Bag for Dice Deck
2. Black Bag for Banish Zone

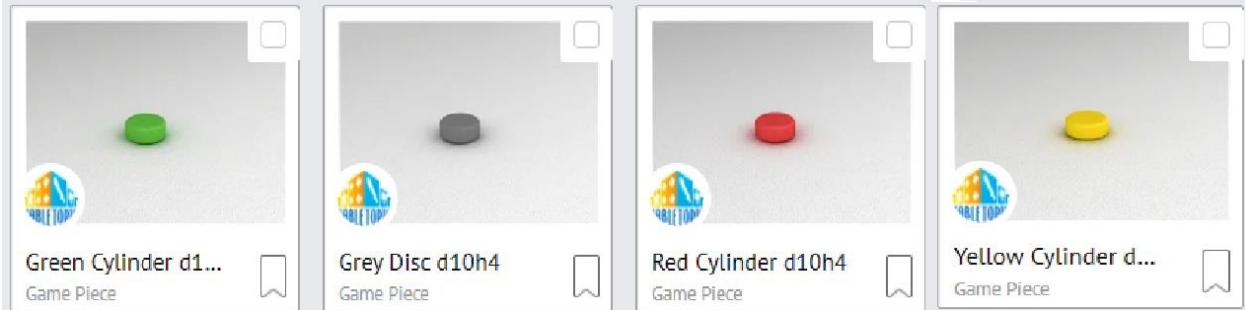
**- COUNTERS:**



Counters for Strike Points and Shield Points.

**- DISCS:**





For filling up the 1 or 2 blank spots of the 3 Durability crystals

**- X TOKENS**



These X Tokens are like crossing out signs, it also acts as a reminder of what you can't use since it has an X on it.

**- STEAMPUNK DICE (AS A FLIP COIN):**



D6 Steampunk Gl...

Die

To know which one of them who wants to go first, use this steampunk dice as a flip coin. Those with the biggest number will go first while the other with the smallest number will go second and gets a 1 extra mana gem token card.