

A GAME BY ANTONI BONET & FRANCISCO GARCÍA

CRYSTAL AGE

ORIGIN OF CORRUPTION



RULEBOOK (WIP)

INTRODUCTION

Crystal Age is a fantasy game for 1 to 4 players. Control a powerful hero and venture on a dangerous journey where you can defeat exotic creatures to acquire their abilities, gain the favor of the guardians to obtain unique powers, and access the center of the crater to destroy the corruption... or dominate it.

In the past, a colossal crystal fell from the sky in the center of the lands of Ansel, forming a huge crater. Corruption began to spread through the nearby kingdoms and the creatures that lived there became more powerful and hostile. The kingdoms sealed the crater with the power of the guardians, four giants imbued with powerful magic, and built a gigantic wall to prevent the spread of this strange disease.

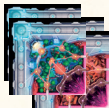
You are a legendary hero with three crystals of corruption. You feel the power that hovers over you, the crater calls you...

Now tell me... Will you use your power to help end this threat or will you submit to the greed and doom to become the new Lord of Corruption?

Welcome to Crystal Age, Origin of Corruption!

COMPONENTS

4 REALMS



4 HERO MINIATURES



4 HERO CARDS



2 GUIDE CARDS



4 LORD OF CORRUPTION CARDS



4 GUARDIAN MINIATURES



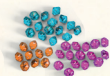
4 LIFE DIALS



4 CREATURE DECKS (96 CARDS)



40 ATTACK DICE



8 DESTROYER GEMS



9 DAMAGE COUNTERS



12 POTIONS



4 GIFTS

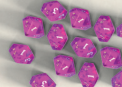
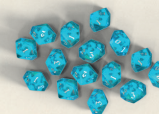
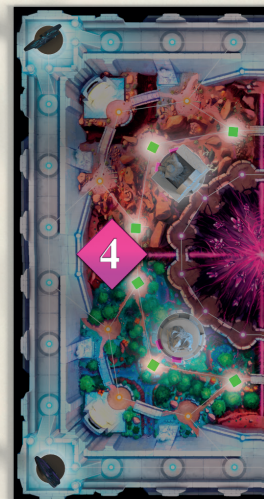


GAME MODES





Crystal Age has two game modes (Cooperative and Competitive). Each adds new rules to the basic structure of the game. Before starting a game, players must choose one of the following modes:

◆ **COOPERATIVE / SOLO (2 TO 4 ALLIED HEROES):** The heroes of the game are allies and their objective is to defeat the previously chosen Lord of Corruption.

◆ **COMPETITIVE (2 TO 4 OPPOSING HEROES):** heroes compete against each other and their objective is to hold the center of the crater for 3 turns or defeat the rest of the players.



SETUP

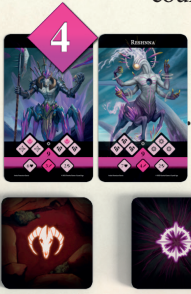
- 1. PREPARE THE MAP OF ANSEL.** Choose 4 realms and join them as in the image to form the board with the crater in the center. In this box you have 2 Forest Realms and 2 Wasteland Realms.
- 2. PREPARE THE CREATURE DECKS.** The base game includes 4 different Creature Decks with the following backdrops (**Wall** , **Forest Biome** , **Wasteland Biome** , and **Crater** ). Each deck contains 4 copies of 6 different creatures. Based on the hero count, prepare each Creature Deck by adding one copy of each creature per hero in the game.

Games of 4 heroes -> 4 copies of each creature



Games of 3 heroes -> 3 copies of each creature




Games of 2 heroes -> 2 copies of each creature


Finally, shuffle each deck and place them in a place that is easily accessible to the players.



- 3. PLACE THE 4 GUARDIANS.** Place a Guardian miniature of your choice on each of the 4 roads blocking access to the crater.

- 4. PLACE CONSUMABLES.** EMBED TWO DESTROYER GEMS  in the base of each Guardian (8 Destroyer Gems in total). Place a Potion  in the node in front of and each of the nodes next to each Guardian, creating a circle composed of 12 potions (3 per Realm).

- 5. PLACE THE ATTACK DICE AND DAMAGE COUNTERS.** Place somewhere on the table and easily accessible to all players the stacks of attack dice (15 , 10 , 15 ) and damage counters (9 units).

- 6. CHOOSE THE STARTING PLAYER.** Each player rolls a blue attack die . The player with the highest result will be the first to act and the other players will follow in clockwise order.

- 7. SELECTION OF HEROES.** Shuffle all the hero cards and give one at random to each player. In case of playing alone, choose two to four hero cards instead of one. Before starting the game and following the order of play, each player places their hero's miniature on one of the four starting nodes, located at the corners of the board.


- 8. PREPARE THE LIFE RESERVES OF THE HEROES.** Set the life dials to reflect the max health of each hero.

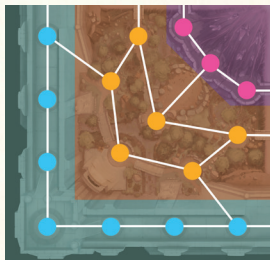


THE REALMS




Each realm has 3 zones with their corresponding decks:

• WALL



This is in the outer area of the board and its nodes are blue. . In it resides creatures of the **Wall Deck** (Low Corruption).




• BIOME

This is the area between the wall and the crater; its nodes are orange . In it resides creatures of the Biome Decks. (Mid Corruption). The creatures in this area vary according to the Biome you are in. The base game includes two biomes with their respective decks: **Forest**  and **Wastelands** .

• CRATER

This is the area in the center of the board; its nodes are purple . In it resides creatures of the **Crater Deck**  (High Corruption).

◆ PORTALS

Each realm has a Portal Node . These allow heroes to travel to other realms without movement cost (as if all portal nodes were the same).

If a hero enters a portal voluntarily, they can travel to another portal of their choice and continue their movement.

If a hero starts their turn on a Portal, they will not be able to use it without moving. A hero can only travel to other portals by moving onto a portal from another attached node.

If a hero would end their movement on a portal node, they may stay there or move directly to another portal of their choice.



CONSUMABLE OBJECTS

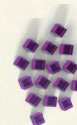
• POTIONS

If a hero ends their movement in a node containing a Potion, they remove it from the board and recover 3 health points (never exceeding their max health). The hero will then start their Action Phase.



• DESTROYER GEMS

The hero can discard these gems to deal unblockable damage to Creatures, opposing heroes, or Guardians. Destroyer gems do not work against Lords of Corruption.



• GIFTS

At the start of a game in Cooperative Mode, each player gets a Gift.



These consumables are used to give a gift to another player.

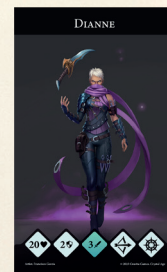
At any time, a hero can discard their Gift to give to another hero one these options:

- A creature they control.
- Up to two Destroyer Gems.
- A Guardian.

HERO CARDS

Heroes are the representation of the player on the board. Their card contains information on their attributes and abilities.

Each hero starts with two different initial abilities that can be used during the Action Phase.

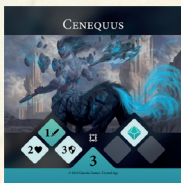


CREATURE CARDS

Creatures are adversaries that appear in the heroes' path throughout the game.

Each creature card has its own attributes and abilities. After defeating it, the hero can keep its card. As long as they have the creature card, they can use its abilities in future Action Phases.

Creature cards are divided into 3 levels of corruption:



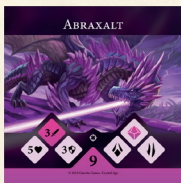
• LOW CORRUPTION

The creature is located in the **Wall** (Wall icon), rolls Low Corruption Attack Dice (Low Corruption Attack Dice icon) and has 1 ability to use in combat.



MID CORRUPTION

The creature is located in a **Biome** (Biome icon), rolls Mid Corruption Attack Dice (Mid Corruption Attack Dice icon) and has 2 abilities to use in combat.



• HIGH CORRUPTION

The creature is located in the **Crater** (Crater icon), rolls High Corruption Attack Dice (High Corruption Attack Dice icon) and has 3 abilities to use in combat.

Extinction of a Creature Deck.

During a game of Crystal Age, it is likely that you will empty Creature Decks. If the deck runs out of cards, its zone is declared extinct. If a hero ends their move in an extinct zone they receive 1 point of unblockable damage.

In combat against a creature, another player can control it to perform its attack rounds.

PLAYER AIDS

Players are provided with Player Aids to quickly check the abilities and powers of the Guardians during the game.



ATTACK DICE

Attack dice have 10 sides and 4 possible outcomes (0, 1, 2, 3).

Like creatures, attack dice are also divided into 3 levels of corruption. The higher your corruption level, the more likely you are to get high results.



Blue Attack Die (**Low Corruption** ♦)
(0 = 20%, 1 = 30%, 2 = 30%, 3 = 20%)



Orange Attack Dice (**Mid Corruption** ◆)
(0 = 10%, 1 = 20%, 2 = 40%, 3 = 30%)



Purple Attack Dice (**High Corruption** ◆):
(1 = 20%, 2 = 40%, 3 = 40%)

ATTRIBUTES

In Crystal Age, any character (hero, creature, Lord of Corruption, or Guardian), has its own attributes:

- **ATTACK** (🔪)

Number of attack dice rolled by any character to inflict points of damage.

The color of the background rhombus (🔹, 🔸 or 🔶), indicates the type of attack die the character will roll. In the example image of the Daemon, it has 3 attack dice and the rhombus is pink, so it rolls 3 High Corruption attack dice.

- **LIFE RESERVE** (❤️)

Number of life points that any character has. If the life reserve is reduced to 0 or less, the character is defeated. In the example, the Daemon has 6 health so if it receives 6 or more points of damage, it is defeated.

- **DEFENSE** (🛡️)

Number that must be met or exceeded with an attack die to inflict damage to any character. In the example image, the Daemon has 2 defense, which means that each attack die rolled against it with a result of 2 or more will inflict one point of damage.

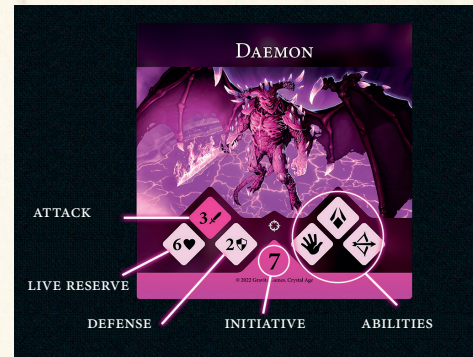
- **INITIATIVE**

Determines who attacks first in a combat.

Only creatures and corruption lords have their own initiative. heroes use the highest initiative among the creatures they control. For example, if a hero controls a creature with initiative 3, another with initiative 2 and another with initiative 4, the hero has initiative 4. If the hero does not control a creature, they have 0 initiative, so they attack last.

If the hero has the same initiative as their opponent:

- Against creatures, the player attacks first.
- Against opposing heroes or corruption lords, the hero who initiated the combat attacks first.



ABILITIES

Abilities allow heroes, creatures, and Lords of Corruption to obtain advantages to successfully overcome the combats and trials they face.

There are four types of abilities and they are performed in a specific order:

1. Pre-Combat
2. Offensive
3. Defensive
4. Final

1. PRE-COMBAT ABILITIES

These abilities are only applied once at the beginning of the combat or the guardian's test. Some apply effects that last for the entire combat, while others apply one-time effects.

- **AMBUSH** (🔪➡️)

At the start of a Combat, the opponent suffers one point of unblockable damage. Guardians are immune to this ability.

- **REGENERATE** (💧)



At the beginning of a Combat or Guardian Trial, increases your current life by 1 point (can exceed maximum life reserve).

- **IMPACT** (🔹, 🔸 OR 🔶)

You get an additional low 🔹, mid 🔸 or high 🔶 corruption level attack die according to the color of the icon. You can use all the dice obtained in this way in all your rolls until the end of the current combat or Guardian Trial.



2. OFFENSIVE ABILITIES

These are used to modify and improve the result of your rolls during combat and in the Guardian Trial.

- **MASTERY** ()
You can re-roll one of your attack dice. You must keep the second result, even if it is lower.
- **MIRACLE** ()
Increase the result of one of your attack dice by one point.



3. DEFENSIVE ABILITIES

After the attacker has applied their offensive abilities, the defender can use defensive abilities to modify the attacker's rolls and reduce the damage received or take advantage of a bad roll by the attacker.













- **EXHAUST** ()
Choose one of your opponent's attack dice and reduce the result by one point.
- **CONSUME** ()
A result of 1 on an opponent's attack die allows you to recover one health point. Life is recovered before damage is applied and can never exceed the maximum life reserve.

4. FINAL ABILITIES

These abilities are activated at the end of each attack round of a combat and in the guardian's trials.

- **DEVASTATE** ()
A result of 3 on one of your attack dice does two points of damage instead of one.
- **TEARING** ()
Your opponent suffers one point of unblockable damage.

◆ ABILITY RULES

- A hero can have several copies of the same ability. Example: having three  allows the hero to use the Mastery ability 3 times in the same attack round.
- The effect of each ability only applies once per attack round. Examples: if you have one  and you get two or more results of 3, only one result of 3 will do two points of damage. If you have two  and the opponent gets three results of 1, you only recover a maximum of 2 life points.
- You can use several different skills on the same attack die. For example, you can use  to increase a 2 to a 3, then apply  to do two points of damage instead of one.
- You cannot use multiple copies of the same ability on a die if it boosts damage or heals life. Examples: If you have two  but only rolled one 3, you can only use one of your . In the same way if your opponent only rolls a single 1, you will only be able to heal yourself once, regardless of how many  you have.
- You can use multiple copies of the same skill on a single die as long as they modify the numerical result: , , and . For example, a hero with two  can reduce one die from 3 to 1.

COMBAT

During your action phase, you can perform actions that lead to combat. These result in Attack Rounds and last until one of the two combatants is defeated.

PRE-COMBAT

Before starting the first attack round, and only once per combat, each combatant can use their pre-combat abilities. Then the attack rounds begin.

ATTACK ROUNDS

During the attack rounds there will be two interchangeable roles:

- **Attacker:** The one who acts first in the attack round and inflicts damage.
- **Defender:** The one who defends themselves and receives the attacker's damage.

The combatant with the highest initiative will start as the attacker and will act first in the attack round:

1. OFFENSIVE PHASE


The attacker rolls all their attack dice and applies Offensive abilities to try to match or overcome the opponent's defense.

2. DEFENSIVE PHASE

The defender applies their defensive abilities (if possible) to the attacker's dice.

3. FINAL PHASE

The attacker applies their final abilities and damages their opponent.

If the attacker has Destroyer Gems at their disposal () , they can use them now. For each discarded gem, inflict 1 point of unblockable damage to the opponent.

END OF THE ATTACK ROUND

Once the attacker has inflicted damage, if the defender has not been defeated (life reserve at zero or less), a new Attack Round will start and the two combatants will exchange roles (the defender will become the attacker and vice versa).



COMBAT EXAMPLE





The heroine Dianne has a life reserve of 15 points and has just started a combat against a Daemon creature with a life reserve of 7 points.



PRE-COMBAT (Dianne and Daemon)

Before starting the attack rounds, we must apply the pre-combat abilities of each combatant.

Dianne has one ; as a result, the Daemon suffers one point of unblockable damage, leaving his life at 6. She also has one  (thanks to the Nephentes), so her life reserve is increased by 1 point to 16 points.

The Daemon also has one , so Dianne suffers one point of unblockable damage, leaving her life reserve at 15. Finally, Dianne has a mid-corruption die thanks to the Bulf Emperor's ability . So she can roll 4 dice ( + ) in all attack rounds.




Creature cards controlled by Dianne >



ATTACK ROUND - The attacker is decided



The combatant with the highest initiative will be the attacker in the first attack round. Remember that the initiative of a hero is the highest among the creatures they controls. Thanks to the Nephentes, Dianne's initiative is 5. As the Daemon has initiative 7, he will be the first attacker.

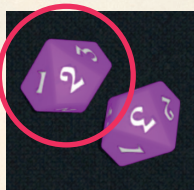
1. OFFENSIVE PHASE - Attacker acts (Daemon)


As the Daemon's attack is , he rolls three high corruption dice to attack, getting two results of 1, and one result of 3. To hit, he must match or exceed the opponent's defense (2 ). He uses his offensive ability  and rerolls one of the dice with a 1, now obtaining a 3.





2. DEFENSIVE PHASE - Defender acts (Dianne)

The Daemon has already used all of his offensive abilities so Dianne prepares to use her defensive abilities. Dianne uses  to reduce one of the Daemon's dice from 3 to 2, but it still causes one point of damage because it equals Dianne's defense. (2 ).



Die after applying .



3. FINAL PHASE - Attacker acts (Daemon)



Finally, the Daemon applies his final abilities. As it has a , one of the results of 3 will do two points of damage. Dianne suffers a total of three points of damage: one damage from the 2 and two damage from the 3 boosted by . Dianne's life reserve is reduced to 12 points.

NEW ROUND OF ATTACK


Neither of the two combatants has been defeated, so a new round of attack begins. Now Dianne will be the attacker and Daemon the defender.

1. OFFENSIVE PHASE - Attacker acts (Dianne)

Dianne has an attack of , and also has a  (thanks to the Bulf Imperator), so she rolls three low corruption dice plus one medium corruption die to attack. The results are 1, 2, 3, and 3.

As the Daemon has (2 ), Dianne decides to use her ability  to increase the 1 to a 2.






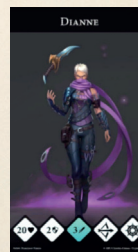
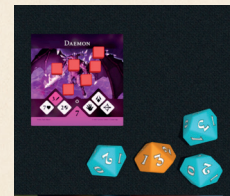
Dianne could use her  to re-roll one of her dice, but decides not to do so to avoid risk.

2. DEFENSIVE PHASE Defender acts (Daemon)

Dianne has already used all her offensive abilities, but since the Daemon has no defensive abilities, we move directly to the final phase.

3. FINAL PHASE Attacker acts (Dianne)

Dianne applies her final abilities. As she has a , one of the results of 3 inflicts two points of damage. The Daemon suffers five points of damage: two damage from the 3 that was boosted by the , and then three damage from the 2, 2, and other 3. The Daemon's life reserve is reduced to 1 point. Since Dianne has a Destroyer Gem at her disposal , she decides to use it to inflict one point of unblockable damage to the Daemon and defeat it in this same attack round. Dianne can now choose to keep the Daemon's card. Since heroes can only control 3 creatures at a time, Dianne decides to discard the Nephentes so she can control the Daemon.



Dianne's new creature combination



BASIC STRUCTURE

Crystal Age is played in a series of rounds. In each round, starting with the initial player, each player will have one turn. A player's turn consists of two phases:

1. **MOVEMENT PHASE:** Choose between Walking or Trot.

Competitive Mode adds an extra type of movement.

2. **ACTION PHASE:** Choose one of the available actions: Fight against a Creature or Get the Guardian's Favor.

When both phases are completed, the current player's turn ends and the game continues clockwise with the next player.

Competitive and Cooperative Mode add different extra actions.

MOVEMENT PHASE

You must move your hero through nodes connected by paths (white lines) choosing one of the 2 types of movement:

- **WALK:** Move one node.
- **TROT:** Move two nodes.

A hero can start their movement in any direction. Once you start the movement you must continue in the same direction and you cannot retrace your steps in the same turn.

Heroes can block paths from other opposing heroes. At no time can one hero move through a node occupied by an opposing hero.

Once the Movement Phase is over, the Action Phase begins.





ACTION PHASE

The hero performs one of the following available actions: Fight a Creature or Get the Guardian's Favor

◆ FIGHTING A CREATURE

You can Fight against a Creature on any node of the board. To do so:

Draw cards from the Creature deck in the area where you are:

Wall , **Forest Biome** , **Wasteland Biome**  or **Crater** 

- If your move was Walk, draw 2 cards. Pick 1 and discard the other.
- If your move was Trot, draw 1 card.



Finally, perform a Combat against the creature.

If the hero manages to defeat the creature, they will control it. They will keep its card, getting its initiative and its abilities to use in the next Action Phases.

Controlled Creature Limit

A hero can only have up to 3 unique creatures under their control (they cannot have copies of the same card).

A hero cannot face creatures they already control. If you draw one or more cards you already have, discard them and draw a new card. Repeat the process until a creature card you don't control appears. If you draw two identical cards and you do not control the creature, you must face the creature in question.

When a player defeats a creature but already controls 3 creatures, they must choose the ones they are going to keep and discard the others.

◆ GET THE GUARDIAN'S FAVOR

If you are in one of the two nodes located in front of or behind a Guardian, you can choose to perform the action “get the Guardian’s favor.” You will have one round of combat to deal 4 damage to the Guardian in an attempt to gain its miniature and unique power. The steps of the “get the Guardian’s favor” action are as follows:

- The hero activates their pre-combat abilities. (♠, ♣, ♦ or ♠). Guardians are immune to ♣.
- The hero suffers unblockable damage equal to the number of Destroyer Gems (♠) embedded in the Guardian’s base.
- The hero rolls their attack dice and activates the offensive abilities to match or overcome the Guardian’s defense (3 ♠).
- The hero activates their final abilities and applies the relevant damage points to the Guardian.

The hero can discard as many ♠ as desired to inflict unblockable damage points to the Guardian.

- For every two points of damage inflicted, steal a Destroyer Gem (♠) from its base (if any remain) to use in future combats or Guardian Trials. If the hero manages to deal 4 points of damage with a single roll, they receive Guardian’s favor. They gain the defeated Guardian’s miniature and its unique power.

FAILURE TO OBTAIN THE GUARDIAN’S FAVOR

If the hero fails the test, the Guardian will regenerate all of their life (returning to having 4 ♥) and the hero will be moved to the portal of the opposite realm, ending their turn. Guardians cannot retrieve previously lost Destroyer Gems.



Limit of controlled Guardians

A hero can only control two Guardians. If they would obtain a third, they must choose two to keep and remove one of the three from the game.

GUARDIANS

The Guardians are ancient protectors of Ansel who block the access roads to the Crater. Each Guardian has 3 points of Defense (3 ♠) and a life reserve of 4 points (4 ♥). By gaining their favor, the hero gains their unique power:

THERIAL - POWER OF THE THRONE

This power works as a pre-combat ability.

Cooperative Mode: At the beginning of the combat or the Guardian Trial, the hero with this Guardian recovers 2 life points.

Competitive Mode: At the beginning of the combat or when trying to get the Guardian’s favor, you recover 1 health and inflict 1 point of unblockable damage to other opponents.



HARANDÜR - POWER OF THE SWORD

The hero’s three Low Corruption attack dice (♠) become Mid Corruption dice (♠).



ATHERA - CHALICE POWER

Cooperative Mode: If at any time during the game, the common life reserve reaches 0 or less, reset it by adding 3 life points per hero in the game. This power can only be used once per game.

Competitive Mode: Once all the damage has been applied, if your health reserve is 0 or less, you will be resurrected with 5 health points. This Guardian can only be used once per player. In case of resurrection in the middle of a combat, the combat continues.



SIRGURD TUM - SHIELD POWER

Block 1 point of damage in each Combat attack round.



COOPERATIVE MODE

In Cooperative Mode, players join forces to defeat a Lord of Corruption.

This mode can also be played by a single player. In this case, the player can choose to control 2 to 4 heroes and prepare the game as if it were a cooperative game of 2 to 4 players.

◆ OBJECTIVE

Defeat the Lord of Corruption.

◆ INTIAL SETUP

1. Choose a Lord of Corruption and apply its mechanic (Corrupt Power) during the game.
2. Each hero gets a Gift 🎁.

◆ SHARED LIFE RESERVE

Heroes no longer have individual life. Now all players share a common life reserve equal to 10 life points for each allied hero in the game.

If two heroes are in play, the shared pool is 20 life points. If three are in play, then 30; if four are in play, then 40.

◆ GUARDIANS

The powers of the guardians Athera and Therial change in Cooperative Mode.

◆ MOVEMENT PHASE

Heroes can move through nodes occupied by other allied heroes.

Heroes may not end they move in the same node unless it is unavoidable (**Failure to obtain the Guardian's Favor**).

◆ ACTION PHASE

A new action is added to the base structure:

1. DESTROYING THE LORD OF CORRUPTION

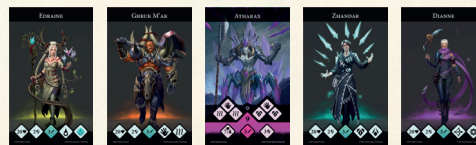
The Destroy the Lord of Corruption action initiates the end of the game. If you end your movement or start your turn on a Crater node 🌀 and the other heroes are also in Crater nodes, you can perform the action Destroy the Lord of Corruption.

Place all the heroes in the center of the Crater and perform the last combat against the Lord of Corruption chosen at the beginning of the game.

This combat works similarly to other combat but with some slight differences:

1. Before starting, players must choose one hero to be the defender for the whole combat.
The defender will be the one to block the attacks of the Lord of Corruption. Only this hero will receive attacks from the Lord of Corruption and therefore, only this hero will be able to use defensive abilities during the combat.
2. All destructive gems and gifts are discarded.
3. All heroes and the Lord of Corruption apply their pre-combat skills (only once at the start of combat).
4. The Attack Rounds begin:
The combatant with the highest initiative will begin their attack round. Once the damage is done, the next combatant continues, according to the initiative order, until all the heroes and the Lord of Corruption have acted.

We recommend that the Defender be the hero with the Shield Guardian and more defensive abilities.



You can place the cards in the order of initiative and turn them over after the attack round.

Repeat the attack rounds until either the Lord of Corruption or the heroes' shared life reserve reaches 0.

If you defeat the Lord of Corruption, you will have won the Crystal Age game! If your life reserve reaches zero before then, you lose.

LORDS OF CORRUPTION

The Lords of Corruption are the strongest adversaries of Crystal Age and are located in the center of the crater.

Each Lord of Corruption card has its own attributes and abilities on the front of the card.

For combat purposes, they function the same as creatures but with 6 abilities.

In addition, each has a unique Corrupt Power, which adds a unique rule to the game:

◆ KARNAK - PERPETUAL AGONY

- **TOTAL LIFE RESERVE** (♥)
Karnak's is 8 times the number of heroes in the game.

- **CORRUPT POWER**
At the end of each hero's movement, the shared life reserve suffers unblockable damage points according to the zone where that hero is located:

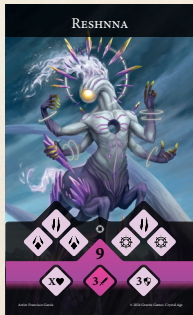
- **WALL:** 0 points of damage.
- **BIOME:** 1 points of damage.
- **CRATER:** 2 points of damage.



◆ RESHNA - CONSENSUAL ANNIHILATION

- **TOTAL LIFE RESERVE** (♥)
Reshna's life reserve is equal to the total number of creature cards discarded during the game.

- **CORRUPT POWER**
When taking the action, "Fight a Creature," discard the top card of the deck of the zone where you are. Then, draw the cards corresponding to the move you made.

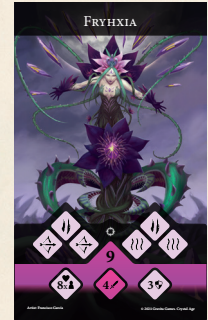


◆ FRYHXIA - VITAL CORRUPTION

- **TOTAL LIFE RESERVE** (♥)
Fryhxia's life is 4 times the number of players in the game.

- **CORRUPT POWER**
If a hero ends their movement in a node with a potion, roll a medium corruption die ◆.

A result of 3 inflicts 3 points of damage to the shared Life Reserve. Otherwise, the shared Life Reserve recovers 3 points of life.



◆ ATHARAX - GUARDIAN OVERTHROW

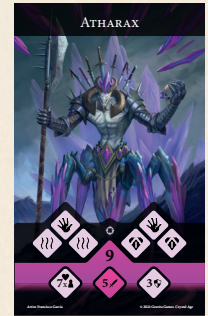
- **TOTAL LIFE RESERVE** (♥)
Atharax's life is 7 times the number of players in the game.

- **CORRUPT POWER**
At the beginning of each turn of the first player, Atharax attacks one of the available guardians, following the order of the guide card:

1. Throne
2. Chalice
3. Sword
4. Shield.

For every two points of damage, he keeps one of the guardian's destruction gems. Atharax automatically uses any acquired destruction gems against the heroes at the beginning of the final confrontation.

If a Guardian is destroyed by Atharax, remove it from the game.



COMPETITIVE MODE

In Competitive mode, players are adversaries and only one player can win the game of Crystal Age.

◆ OBJECTIVE

Remain in the center of the Crater for 3 consecutive turns or be the only survivor of the game.

◆ INDIVIDUAL LIFE RESERVE

Each hero starts the game with 20 life points.

◆ GUARDIANS

Make sure to use the Competitive Mode powers of the guardians Athera and Therial.

◆ MOVEMENT PHASE

The following movement is added to the base structure:

- **RUN: Move three nodes.**

When you run, discard a creature card from the deck corresponding to the zone where you end your movement.


Running does not allow you to perform the actions: Fight a Creature or Get the the Guardian's Favor.

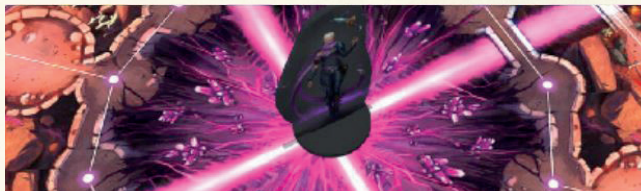
◆ ACTION PHASE

Two new actions are added to the base structure:

1. PROCLAIMING YOURSELF LORD OF CORRUPTION

The Proclaim Yourself Lord of Corruption action initiates the end of the game.

If you end your movement on a Crater node  and you perform the action Proclaim yourself Lord of Corruption, you must place your hero in the center of the Crater.




Once in the center of the Crater, you will not be able to perform any more Movement Phases for the rest of the game.

If there is another hero in the center of the Crater, perform a Combat against them to take their place. Otherwise, reveal a card from the Crater deck and perform a combat against the creature. If you defeat it, you can control the creature and take your place in the center of the Crater.

Repeat this process at the beginning of your next two turns.

If you manage to survive 3 rounds in the center of the Crater, you will have won the Crystal Age game.

2. FIGHTING A HERO

If you end your movement on a Crater node  occupied by another hero, you must perform a Combat against them. **This combat works like any other combat.**



DEFEAT A HERO

If one hero defeats another in combat, the winner can choose one of the following options:

- Keep the defeated hero's creatures. As the maximum number of creatures is 3, you must look at your creatures and your defeated opponent's creatures and choose the 3 you want to keep. Discard the rest.
- Keep the defeated hero's Guardians and Destroyer Gems. If Athera is among the acquired Guardians and its power has been used, it recovers its power and can be used again this game.
- Regenerate life. You can recover life points up to the current life reserve of another living opponent hero of your choice.

If a hero is defeated by any other circumstance:

- Their creatures are discarded.
- Their Guardians and Destroyer Gems return to their initial position and state.

LAWS OF CORRUPTION

In this game, adversary creatures and Lords of Corruption are controlled by the players as well. To make the game more challenging, the creatures must use their offensive abilities each combat round, following the order of priority set out below:

OFFENSIVE PHASE

1. Do as much damage as possible.

DEFENSIVE PHASE

1. Survive the turn.
2. Prevent the hero from being able to heal.
3. Reduce the amount of damage you will receive.

FAQS

Scan the following QR code or visit our official website www.gravita-games.com to access Crystal Age's list of frequently asked questions.

CREDITS

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