

# CRYSTALLIA

2-4 Players 30 minutes Ages 8+



You are a descendant of one of the world's ancient civilizations who meets on a remote island once a year to keep the world in balance. In an underground temple, you must use the Board of Opportunity by placing stones with powerful crystals that will determine what the future holds. Not only is this a solemn duty, but it is a dangerous one. The more crystals you summon, the more favorable things will be for your nation. However, summon too many of one color and bring horrible luck upon your people.

It's the duel that no one ever knows about.

Welcome to the island of Crystallia...

## STEP ONE: CREATE THE BOARD OF OPPORTUNITY



REGULAR  
TILES



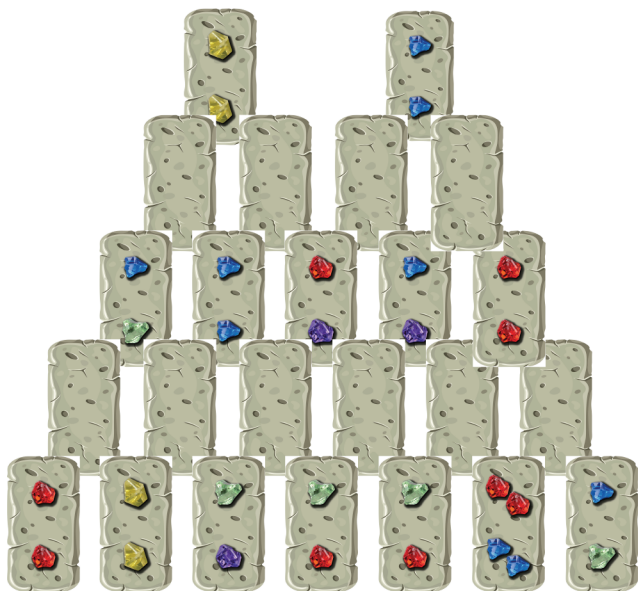
CHAOS  
TILES

Shuffle the 8 Chaos and 8 Regular board tiles separately, picking 3 of each for a 2-3 player game and 6 of the 8 Chaos tiles for a 4 player game.



Randomly place those tiles so that you create a 6x9 square board like the example to the right. You may rotate them any direction when building the board.

## STEP TWO: CREATE THE PYRAMID OF STONES



Shuffle the 24 stone cards and create a pyramid with a layout like the image to the left. You will have no cards left over.

The game ends when all cards have been placed on the Board of Opportunity.

## STEP THREE: MAKE PILES OF CRYSTALS

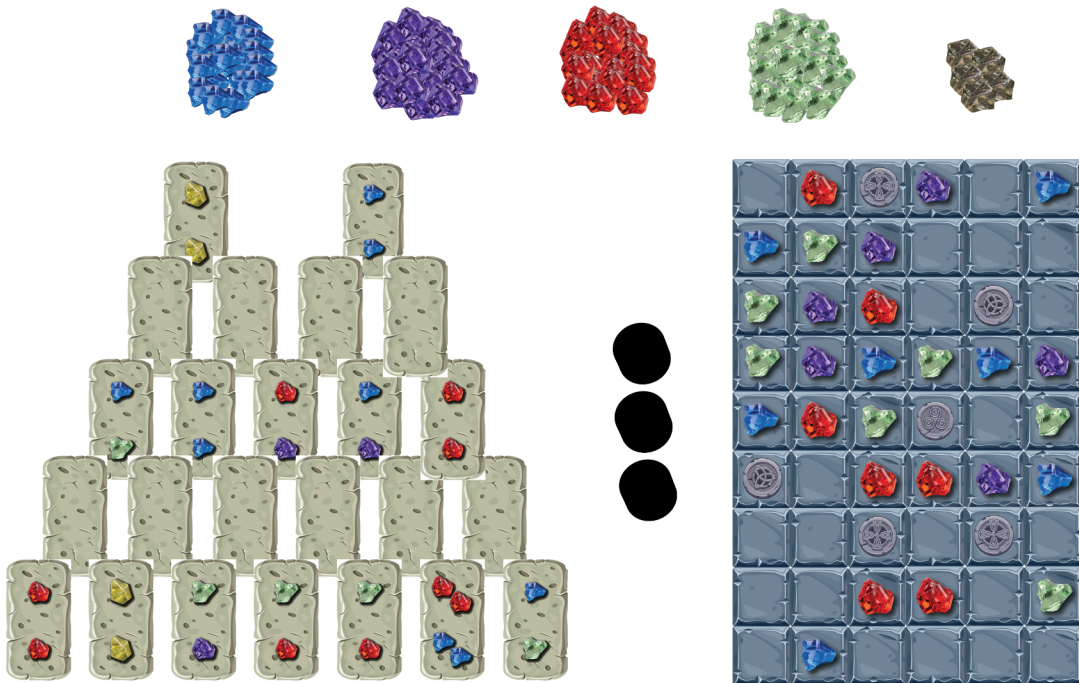


Set aside the supercrystal in each color.

This is given to the player who gets 9 crystals in that color first or 5 crystals on the opposite side of a platform in Advanced Mode.

## STEP FOUR: START THE DUEL!

Below is an example of what your play area might look like (4 players):



You will be dueling other descendants for the right to bring honor and prosperity to your nation. The Board of Opportunity demands fair and worthy competition and only one descendant can win.

# GIVE EACH PLAYER FOUR CIRCULAR PLATFORMS

## Unflipped Platforms:

Each time you gain a crystal, place it on the outer ring of the circular stone first. The platforms are used to track how many crystals you have in each color. If you fill the outer ring, place crystals on the 4 spaces in the center. Each space in the center loses one point when covered.

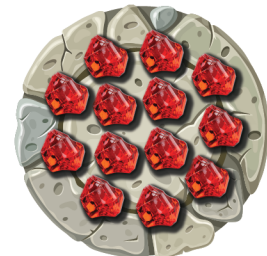


The other side of the platform has only 5 spaces. This side is for Advanced Mode only.



## SET THE 3 TALISMANS TO THE SIDE OF THE BOARD

These talismans are available to all players. If a player wishes to skip their turn, they may use a talisman if the player prior to them in turn order didn't play one or a talisman wasn't used on their previous turn. When using a talisman, choose a color. You will take 1 crystal of that color and place the talisman above the matching platform. This color cannot be chosen again for a talisman by any player.

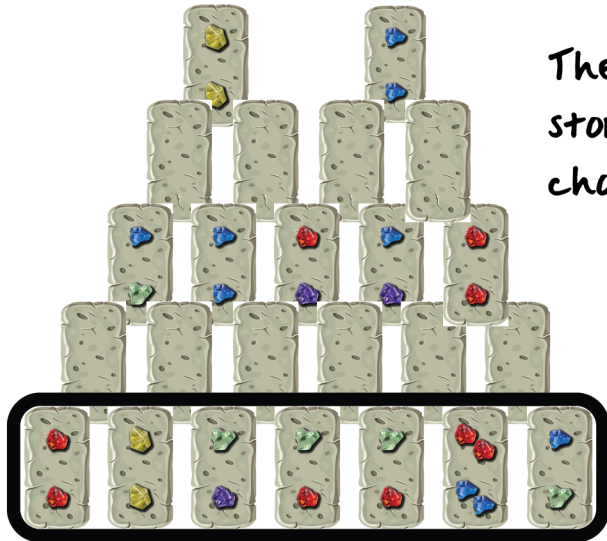


## ADVANCED MODE

In Advanced Mode, a player may choose at the beginning of the game to press their luck by flipping any platforms over to their 5 crystal side. Each crystal placed on this side is worth 2 points instead of 1 but the risk is higher. If you would play your sixth crystal, you lose all crystals on that platform and gain a black crystal on that platform.

## HOW TO PLAY:

### 1. SELECT AN AVAILABLE STONE FROM THE PYRAMID



The farther you proceed through the stone pyramid, the more strategic your choices must be.

Available means a stone is not covered by ANY other stone. Once a stone is uncovered, it is available to select. If a face down stone is uncovered, flip it over.

### 2. PLACE A STONE ON THE BOARD ANYWHERE



If the stone you play is not touching any other (adjacently or diagonally), pick one color on that stone and gain one crystal of that color. This is called isolating a stone.



If a stone is played so that it is touching another adjacently, gain crystals if a row or column of the same color (2 or more stones) is created. This is called matching. You do not have to match or isolate.

In the example to the left, you would receive 2 red crystals. You gain crystals equal to the total in that row or column of the same color minus one.



Note: Activate BOTH crystals on the stone you played. It is possible to match multiple surrounding stones depending on where you place your stone. Gaining crystals CANNOT be avoided.

## SPECIAL RULES ABOUT STONE PLACEMENT




If a stone is placed and you cannot take a crystal because the supply is empty, you gain a black crystal instead. Also, gain a black crystal if you ever take 6 or more crystals in one turn.



These are worth minus one point at the end of the game and are always added to the platform with the most crystals when they are collected.



When placing a stone on the board, you **MUST** take a crystal of the color matching the space you covered on the board.

If you cover an ability, you have the option to use that ability, unless it is the  ability. If directed to take a second turn, you **MUST** perform two turns in a row. See pg. 8: Special Abilities.



If there are ever 4 crystals of the same color in a row or column and you are the player that caused this, you **MUST** take a second turn. You cannot take more than two turns in a row unless a talisman is activated. You also cannot place a stone such that it causes 5 crystals of one color or more, including wilds (stones with 2 yellow crystals).



Yellow crystals on stones match all colors in all directions.

If an ability would ever cause you to cover another ability, you may use the ability if you choose. When an ability causes you to cover a space on the board showing a crystal of a certain color, you **MUST** take the crystal.

## SPECIAL ABILITIES

Special abilities must be used before activating a stone to collect crystals. You may use as many in a turn as you can cover.



Move any stone already placed on the board (not the one you just placed) in its current orientation to any other area of the board where it fits legally.



Take another turn. You cannot skip using this ability. However, you can NEVER take more than two turns in a row under any circumstances. On both turns you must select a stone from the pyramid and place it on the board if able. Note: First player may not use this ability to start the game.



Rotate a stone already placed on the board (not the one you just placed) such that it uses one square from its original placement. You must rotate the stone so that it fits legally on the board.

## SCORING

The game ends when all stones have been placed on the board. A player loses instantly if they have 13 crystals in any one color.

### REGULAR MODE (unflipped platforms)

Score 1 point for every crystal up to 9 in each color. Lose 1 point for every crystal over 9. Lose 1 point for every  crystal.

### ADVANCED MODE (flipped platforms)

Score 2 points for every crystal on every flipped platform. Lose 1 point for every  crystal.

### SUPER CRYSTALS:

The first player to gain exactly 5 (Advanced Mode) or 9 (Regular Mode) in any color takes the super crystal in that color.

Each supercrystal is worth 2 points at the end of the game.