

CRYSTALLINE WARS



RULES
Tabletopia Version

Goal

Your goal is to become the last wizard standing by mastering the elemental forces. Use these powers to create powerful fusions, eliminate rival wizards, and rise to the rank of the ultimate wizard.

Set-Up

For 2-4 player games, the player guide cards, direction of play card, top battleground card, and life counters have already been placed in the right places on the Tabletopia table for all players.

For solo play games, a familiar card and two items have also been placed on the table.

Each player starts with 40 lives in a free-for-all game. In solo play, a player starts with 30 lives.

- For 2-4 player games, each player takes 1 'Familiars' card. These remain face-down until played, but a player can look at their own familiar card.
- For 2-4 player games, each player takes 2 'Items' cards. These are placed in front of the player face-up.
- Each player takes 7 'Crystals & Spells' cards (except for the enemy in solo play games). These go into the player's hand.
- Determine the player to go first, either through mutual agreement, or a random method of your choice.

Game Play

The game commences with players taking turns in a clockwise order, unless specific cards are played that alter the direction.

On each turn, a player must draw a card from the 'Crystals & Spells' draw pile.

The player can choose to do any or all the following:

1. Fuse elemental crystal cards to do damage to another player (see Playing Fusions). Multiple fusions can be played in a turn.
2. Play any number of spell cards.
3. Use any items they control.
4. Play their Familiar card.

After completing their turn, the player must discard any excess cards until they reach the hand limit of 7.

When there are no more 'Crystals and Spells' cards to draw, reshuffle the discard pile.

Playing Fusions

To execute a fusion, the player selects a combination of unique elemental crystal cards (no duplicates) from their hand, revealing them to the other players, before or after choosing a target player to cast the fusion against.

There are some cards that will allow you to cast fusions with duplicate elemental crystal cards.

The more crystals within the fusion, the higher the damage it will do.

Wildcard cards are used as missing/extra elemental crystals, and multiple wildcard cards can be used in a single fusion. A small amount is deducted from the total fusion damage for each wildcard used.

Fusions can be cancelled, reduced, and even stolen by other players if they have the right cards to do so.

The total damage the fusion does is tallied when the fusion is played, and after any deductions.

Fusion Points

Crystals	Damage
2	2
3	4
4	7
5	11
6	16
7	22
8+	30

Deduct 2 points for each wildcard used.

Double Fusion cards will double the total fusion points. They are also stackable, with each additional card doubling the points again.

Battlegrounds

Battleground abilities can be played at any time, by any player. Each battleground will have a different set of abilities.

Any elemental crystals used to activate a battleground ability must be placed in the discard pile.

Familiars

Familiars can be activated at any time during the game unless they state otherwise.

Familiars give each player a once per game ability. Once the player has paid for and activated the ability, they must reveal the familiar to all players, and it will remain face-up for the rest of the game, indicating that it has been activated, and can't be activated again.

Any elemental crystals used to activate a familiar must be placed in the discard pile.

Items

Items can be used at any time during the game unless they state otherwise.

Any elemental crystals used to activate an item must be placed in the discard pile.

Solo Play

You can play Crystalline Wars as a solo player.

In solo play you start with 30 lives.

Shuffle separately the 'Solo Play Attack Spell' deck and the 'Solo Play Defence Spell' deck before starting the game.

Play your turns as normal, and for each time you attack with a fusion or item, draw a defence spell card for the enemy, and action the rules on the card.

After your turn has finished draw an attack spell card and action the rules on the card.

Every spell the enemy casts is a fusion and can be cancelled or stolen if you have the appropriate cards.

Fusion Break cards will reduce the damage the wizard does by 2 points.

If you play a reshuffle spell/ability, then play as normal, but also reshuffle the two enemy decks.

If you play an ability that swaps cards then instead of swapping cards, discard them, and draw the same number of cards from the 'Crystals and Spells' deck.

Crystal Clash

In an early version of Crystalline Wars, before we introduced Battlegrounds, Familiars, and Items, there was just the 'Crystals and Spells' deck. For a simpler game with quicker setup, you can play using only the 'Crystals and Spells' deck. All other rules remain the same.

Thanks for playing Crystalline Wars!

If you have any questions, suggestions, or any feedback on the game or this rule-set, then please reach out to us on our Discord or sent us an email:

Discord: <https://discord.com/invite/5qQrbqmnwb>

Email: info@fyndoria.games

Credits

Game Design: Mac Cross & Kevin Cross

Illustration: A.I. Generated (Midjourney & DALL-E3)

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