

# **\*\*Game Manual: "Magic Realms: Battle for the Key"\*\***

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## **\*\*Game Story:\*\***

In the mystical land of Eldoria, a realm brimming with magic and mystery, a group of brave heroes embarks on an epic quest. They are tasked with retrieving the elusive Key of Victory, hidden deep within the treacherous Volcan of la Reunion. This ancient artifact, said to possess untold power, holds the key to escaping the fantastical world of Eldoria.

Each hero, whether a formidable Warrior, a wise Mage, or a cunning Hunter, wields unique magical abilities. As they journey through the land, they encounter powerful monsters, test their mettle in fierce battles, and collect items and spells to aid them in their quest. The heroes must strategically navigate the board, making crucial decisions about when to engage in combat, when to use their items, and when to employ their spells.

Only by reaching the final position on the board with the Key of Victory can they unlock the portal that will transport them out of Eldoria, back to their own world. The fate of these heroes and the future of Eldoria itself hang in the balance as they face a world of swords, magic, and adventure in their relentless pursuit of the ultimate prize.

## **\*\*1. Introduction:\*\***


"Magic Realms: Battle for the Key" is a thrilling board game set in a fantasy world filled with powerful monsters, magical spells, and heroic adventurers. The goal of the game is to find the Key of Victory, located at the Volcan of la Reunion, and make it to the final position on the game board while overcoming various challenges and engaging in epic battles. Players take on the roles of three different heroes - Warrior, Mage, and Hunter, each possessing unique abilities and powers. Strategy, luck, and decision-making will be essential to emerge victorious in this world of swords, magic, and adventure.

## **\*\*2. Game Components:\*\***

- Game Board with numbered spaces
- Dice
- Player tokens (chips) for 6 players
- Cards: Items, Spells, Monsters, Heroes and Life Points
- 3 Hero Tokens: Warrior, Mage, and Hunter

## **\*\*3. Game Setup:\*\***




- Place the game board in the center of the table.
- Each player selects a random hero card (Warrior, Mage, or Hunter).
- Shuffle the Item and Spell decks separately, and place them face down.
- Each player starts with 2 damage and 6 Life Points (6 LP cards).
- Roll the dice to determine the starting player.

- Place the hero tokens in the  START space.

## **\*\*4. Game Rules:\*\***

- Players take turns in clockwise order.
- On your turn, roll the dice and move your hero token accordingly. You may encounter various spaces on the board, engage in battles, and collect items and spells.
- If two heroes share the same space (except for the START space), a battle may ensue unless both players mutually opt not to engage. The player currently taking his turn rolls the dice to decide the battle's outcome.
- When two heroes occupy the same TRAVEL box, the last arriving player can use the TRAVEL box to escape, prioritizing it over a battle.
- Use Potion items to recover LP outside of combat.
- Items like Bow, Sword, and Staff, etc... grant bonus damage.
- Spells offer unique abilities and effects.

## **\*\*5. Winning the Game:\*\***

To win the game, a player must reach the final position on the board  (Final Portal) with the  Key of Victory in his hand. If the player doesn't have the key, he must continue playing until he can obtain it. If one player gains the key, the other players (also having the  LAVA SKIN spell) can fight him for it (if they are in the same space of the board).

## **\*\*6. Heroes and Their Abilities:\*\***

- Warrior: Can enter a rage against monsters and defeat them instantly (once per round).
- Mage: Gains 1 Teleportation item for completing a round on the board (up to 1).
- Hunter: Can escape from monsters twice per round.

## **\*\*7. Items and Spells:\*\***

- Items and Spells have various effects, some passive, some usable in battle and others out of battle. The passive effects are active all the time.

## **\*\*8. Battles:\*\***

- Battles are resolved with dice rolls (4-6 for an attack, otherwise opponent attacks). The player currently taking their turn rolls the dice to decide the battle's outcome.
- Monsters drop items based on their level (level 4 monster drops 4 items).
- When the battle occurs between 2 players, the winning one can choose an Item card from the hand of his opponent.

## **\*\*9. Special Game Spaces:\*\***

- LVL UP, MERCHANTto, TRAVEL boxes, PORTAL MASTER, ROBBER, and more offer unique interactions.



- If you land on a LVL UP space, increase your hero's level.



- Visit the MERCHANTto exchange one of your items for a random item.



- The PORTAL MASTER allows you to move anywhere on the board except the KEY space.



- The ROBBER forces the player on top of it to lose a random item.



- The LAVA SKIN space grants a LAVA SKIN card (Needed to hold the KEY).



- The TRAVEL space allow the player to teleport to the opposite TRAVEL space in the board.



- The SPELL space grants one spell card.



- The FIRST AID space grants this Special Spell.



- The Portal Scrolls allows the players to travel to any of the 2 portals on the board.

## **\*\*10. Advanced Gameplay Options:\*\***

SOLO / COOPERATIVE:

- The Winning condition of the game changes. To win, the player(s) have to defeat the Skeleton King monster.
- Every monster gains 2 extra LP.