

Obelisks / Field of Obelisks

Technical data

Number of players: 2 - 4

Age of players: 12+

Play time: 1 - 1.5 hours

Game Contents:

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1. Brief Description of the game theme and genre.

Legendary Golf Obelisks old as the world itself. Huge stones with long-forgotten, half-effaced inscriptions buried in the midst of the Great Heath and keep a great power shower magic. This ancient magic and merciless desert element constantly gives rise to horrible creatures that live among rocks and sand and busting Prigraniche. Dva hero, hired one of the rulers of the Rim, begin their journey to the legendary stones in order to stop the attacks of terrible monsters and seize all the power of the Obelisks

2. Brief description of the gameplay

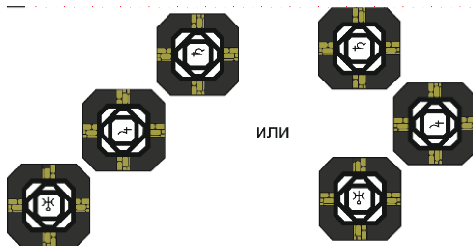
The game "Obelisk" - a turn-based (Military-tactical) strategy with RPG elements. The player controls two characters (heroes), as increasing their level of play and giving different skills. The aim of the game is to capture a certain number of tiles of the playing field - obelisks. The player plays against the game - win monsters of various levels or against another player - in the final stage of the capture. Play in the "Obelisk" can be both individually - "all against all", and in the co-op - "2 x 2". The game is quite simple and will not cause problems with the understanding of the mechanics of the game, at the same time, the variability of the playing field and a variety of tactics and movement of the characters form a high replayability.

3. _

4. **Ready to Play**

On the playing field center of the table is laid obelisks by the following rules:

1. First laid out from 1 to 5 tiles with obelisks 3rd level. Obelisks are located at diagonally adjacent cells. For example 3 tiles.



2. Then the tiles next to the 3rd level laid tiles 2nd level.
3. The last laid tiles obelisks Level 1 and start tiles heroes connecting diagonally. Start tiles players should not be adjacent to each other on a diagonal.

4. Heroes are prepared cards. Players spread over 4 chips on the experience of each character. Chips necessarily laid out on a place with black dots and optionally the field with white dots.

5. Determined by the first player.

5. The order progress

1. Player Turn is consistent spending action points of its heroes.
2. **Heroes** players consistently spend action points and win the tiles from the obelisk.
3. **Hero Warrior** attacks or counterattacks complete melee damage and half damage in distant combat (if odd number of points of damage, the resulting half the damage rounded down).
4. **The hero-magician** attacks or counterattacks full damage in remote combat and half damage in close combat (if odd number of points of damage, the resulting half the damage rounded down).
5. **Warrior can spend on action:**
 - **course** on the adjacent tile to win a near-simultaneous attack of the monster tile
 - **Remote intelligence** - Definition of a monster card on an adjacent tile to win.
 - **course** the neighboring, conquered the enemy and free of enemy heroes and monsters tile while the conquest of the tile (to change the chip on the opponent's piece of the same color).
 - **course** on the adjacent tile with an enemy hero with a simultaneous attack of the hero.
 - **course** on the tile with the enemy hero and monster monster with a simultaneous attack. (See. P. 8)
6. **magician can spend on action:**
 - **ranged attacks** not conquered the neighboring tile with the simultaneous attack of the monster tiles.
 - **course** the neighboring conquered the enemy and free from enemy heroes tile while the conquest of the tile.
 - **Remote attack** neighboring tile with the enemy hero with simultaneous remote attack the enemy hero.
 - **Remote attack** on the tile with the enemy hero and monster monster with a simultaneous attack. (See. P. 8)
 - **Treatment** both himself and the warrior-hero, if the characters are on the same tile and someone one, if on adjacent tiles.
7. **For** the conquest of the tile it is necessary to attack the (mage attacks remotely from the neighboring tile adjacent road, and the warrior attacks, rising to the target tile) and destroy the monster guarding the obelisk of the tile.
8. **definition** What a monster protects the tile, takes place with the direct attack or remote exploration is not conquered by players of the tile. This is taken from the deck of monsters appropriate level monster card and **marked with the sign of the corresponding tile obelisk (obelisk mark shall correspond to the label on the tile)**. If the monster definition occurred in exploration mode, the player takes a monster card in your hand and it does not show to anyone, while the monster will not be attacked by any character of any player.
9. **When attacking a monster** Guarding the tile with the obelisk, the hero gets the corresponding damage on the monster card. Under the sign of the sword on the monster card indicates its response to the attack in melee. Under the sign of the bow - stated the response ranged attack monster.

If this monster attacks a warrior, he will receive 3 units. damage, if this monster attacks the magician, he will receive 2 points. damage.

- 10. With the victory over the monster** the hero who kills the monster (who directed his attack last unit of Monster Life) captures the obelisk, put a chip of the same color in the middle of the tile and remove the obelisk mark with a monster card that can be used in two ways:
- **Put a sign on the obelisk obelisks on the character map** and get one experience point (**for any monster is given only one point of experience**) To improve one of skill. Heroes Skills can be pumped is not run out of blank squares in the relevant sectors of skill.
 - **Put a sign on top of the obelisk colored chips** in the center of the tile conquered and thus leave the monster to protect the tile from the enemy characters.

Map of the defeated monster again placed in the appropriate level monsters deck and the deck is mixed. If enemy heroes will attack won the tile under the protection of the monster, the kind of monster, which will be fighting heroes, again determined randomly from a deck of monsters.

- 11.** If the hero is attacking with tile enemy hero and the monster (for example, a warrior stood on the tile with the monster in the exploration mode, and it won a tile left to guard a monster) that takes damage from the monster and can not attack the hero is alive monster.
- 12.** When attacking an enemy hero
- Your hero-warrior counterattacks complete melee damage and half damage in distant combat (if odd number of points of damage, the resulting half the damage rounded down).
 - Your hero-magician counterattack total damage in remote combat and half damage in close combat (if odd number of points of damage, the resulting half the damage rounded down).
- 13.** If a character loses the battle with the monster, the tile is not considered to be conquered, and the hero died. This monster card is sent to the deck and the deck is shuffled. The loser of the battle hero is sent to the starting tile, which is removed with one colored chip (revival of the hero). Hero lost the monster does not lose skill points. If the starting tile is no more color chips character can not be revived and out of the game.
- 14.** If a character loses the battle to another hero, the winner takes itself any sign obelisk obelisks from the field on the map underdog hero and removes any colored piece from one of the 4-skill sectors. Tile corresponding pick the sign of the obelisk into the possession of the winner (changing color chip on the tile).

Previous color feature allows you to choose the winner

- Restore all removed once during the battle hit points
- Enlarge any skill of choice

6. Terms of the end of the game and victory

If one of the rounds of all the obelisks 3rd level are captured, then the round is considered the last. After all players have finished their turn in the last round victory points are calculated. For obelisks Level 1 1 point, with the obelisk of the 2nd level are two points behind the obelisk and the 3rd 3 points. The player