

MYSTERION: GAME MANUAL



Game Overview

Mysterion is a competitive strategy game where players, as Mystics, must spread their influence by completing challenges, battling opponents, and resisting the Dark Kingdom's Enforcers. Players claim territory, use divine Scripts and powerful Creatures, and defend their control over the land. The game is won when a player (or team) secures a majority of the board, but if Enforcers take too much ground, all players lose.

1. GAME COMPONENTS

Board & Player Components

- **Game Board:** Features **15 community spaces** (claimable locations) and **5 sanctuaries** (safe zones).
- **5 Player Pawns:** Each player chooses a color and moves their pawn across the board.
- **15 Color-Specific Tokens per Player:** Used to mark owned territories.
- **5 D20 Will Power Dice (One Per Player):** Each player has a personal D20 die matching their pawn and tokens to track their Will Power (WP).

Card Decks & Piles

- **Mysterion Pile** (Scripts & Creature Tomes): The main deck of power-enhancing cards.
- **Quest Pile:** Contains challenges that players can attempt to claim spaces.
- **Enforcer Pile:** Represents the Dark Kingdom's forces, who challenge players for control.
- **Event Pile:** Triggers world-changing conditions that alter gameplay.

Dice & Markers

- **1 D20 Challenge/Enforcer Die:** Represents varying WP of Enforcers and challenge opponents.
 - **2 Black D6 Dice:** Used for battles and determining damage.
 - **1 White D6 Die:** Used for player movement across the board.
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2. GAME OBJECTIVE

- Players compete to **prove mastery of Mysterion** by claiming and defending territories.
 - Spaces are claimed by **completing challenges** or **defeating opponents in battle**.
 - Players must **prevent the Enforcers** from gaining too much control.
 - **Victory Condition:** A player (or team) controls **the majority of the board**.
 - **Defeat Condition:** Enforcers take over **8 spaces** (in a two-player game, scales with more players).
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3. GAME SETUP

1. **Each player chooses a color** and places their pawn at a **starting sanctuary**.
2. **Each player takes 15 matching color tokens** to mark owned spaces.
3. **Each player takes a D20 die matching their pawn's color** to track Will Power.
4. **Shuffle all decks** (Mysterion, Quest, Enforcer, and Event) and place them face-down.

5. **Draw 3 Quest cards** and place them face-up as the **Challenge Pool**.
 6. **Each player rolls a white D6 to determine turn order** (highest roll goes first).
 7. **Each player starts with 20 Will Power (WP)**—tracked with their D20 die.
 8. **Set aside the black D20 die** to track the WP of **Enforcers and Challenge Opponents**.
 9. **Place the Enforcer pieces off-board**—they will appear as black dots if players fail challenges.
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4. TURN STRUCTURE

On a player's turn, they may do the following:

1. **Move (Optional):**
 - Roll the white D6 and move up to that many spaces along connected routes.
 2. **Attempt a Challenge or Duel (if on a valid space):**
 - Players may **claim an unowned space** by attempting a challenge from the pool.
 - Players may **attempt to take over an opponent's space** (see rules below).
 - Players may **battle an Enforcer** on a space with a black dot.
 3. **Trade (Optional):**
 - If on the same space as another player, they may exchange **Scripts and Creature Tomes**.
 4. **End of Turn:**
 - If a player successfully completes a challenge, **draw a new Quest card** to refill the pool.
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5. CHALLENGES & BOARD CONTROL

Claiming an Unowned Space (White Dot)

- A player chooses a challenge from the pool and attempts it.
- If successful, they place **their token on the space** to mark ownership.
- If they fail, a **black dot (Enforcer control)** is placed on the space.

Taking Over an Owned Space

- If the **owner is present**, the challenger must **duel them** for control.
- If the **owner is absent**, the challenger may attempt a **challenge** from the pool instead.
 - The owner may **choose to move to the space** and defend in a duel.
 - If the owner **stays away**, the challenger faces the challenge alone.
- Winning allows the challenger to **replace the previous owner's token**.
- Losing places a **black dot** on the space (Enforcer control).

Reclaiming Enforcer-Controlled Spaces (Black Dots)

- Players must fight an **Enforcer NPC** whose strength is determined by a card.
 - The Enforcer's WP is set using the black **D20 Challenge/Enforcer Die**.
 - If victorious, they **remove the black dot and place their token**.
 - If they lose, they **retreat to a sanctuary with 10 WP**.
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6. BATTLE MECHANICS

General Battle Rules

- Battles occur when:
 - A player **challenges another player** for a controlled space.
 - A player **fights a quest challenge** or **Enforcer NPC**.
- **Once a battle begins, it cannot be stopped**—a victor must be determined. No retreating.

Battle Structure

1. **Determine Will Power:**
 - Players start battles with **the WP they currently have** (tracked by their own D20 die).
 - Challenges/Enforcers start with WP **set by rolling the black D20 Challenge Die**.
2. **Select a Creature (Optional):**
 - Players may **send a Creature forward** to assist them in battle.
 - If no Creature is used, they fight using raw **Mysterion power**.
3. **Roll for Combat:**
 - Both sides roll a **black D6**.
 - The higher roll deals damage **equal to the difference** in values.

4. Script & Ability Use:

- The **aggressor** (attacker) decides first whether to:
 - Use **Scripts** to boost or reduce their roll.
 - Activate a **Creature ability** (once per battle).
- The **defender** then chooses if they want to counter with Scripts or abilities.
- **Scripts can only boost a roll up to 6, not beyond.**

5. Damage Calculation & Repeat:

- After all modifications, the **final dice values are compared**.
- The losing side **takes damage equal to the difference** in the dice rolls.
- The battle repeats until one side's WP reaches **0**.

Aftermath of Battles

- **Winning a battle against a player:** The winner claims the **defeated player's space**.
 - **Winning against a challenge:** The space is claimed, and the player earns **rewards**.
 - **Winning against an Enforcer:** The black dot is removed, and rewards are earned.
 - **Losing a battle:** The defeated player moves to the nearest **sanctuary** and **resets to 10 WP**.
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7. GAME WINNING CONDITIONS

- A player (or team) **controls the majority of spaces** on the board.
- If **Enforcers take 8+ spaces**, **all players lose**—the Dark Kingdom prevails.