The MistCaller

Bryan Lai Sang

Bailey Raniolo

Priyam Jain

Thomas Nguyen

The MistCaller

There was once an island, known for its prosperity. It is a famous trade route between two kingdoms, a paradise for travelers and merchants and an inspiration for poets and bards. People were friendly, hospitable, and banquets were held nearly everyday to welcome the guests. There was nothing but joy, although joy and prosperity ultimately led the island to its demise. A curse, a punishment, a consequence for wrongdoings, or an act of war, no one got told. The only thing people will ever know that the island got consumed, as the story of the last day unfolds.

It is harmless, they said, as some thought it was steam from an underground hot spring. It expands, they wait as it was not much of a threat. The size of the forest, they scared as the mist continued to engulf. Vacate, they decided as what got in, never got out. The islanders looked for help, to no avail. For the outsiders already bailed.

All the joy they gave, now they're alone. All the help, they need, or they'll be gone

Desperate, they look for the seer. For salvation is what they want to hear.

They are not on their own, the seer said, "In the gods' names, I will help".

Good news, they get, for the goodness they gave. For every move of the mist, they know, but the more they know the less time they have.

With perseverance and the seer's help, the people unite.

No one knows their fates. For the incident, they are called the Mistcallers.

Goal of the Game

The goal of the game is to work together, gather resources around the island, make materials from those resources and have the shipwright build the ship. Meanwhile a mist starts from the center and fills up the map. If the mist touches a player, the player dies, and the **game is over**.

The island is filled with face-down tiles and players need to explore the island to uncover and gather resources.

Each character can make specific materials from specific resources, and players need to work together and trade resources/materials to craft the necessary items needed to build a ship.

Game Components

- The Board
- Three 4-sided dice and one 6-sided dice
- Player Inventory Board (x4)
- Wooden and Iron Tools Inventory Board
- Resource Tokens (Wood, Iron, Flax)
- 4 Player Tokens (Shipwright, Woodworker, Blacksmith, Tailor)
- Mist Tokens (x80)
- Ship Token
- Card Deck
  - Weather Cards
  - Spell Cards

- Items = Resource & Material Tokens

- Tools Tokens (located on Wooden and Iron Tools Inventory Boards)
  - Iron Tools
    - Saw
    - Chisel
    - Hammer
  - Wooden Tools
    - Ruler
    - Bevel
    - Compass
- Material Tokens
  - Wood Blocks
  - Iron Ingot
  - Nails
  - Linen
  - Cloth
  - Sail
  - Rope

The Board

- The Board is divided into four sections: North, South, East and West

- Players start on the circle tiles in the middle

- The square tiles are filled with resource tokens

- The Mist can spread to circle and square tiles

- The Mist cannot cross the borders (section lines)

- Dotted lines between tiles represent paths for both players and the Mist

- Player can drop items on empty tiles (black tiles)

- Items cannot be stacked on top of each other

- Only materials can be deposited on beach storages (Players need to be on any tiles next to that beach)

- Players can move and pick items through other players but cannot end their turn on other players

- A compass is located on the top left of the board to indicate direction

Winning Condition

To win the game, **x4 Wood Blocks, x2 Nails, 1x Sail and x3 Ropes** must be deposited on one side of the beach (Storage). That is the beach where the ship will be built.

All the tools must also be crafted. Once all the prerequisites are met, all players must move to the tiles adjacent to that beach to build the ship, and the game is won

Flip the ship token when the winning condition is met

Gathering, Trading & Crafting

Resources and materials are described as items.

Resources are represented with a red background while materials are materials are represented with a yellow background

Resources are located all over the island. Players can choose to gather and place them in their inventory

Picking resources/materials costs 1 action point

Items can be traded and given to other adjacent players.

This costs 1 action point

To achieve the winning conditions, the appropriate materials and tools must be crafted

Crafting costs 1 action point

- The appropriate materials are located next to their characters. Crafting a material/tool means discarding the materials/resources used from the player's inventory and into the discard pile, and adding that crafted material into the player's inventory
- The Blacksmith and Woodworker must craft iron and wooden tools. Crafting a tool means flipping that tool face-up to indicate that it has been crafted

Crafting Tree Diagram

➡ **2** materials/resources are needed to make the next material (**x1**)

➡ **1** material is needed to make **1** tool

➡ To make a ship (win), those are needed:

   ➡ **x4** Wood Blocks

   ➡ **x2** Nails

   ➡ **x1** Sail

   ➡ **x3** Ropes

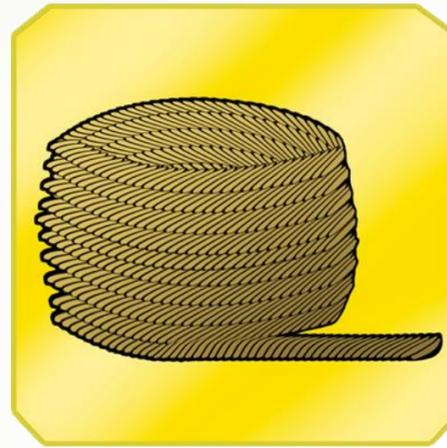   ➡ **All** Tools (Wood & Iron)
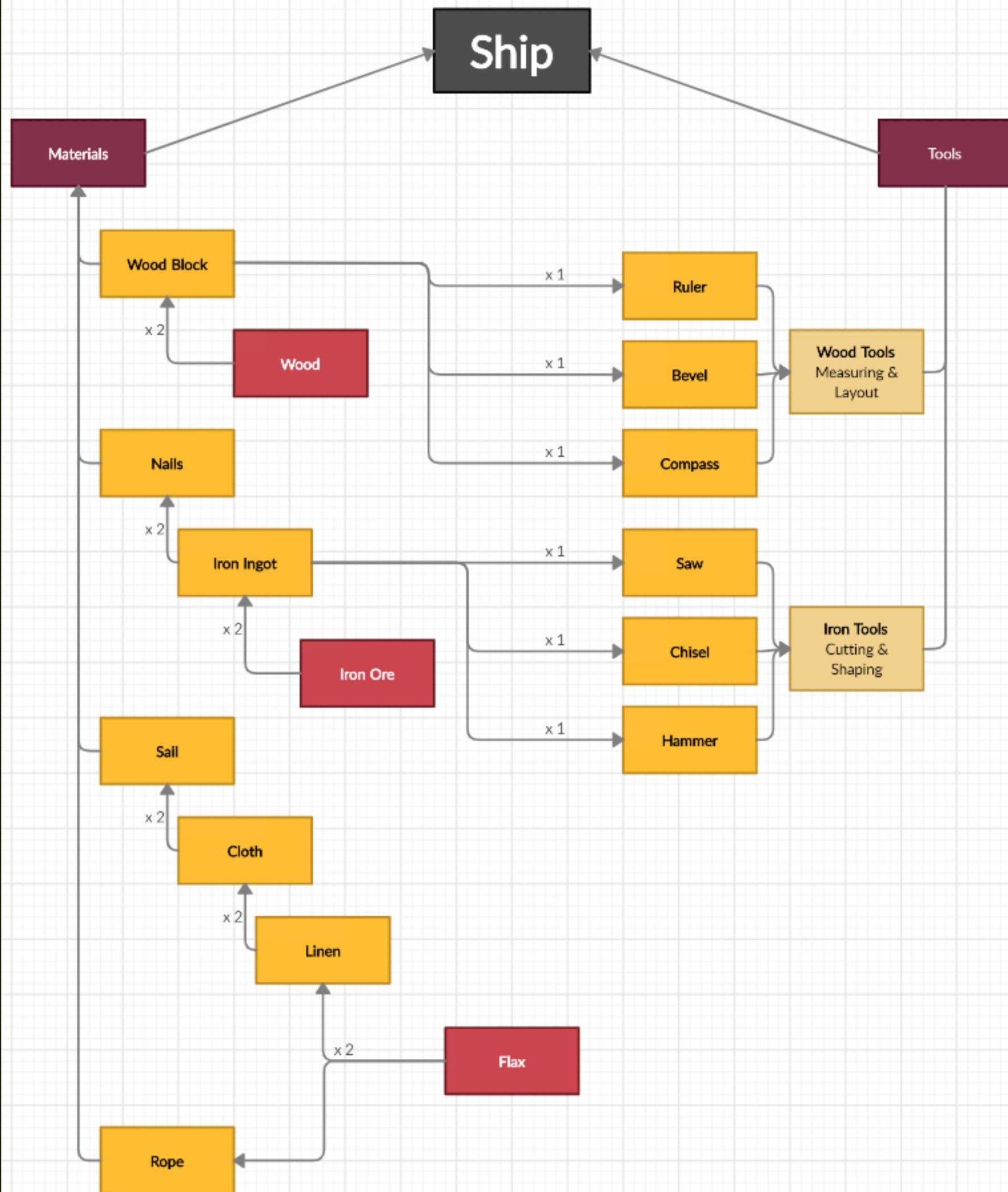
Resources

Flax
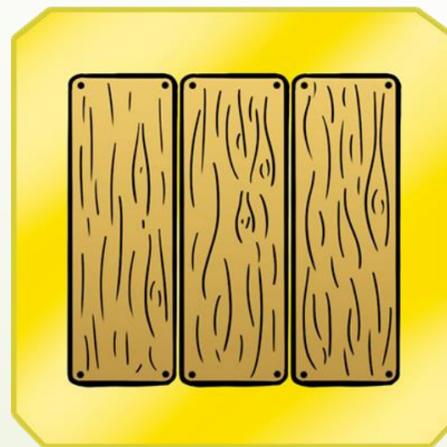
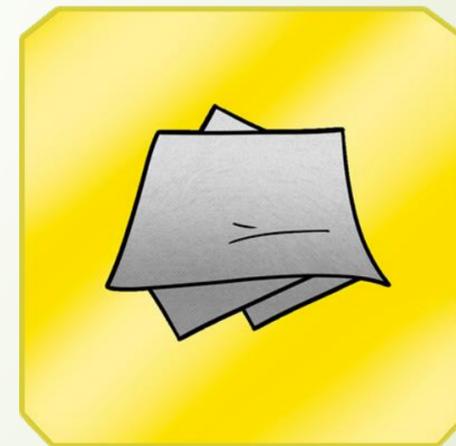Iron Ore

Wood

Materials

Nails
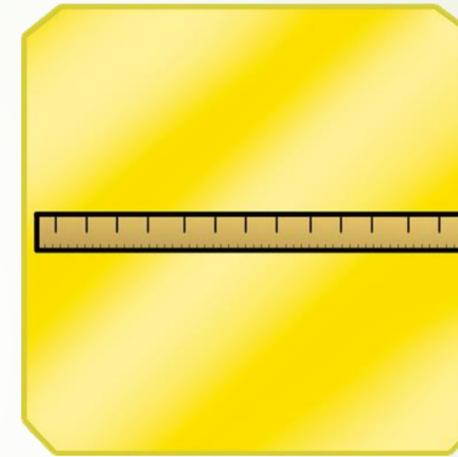
Rope

Sail

Iron Ingot

Wood Blocks

Cloth

Linen

Tools

Chisel

Ruler

Saw

Bevel

Hammer
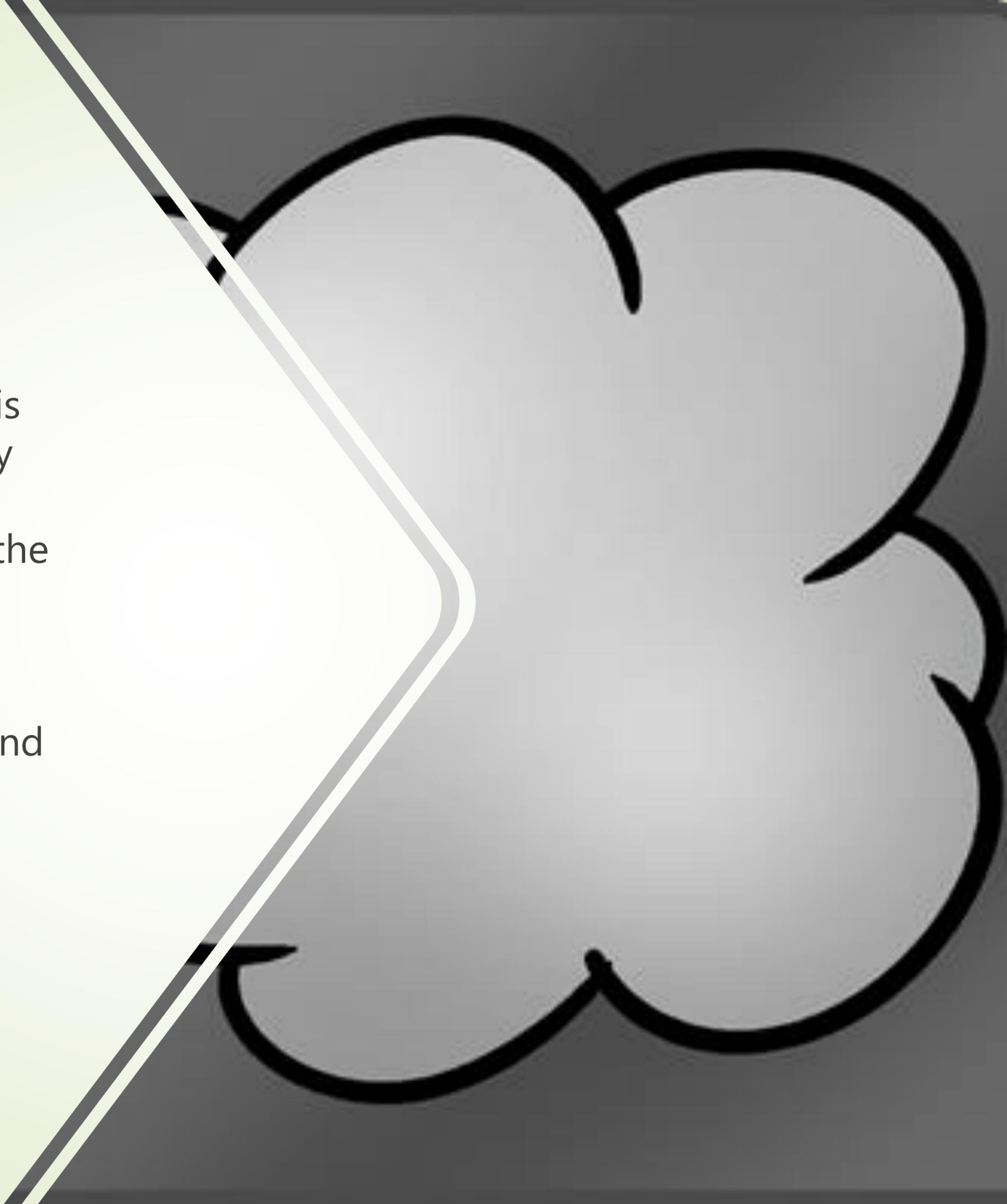

Compass

The Mist

The mist is the AI player of this board game and will gradually cover the whole board. Mist tokens are used to represent the sections of the board that are occupied by the mist. The behavior of the mist is dependent on the weather wind card.

Characters (Classes)

Shipwright

Blacksmith

Woodworker

Tailor

Shipwright

Responsibility: Build **Ship**

Can keep **4 spell cards** to be used at any time

Inventory Space: **5**

Dice: **6**-Sided Dice

Blacksmith

Responsibility: Craft **Iron Ingots** and **Nails**

Tool Responsibility: Craft **Iron Saw, Chisel, Hammer (Flip token when crafted)**

Inventory Space: **3**

Dice: **4**-Sided Dice

Woodworker

Responsibility: Craft **Wooden Blocks**

Tool Responsibility: Craft **Wooden Ruler, Bevel, Compass (Flip token when crafted)**

Inventory Space: **3**

Dice: **4**-Sided Dice

Tailor

Responsibility: Craft **Linens, Clothes, Sails and Ropes**

Inventory Space: 3

Dice: 4-Sided Dice

A turn is divided into 2 phases.

1. Card Phase   **2. Action Phase**
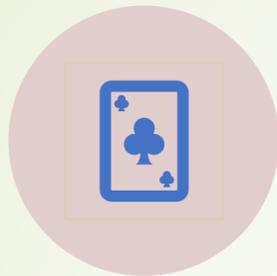
Players skip the card phase on the **1st turn**

During the Card Phase, only 1 card is picked for all players

During the Action Phase, all players act at the same time
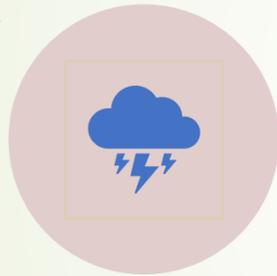
Turns and Phases

Card Phase

1. There are two types of cards in the deck: Weather Card and Spell Card

2. Starting the second turn, players need to pick 1 card from the deck and reveal it to everyone

3. Weather Cards must be used immediately before the Action Phase

4. Spell Cards can be kept and used at any time during the game

The MistCaller

The Deck
Face Down

Weather

North

Wind

"A howl echoes throughout the island. "Beware, the wind rises." – The seer shouts."

The mist spreads to tiles adjacent to them in the direction of the wind (in the mentioned direction-section of the map only)

Weather Card

Spell

Clearance

"The name of the gods, I shout. Stay away from my people, I command"

Players can remove 4 mist tokens from anywhere on the board

Spell Card

Weather Card
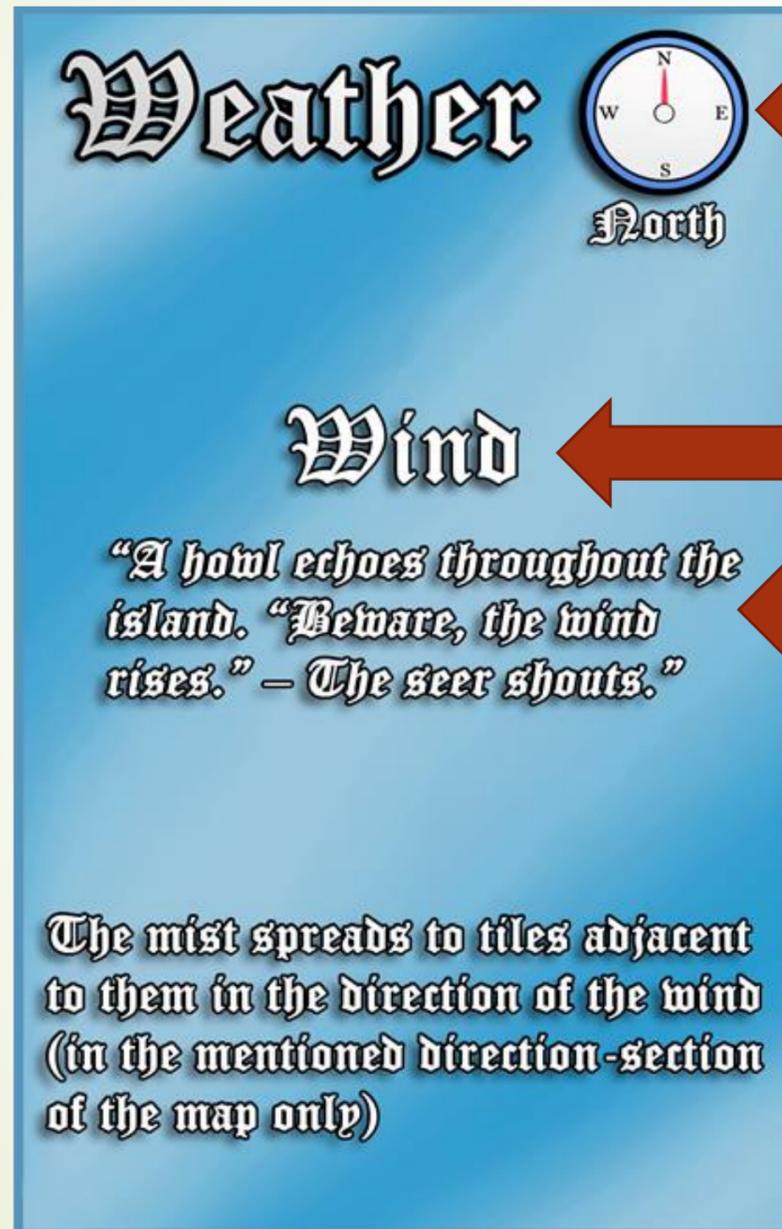
Weather — *North* — Direction of the effect (which section of the map this effect takes place)

Wind — Weather Type

"A howl echoes throughout the island. "Beware, the wind rises." – The seer shouts." — Story Description

The mist spreads to tiles adjacent to them in the direction of the wind (in the mentioned direction-section of the map only) — Gameplay Description

Spell Card

Spell

Prediction ← Spell Type

"In the future, I look. The fate of our people, I see" ← Story Description

Players can look at the next 3 cards in the card pile ← Gameplay Description
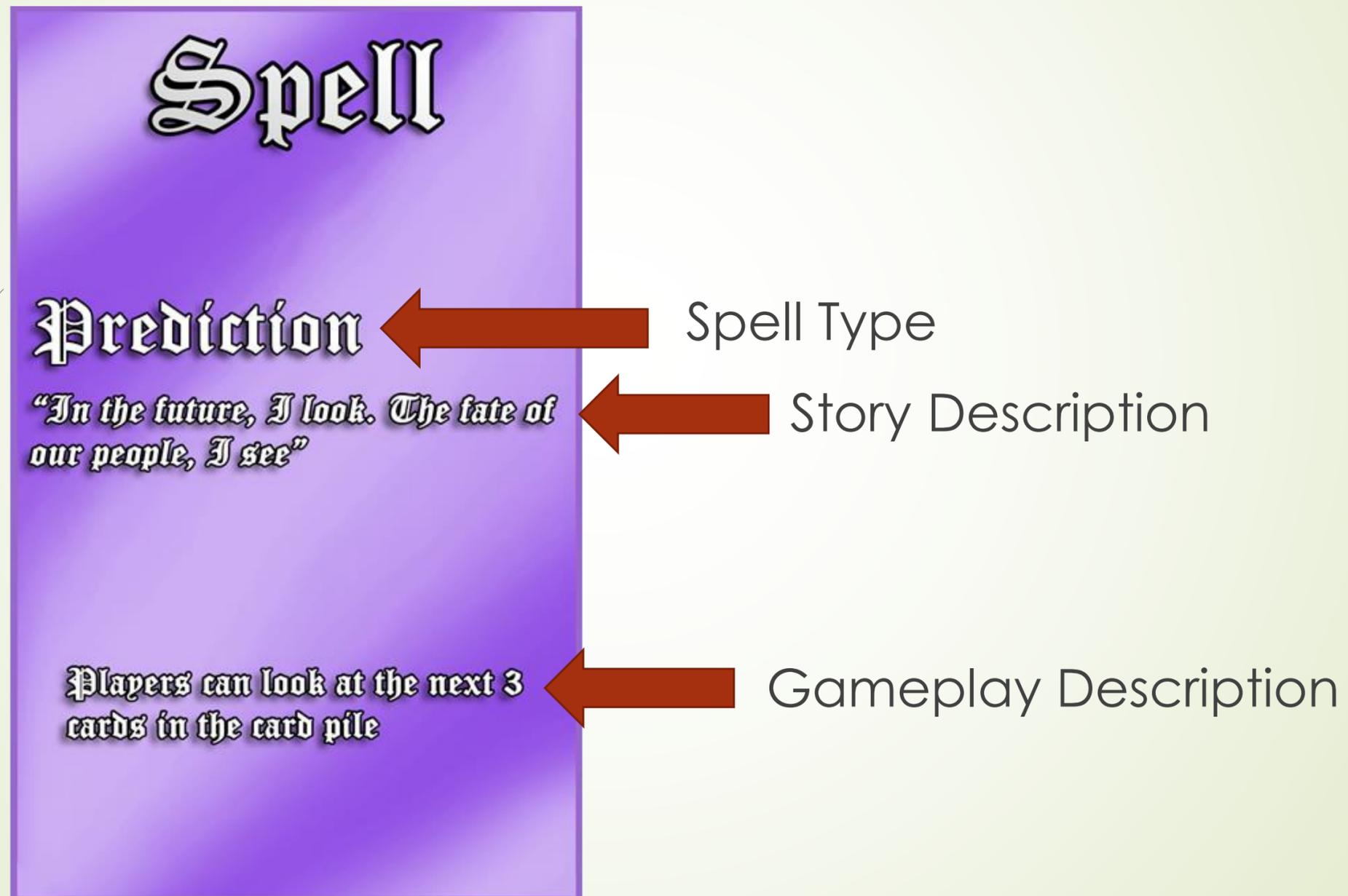
Action Phase

All players roll their dices

The result represents the maximum number of actions point a player can use

Behaviors that cost one action point:
- Moving between tiles (Moving on a face-down resource tile automatically flips the tile with no action point consumed)
- Picking an item from a tile under the player
- Giving/Trading with other players
- Crafting materials from resources/materials
- Crafting tools from materials
- Dropping items on empty tiles
- Dropping materials on the beach
- Picking materials from the beach

Once all players end their actions, the next turn starts, and 1 card is picked from the deck (Card Phase)