



Version 2.0

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We warmly welcome you to the exciting world of Chobolo. Games For the Mind wants to offer you the most rewarding gaming experience ever. Chobolo is a customizable everything game. We hope that the opportunity to customize everything down to the land pieces you use will excite you as much as it did us and the many people who play tested the game. A strategy game shouldn't be decided by how much money you can spend. Instead, victory should be a result of strategy, planning, and a little luck. Chobolo now offers you a "campaign in a box." Best of luck on your roads to victory.

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Chobolo



Gammon held her breath. The two surviving warriors standing behind her mouthed silent words of encouragement. The way here wasn't easy. They lost Rimya in the mountains when they came upon an unexpected contingent of Fire Soldiers. The fight was short. Their group killed the 2 fire soldiers in the patrol, but Rimya had lost too much blood from an abdominal wound.

Gammon made the decision to leave Rimya there. She vowed that as soon as she found a sacred fountain of the water element, she would resurrect Rimya. Unfortunately, their group found no water. Rimya would have to wait. Instead they now stood in silent awe of the magical barrier standing before them. On the other side: the Avatar's desert. Somewhere beyond the desert and the Fiery Sea, Chobolo the Avatar was waiting.

The sun was high overhead giving Gammon warmth despite the chilly autumn air. She squared her shoulders and brought forth the elements necessary to open the Plane Wall. She had practiced this spell and knew it well, so it came easily. The spell worked its magic quickly. Gammon stepped back and studied her work.

To the watching warriors, the barrier glowed as strong as ever. But Gammon could see through the barrier into the shadowy desert beyond. The time for admiration was short. Gammon knew that the casting of this spell would allow any wizard in addition to herself to cross into the Avatar's plane. The patrol of Fire Soldiers only confirmed that the Fire worshippers were arming for war. Her kingdom of Water worshippers was already fighting off the disorganized attacks of the Air worshipping heathens, and it would be only a matter of time before the Earth infidels would join this power struggle. Everyone knew the only way to assure their country's survival in what would surely be a war of cosmic proportions would be to obtain the Avatar's aid. Even survival wasn't assured. There were rumors of a dark horror coming to the land.

To the soldiers, it looked like Gammon just walked through a solid wall. They had their orders though. They struck out towards the kingdom of the Fire worshippers. There they would wait for Gammon's return, and with the group together again, they would destroy the Fire worshippers with the Avatar's help.

Days later, as Gammon stumbled over the last stones through the Fiery Sea, she looked up and froze in horror. The wizard of the Fire worshippers was standing at the gate of the Avatar and calling the god forward. In the thin air that filled the inner plane, the wizard's voice was clear and strong.

"By the Element that is Fire and the Elements of the world I call you, Avatar, to come and guide my humble hand."

The center of the Plane swirled with the four elements, and Gammon cringed as she saw her precious water swirling among them to help this infidel wizard. Then everything went silent, and from the center of the plane the Avatar loomed out amidst a cloud of turbulent mist to embrace the enemy wizard.

Chobolo was free.

WHAT DO I START WITH:

Chobolo is a customizable board game. Chobolo offers a new dimension in customizable games. For the first time, Chobolo offers you the opportunity to select your playing board, your characters, and a myriad spells.

The first edition starter set comes with all the pieces necessary for one player to set up his/her playing field. Below is a list of rules for customizing your set when you decide to expand.

Each player must have the correct number of all items in order to successfully play the game:

- 1) Three unique warrior cards (gray stone background)
- 2) One wizard card (solid black background)
- 3) Three playing boards that work best with your characters. One Chobolo Center Plane--just in case your friend did not bring his/hers.
- 4) Minimum of ten unique spell cards. This is the *Spell casting deck*. (light blue stone background)
- 5) 6 blue, 6 red, 6 white, and 6 green *spell chips*.
Depending on your playing style, you may need more *spell chips*.
- 6) 4 *tower* chips and 3 blank stickers for the *auxiliary towers*.
All the *tower* chips look the same. Marking them with an initial or a symbol will prevent confusion when playing with friends.

- 7) 4 pawns, which correspond to each warrior and wizard (See Appendix A for what they correspond to)
For added enjoyment, we suggest using your favorite miniatures.
- 8) One 4 sided die.
Anytime you see the notation XD4, this means roll a 4 sided die X times.
- 9) One glass bead denoting Chobolo

You might wish to add small tokens to your set. Certain spells require marking the playing board. If you run out of *spell chips*, use counters to denote the element collected. Coins, other poker chips or glass counters popular with many customizable card games will do nicely.

HOW DO I WIN:

You must eliminate all opposing players from the game in order to win. You have the option of playing in teams. There are three ways to win:

- 1) Once your wizard has captured Chobolo, go to any opponent's empty **main tower** and cast the Armageddon spell within 2 hexes of the empty **main tower**. Game Over.
- 2) Once your wizard has captured Chobolo, go into your own **main tower** and cast the Armageddon spell. Then return with your wizard and Chobolo to the empty Chobolo center hex and remain there until the end of the turn.
- 3) If a wizard other than yours possesses Chobolo, then you may win with this option. Without Chobolo, eliminate any opponent's wizard and cast the Chobolo spell in the hex adjoining any opponent's empty **main tower** in the same round. Chobolo likes to see its followers succeed and will reward you by joining your wizard. Take Chobolo from whomever currently possesses it and place it on your wizard. Then, cast the Armageddon spell at the opponent's empty **main tower**. Game Over.
- 4) Eliminate all of an opponent's characters for three consecutive rounds. Characters come to life at the beginning of each player's turn. A player is considered eliminated from the board if that player has no characters on the board by the end of a round. This option removes a player out of the game but does not end a multiplayer game.

CHARACTERS:

WIZARD:

The wizard is the primary character in the game. You cannot retrieve Chobolo, make your warriors more powerful, or cast spells to affect the outcome of the game without the wizard.

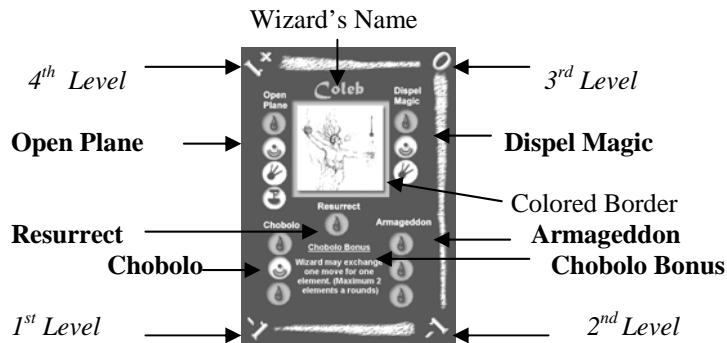
All characters, including the wizard, begin the game at the **main tower**.

Dying: When a wizard dies, all the elements collected are removed from the *spell stack*. A wizard is automatically resurrected at the beginning of that player's turn at the **main tower**. When a wizard is resurrected, the player picks up an additional *spell card*. The wizard always comes into play at the 2nd Level.

Fighting: A wizard starts at the 2nd Level (See the wizard card below). The numbers indicated around the card indicate modified adjustments and levels (See BATTLES). For example, if a second level wizard is in a hand to hand battle, the wizard's die roll would be 1D4 -1. Translation: subtract 1 from a single roll of a 4-sided die.

Spell Casting: (See SPELLS) When a spell is cast from the *spell casting deck* (10 cards), the spell takes effect immediately. If the spell is a *transient spell*, (yellow border) once the spell is cast, it goes to the bottom of the *spell casting deck*. If the spell is a *permanent spell* (black border), then the spell is attached to the object or kept in play until its time expires. When a character with spells on it dies, or the spell expires, the spell card is put on the bottom of the *spell casting deck*. This way, spells can be re-used if you run through your entire deck. Do not shuffle your *spell casting deck* during the game.

Wizard Character Card



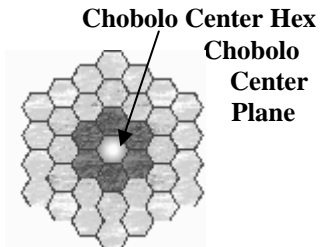
The Colored Border as well as the element beneath the Resurrect spell will indicate the elemental alignment of the wizard. In this case **Coleb** is fire aligned.

The wizard starts with a set of standard spells outlined on the wizard's card (in **bold**). Unless otherwise noted, spells can be cast anywhere on the playing board and can affect a target anywhere.

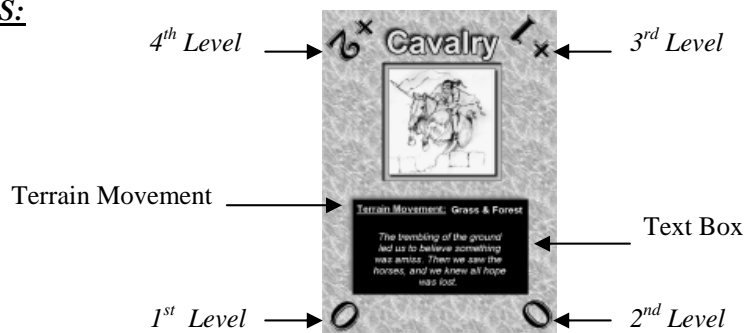
- **RESURRECT**: This spell brings one dead warrior back to life at any tower that the player controls (See Towers). The warrior is reborn at the 1st level. The warrior is resurrected without any spells attached (unless otherwise noted).

Note: Only one warrior or wizard may be resurrected each round.

- **OPEN PLANE WALL**: To cast this spell, the wizard must be in a hex adjacent to the Chobolo Center Plane. Once this spell is cast, *any* wizard can cross into the Chobolo Center Plane.
- **CHOBOLO**: This spell allows a wizard to capture (possess) Chobolo from the **Chobolo Center Hex** (the yellow hex outlined in blue) of the Chobolo Center Plane. The wizard casts this spell when he/she is adjacent to the **Chobolo Center Hex** of the **Chobolo Center Plane**. If a wizard that was carrying Chobolo dies, Chobolo returns to the **Chobolo Center Hex**. Once Chobolo has been captured for the first time, and the wizard who controlled Chobolo died, then any wizard can obtain Chobolo by either standing next to the **Chobolo Center Hex** after Chobolo has returned, or by casting the Chobolo spell from anywhere on the board. (See HOW DO I WIN)
- **DISPEL MAGIC**: This can be cast on *permanent* or *transient spells*. To affect a *transient spell*, **Dispel Magic** must be cast immediately after the *transient spell* is cast. This spell will remove all spells attached to one character of the wizard's choice or a specific *permanent spell*. All spells, including Binding, are removed from a character when **Dispel Magic** is cast on a character with a binding spell on them.
- **ARMAGEDDON**: This spell requires that the wizard possess Chobolo. When this spell is cast within 2 hexes of a player's empty **main tower**, the caster destroys the tower (remove it from the game to free up the element) and wins the game.
- **CHOBOLO BONUS**: Each wizard gets a different bonus for possessing Chobolo. This bonus is detailed on the wizard's card.



WARRIORS:



LEVELS

- At the beginning of the game every warrior comes to life at 1st level at the **main tower**.
- Only warriors can gain 1 level per life by traveling to the **Chobolo Center Plane** and ending a move on the **Chobolo Center Hex** while Chobolo is not present.
Note: If a warrior is standing in the Chobolo Center Hex when Chobolo returns, then that warrior dies. No one may stand in the **Chobolo Center Hex** when Chobolo is present.
- After a warrior or wizard defeats another warrior or wizard, the victor gains a level combat's conclusion. When a 2nd level warrior defeats an opposing warrior, the victor's warrior rises to the *third level*. A warrior or wizard may not progress beyond the 4th level.
- The warrior and wizard cards have been designed in such a way that you can indicate the level of your character by rotating the card so the level bonus is pointed towards you. (See STARTING THE GAME)
- Characters may only gain levels in hand to hand combat, unless otherwise noted.

Archers: Archers are important warriors because they may attack from two hexes away. The archer's unmodified die roll is compared to the unmodified die roll of a target character. The compensation for the archer's awesome power is a -1 penalty in hand to hand combat. When an archer moves within 2 spaces of an opponent, next to the opponent, or an opponent moves within 2 spaces of an archer, the archer can use his free ranged attack. Refer to the BATTLES section of the manual to learn about the remainder of the fight. However, if a **warrior passes within 2 hexes** during its movement and **does not stop** within the 2 hex radius, the **archer may not use his ranged attack ability**.

- Archers receive a +1 bonus when shooting from a tower.
- If the die roll of an archer ties that of his opponent, the archer misses and gets no additional ranged attack at that character for the current round.
- An archer on the ground gets a simultaneous-**1 ranged attack** versus any character inside a tower.

Note: Archers do not gain levels for killing at range.

River Walkers: A river walker utilizes the rivers of the Chobolo world. When a river walker begins his turn on a river, the player declares that the River Walker is river walking. The player must roll a 3 or 4. If that player succeeds, the river walker may travel the entire length of the river. If the player rolls a 1 or a 2, the River Walker does not move for that round.

- If a river seems to end on a small hex on the large hex playing board and starts on the small hex of an adjoining playing board like so:



The character can move onto the new board as if the rivers were connected and follow the river to its termination. Characters are not obliged to follow the entire length of the river and may stop at any point they want. The River Walker cannot step off the river during the turn it is river walking.

A **River Walker** may walk over lakes as long as the character does not end his movement on a lake hex. A lake hex is considered part of a river.

TURN ORDER:

This is a turn-based game. Each player has one turn per round. The only segments of this game that are simultaneous are the battle segments, and they will be explained under their own heading of BATTLE. Any wizard may cast a spell at any time during a round even if it is not that player's turn.

The turn order is as follows:

1. Wizard moves (8 spaces)
2. Warriors move (4 spaces each)
3. Battles Occur
 - A. Cast Spells
 - B. Resolve Archery & Tower Fire
 - C. Fight to Death
 - D. Gain Levels

MOVEMENT:

Wizards: Wizards move 8 spaces with the opportunity to cast spells at any time during their movement. Wizards are the **ONLY characters** allowed to move over and land on the playing boards' element hexes. The elements are outlined by their colors on the hex playing boards. The elements on the boards are not represented by symbols. Rather the element hexes are surrounded by the distinct color of the element. The elements which appear on the spell cards and their border color on the playing boards are listed below.



Earth
Green Border



Air
White Border

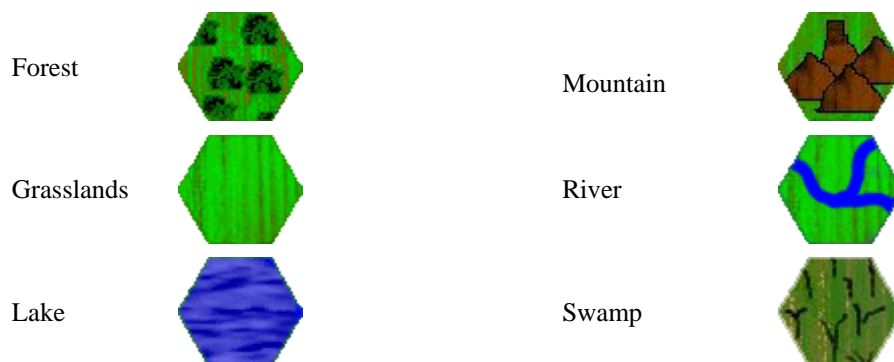


Fire
Red Border



Water
Blue Border

Familiarize yourself with the playing boards and the elements.
There are 6 different terrain hexes on the boards.



The **Chobolo Center Plane** consists of desert and lava which has no effect on the game at this time.

Collecting Spell Chips

- When a wizard moves over an element on the playing board, an *element spell chip* is added to the top of the **spell stack**. Each player has only one **spell stack**.
- You may move over and receive multiple *element spell chips* in one move. This includes moving over the same element many times. You may not gain *element spell chips* by remaining on an element.

- **Removing Elements from Stack:** At some point in the game, the top *element spell chip* on your **spell stack** may not be the desired element. To remove this *chip*, the wizard must land on the element without collecting the element *chip* that corresponds to the undesired element on your wizard's **spell stack**.
- **Praying:** A Wizard may bring an extra spell card into his/her hand from the **spell casting deck** if the wizard lands on an element, and he/she does not take the *element spell chip* to put on his/her **spell stack**.

Warriors: Players must declare which warrior is moving before rolling the die. Each warrior may move 4 spaces. However, some warriors have a **Terrain Movement** bonus written on their cards. For example, if a card says TERRAIN MOVEMENT: FOREST, then a warrior starting their movement on a forest moves 5 spaces.

- Warriors may build a tower only if they are on a grass hex. A warrior can forfeit their movement to try to build a tower. The player must declare that the warrior is trying to build a tower instead of moving. That player must then roll a 4 (on a 1D4). If the warrior succeeds, that warrior is automatically placed in the newly created tower.

All Characters:

- Two characters cannot occupy the same hex.
- Characters cannot travel over occupied hexes.
- A player may choose not to move a character.
- **Swamps:** During a movement, if a character crosses or starts on a swamp hex, they move one fewer space that round.
- **Lakes:** A lake takes up an entire hex unlike a river. It looks very much like the water element hex with the exception that it does not have the dark blue outline around it. If it has any border, it will be brown. Characters die if they walk on or over lake hexes. All characters die if they stop their movement on a lake hex, unless otherwise noted. **ONLY River Walkers** may cross over lake hexes.
- Characters may not use a hex occupied by a tower as a travel space. A character can end its movement in a tower. In this case, the character is said to be in the tower (Place character on top of *tower chip*).
- No character may move in the **Chobolo Center Plane** (inner plane) until certain conditions are met. In order for a wizard to move in the inner plane, OPEN PLANE WALL must be cast by any wizard. Warriors cannot move in the center plane until Chobolo has been captured for the first time.

Note: Once OPEN PLANE WALL is cast, ALL wizards may travel in the inner plane. OPEN PLANE WALL can be cast multiple times, but it only takes effect once. Once the plain wall is opened, it remains open for the remainder of the game unless otherwise noted.

TOWERS:

- The **Main Tower** is the tower that occupies an element hex associated with that particular player's wizard (See STARTING THE GAME). No player may occupy any opponent's **main tower**.
- **Auxiliary Towers:** These are three extra tower chips that may only occupy grass hexes.
- *Only warriors may build towers.* The warrior must start its turn on a grass hex, forfeit its movement, and roll a 4 to build a tower. If the warrior is successful, place the *tower chip* beneath the warrior on the playing board.
- Towers allow any warrior in the tower to have an unmodified free attack on **one opposing character of each player per round** as soon as the character enters within the 2 hex radius. When an archer is in a tower, that archer receives a +1 bonus to its ranged attack. Here is an example: If Player A puts a warrior in a tower, and Player B moves within 2 spaces to attack the tower, Player A gets 1 shot at Player B's warrior before they engage in hand to hand combat.
- **Characters** passing through the **2 hex radius** are **automatically shot at by Tower dwellers**. This is different from the archery skill because it assumes the character in the tower is always on constant surveillance and is not just travelling. The character in the tower does not have to use its attack immediately. This might be advantageous if a Ranger enters the two hex radius by landing on a forest where the Ranger cannot be attacked. If the ranger continues moving through the two hex radius and lands on a non-forest hex, the character in the tower can then choose to fire upon the Ranger.
- Towers must have at least a **1 hex space between** them and other **towers**.
- Characters occupying towers that are within two hexes of each other are not allowed to attack each other. Only characters on the ground can attack and be attacked by tower dwellers, unless otherwise noted.

- Only one character is allowed in one tower. This rule is modified only when dealing with resurrection. When characters are born in a tower, enough characters have to leave it so that only one or none remain. You cannot end your turn with more than one character in a tower.
- Once a tower is built and vacated, any character (from any player) can occupy the tower. Characters must end their movement on the tower in order to occupy it. When one of your characters occupies an opponent's tower, that tower becomes your own. Players may only have 3 towers in addition to their **main tower** on the board. If you have your three *auxiliary towers* in play, and take over an opponent's tower, you must destroy one of your own auxiliary towers so that you have only 3 auxiliary towers. Simply exchange the opponent's tower with an *auxiliary tower chip currently in play*. This is the only way to destroy a tower. If someone is in the tower being destroyed, simply place the character on the now empty grass hex.
- Warriors may be resurrected at any tower a player controls.
- An archer on the ground gets a simultaneous **-1 attack** versus the tower dweller.

SPELLS:

All spells require the *element spell chips* to be removed from the **spell stack**, starting with the top element, in the specific order detailed on the cards. That means, the wizards must collect the elements of the spells starting with the bottom element first. For this reason, all the elements needed to cast a spell are shown on the spell and wizard cards one on top of the other.

- A wizard must pass over the element hex to receive a *spell chip*. A wizard starting its move on an element does not receive chips.
- Spells can be cast at any time. Spells are resolved as last declared, first resolved. For example, Player A casts **Sleep**. Player B, casts **Change Element**. The sleep spell cannot be cast. Player A still keeps the elements on his/her **spell stack** and keeps the **Sleep** spell in their hand.
- *Spell Chips* may be removed only by dying, casting a spell, or landing on the element of the *chip* you want removed. (see MOVEMENT)
- **Death & Spells:** When a wizard dies, you **do not** lose the spells in your hand. When a wizard is reborn, the player draws an additional *spell card* into his or her hand.

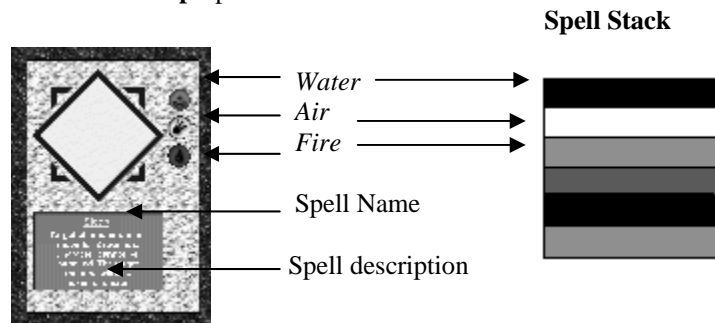
Types of Spells:

Transient Spells: These spells, denoted by the swirling yellow border, are resolved immediately and then put on the bottom of the *spell casting deck*.

Permanent Spells: These spells, denoted by the black border, are put into play and remain in play until the spell expires, the character with attached spells dies, or **dispel magic** is cast on it. Once the spell is no longer in play, it goes to the bottom of the *spell casting deck*.

Spells are an important part of the game. A detailed example of how to collect elements for a spell, cast the spell, and discard the spell follows.

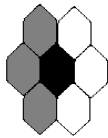
Here is the **Sleep** Spell:



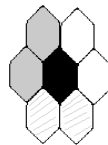
To cast this spell, the wizard must remove *element spell chips* from the **spell stack** top down. Remove *Water* first, *Air* second, and *Fire* third. To collect these elements, the wizard must land on *Fire* first, *Air* second, and *Water* third. Notice that all spells for this player are stacked up on the same **spell stack**.

STARTING THE GAME:

- Each player rolls a 4 sided die (1D4). The person with the highest score starts first.
- The player with the highest score arranges his/her lands first. The lands are arranged as follows depending on the number of players. Note, each fill style denotes a different player. The center hex is the **Chobolo Center Hex**.
- A two-player game requires that each player use three landmasses each. Every other game needs two landmasses per player.
- The following patterns are recommended for setting up a faster game. You may decide among your friends to change the pattern or use more playing boards.



2 Players



3 Players



4 Players



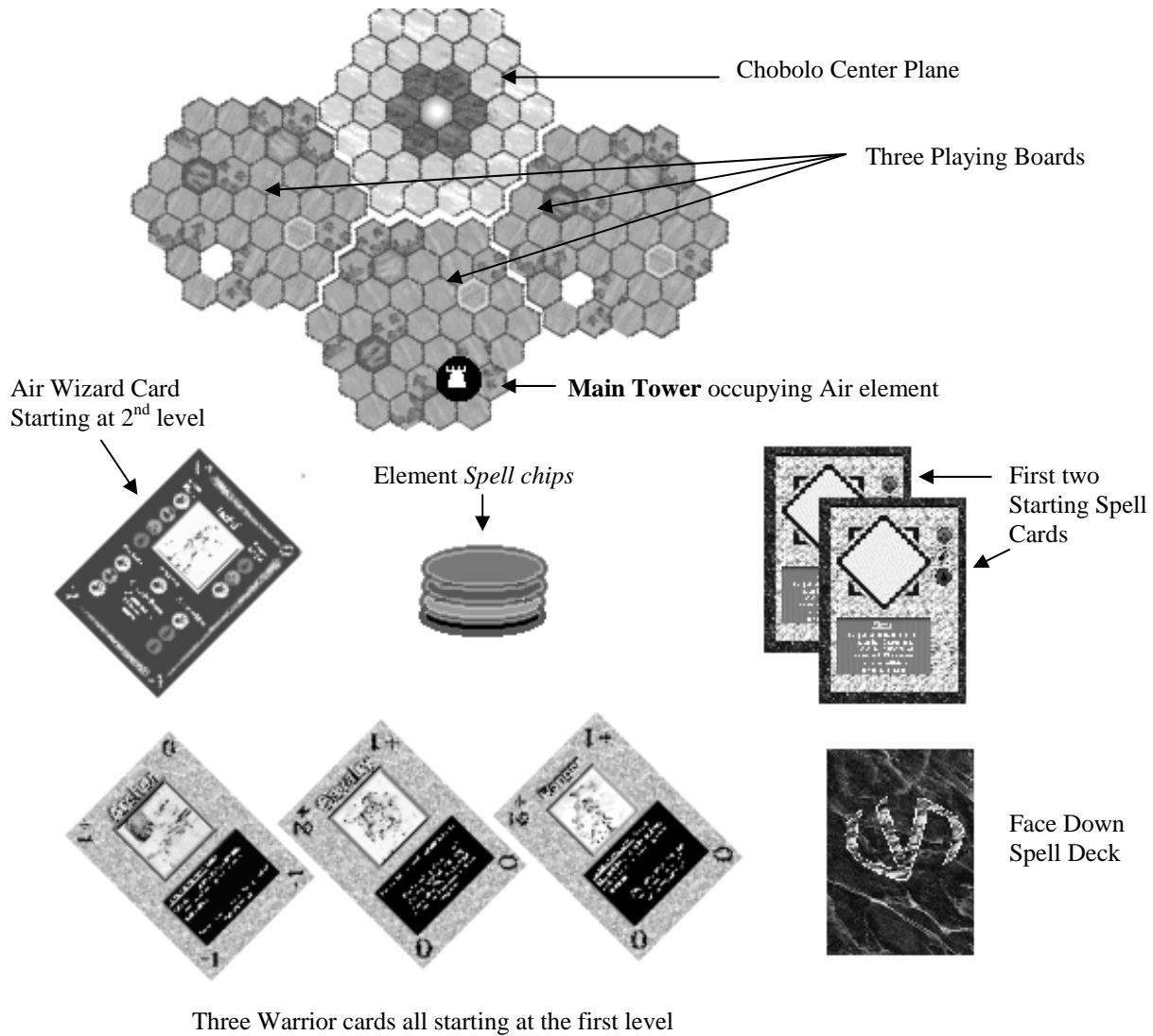
5 Players



6 Players

- Players put the **main tower** on the *element hex* of any playing board they control. The element must be the same element as the alignment of their wizard. For example, a player aligned with water will put a tower on the water hex. This is the only time a tower may occupy an element hex. It also means that the element is no longer available and cannot provide *element spell chips*.
- Place the glass bead denoting Chobolo on the **Chobolo Center Hex**.
- This tower is considered the *main tower* and all characters come into play here for the first time for that particular player.
- Each player draws two random spells from the face down, well-shuffled *Spell casting deck* and puts them in her/his hand. You do not show the opposing player the spells in your hand.
- When spells are listed on any card, the elements necessary to complete the spell are arranged one on top of the other. This is very important because you must collect the bottom elements first and the top elements last. The spell is cast by pulling the *elements chips* off the **spell stack** in the order denoted by the card.
- The player with the highest die role starts the game and completes his/her turn as outlined in TURN ORDER.
- When a player is removed from the game, all the towers controlled by that player remain, but the **main tower** is destroyed. The element the tower was sitting on is now free for use.

- Arrange your side of the table like this:



BATTLE:

Perhaps the most important part of the game is battle, and how it can be used to help you achieve victory sooner rather than later.

- Characters must be in adjoining hexes to do hand to hand combat.
- If a warrior or wizard is on the Chobolo Center plane and an enemy character is unable to enter the inner plane, battle cannot take place.
- Any phase of battle, which are not applicable to that battle, can be skipped.
- Players can decide not to battle each other. It must be a mutual decision.

Battle is done with a 1D4. Success in battle is based on who has the higher number. The character with the lower number loses a level. A few definitions are needed before discussing the rules further.

Modified roll: All bonuses from spells and levels are added or subtracted from the raw die roll of a character.

Unmodified roll: No bonuses are applicable, unless specifically noted by a spell. Just the die rolls are compared.

Hand to Hand: This applies to characters fighting each other standing in adjoining hexes. It is possible to have modified and unmodified die rolls in hand to hand battle. (See COMPLEX BATTLES)

Attacking Player: The player who has moved his/her characters into a battle on their turn

Defending Player: The player who does not have their turn currently.

Attacking Character: Any character of any player that is actively fighting another character. An attacking character always has a modified die roll in battle and can destroy another character.

Defending Character: The defending character is attacking another character actively. Therefore, the defending character can only passively defend against a character actively attacking it. The defending character has an unmodified die-roll in combat and can not harm the attacking character regardless of how high the roll was.

Free Attack: A one-time attack where the attacking character cannot be harmed if it rolls lower than the defending character. Some free attacks are modified rolls vs. modified rolls.

Since this game is centered on wizards, they can cast a spell any time they choose. This is a rule regardless if the wizard is present in the battle or not. This can turn a simple fight into a cosmic battle.

The battle order is as follows:

1. **Resolve Archery and Tower Fire**
 - A. **Attacker assigns target for archer and/ or character in towers**
 - B. **Defender assigns target for archer and/or character in towers**
 - C. **Attacker chooses which attacks occur first**
 2. **Fight to the Death**
 - A. **Attacker assigns targets for each of her/his characters**
 - B. **Defender assigns target for each of his/her characters**
 - C. **Attacker chooses which attack occur first**
 - D. **Hand to hand combat takes place for all characters involved**
 - E. **Continue repeating A through D until no opposing characters remain in the battle**
 3. **Gain Levels**
- **Resolving Tower Fire:** A character in the tower can use an unmodified free attack on one **opposing character of each player per round** as soon as the character enters within the 2 hex radius. (see TOWERS for exceptions and clarification)
 - **Resolving Archery:** An archer within 2 hexes of a character can use the archer's one free unmodified attack on **ONE** attacking character per player per round, even if the character is adjacent to the archer. The theory behind this is that the archer sees the character coming and has enough time to loose one arrow on the attacker.
 - **Archer vs. Tower** (or vice versa): The two characters resolve fire simultaneously. The loser loses a level. If it is a tie, part **1** of the battle is over. (see WARRIORS:ARCHER for bonus adjustments)
 - **Archer vs. Archer:** If there are two archers in battle or at range, they can shoot at each other with simultaneous unmodified die roll. The loser loses a level. If it is a tie, part **1** of the battle is over
 - **Fight to the Death:** All characters continue fighting hand to hand until there are no opposing characters left in the battle.
 - **Gaining Levels:** After one player has no more characters in a battle, a character gains one level for each final defeating blow. Players must remember which character defeated which.

Loosing Levels During Battle: When a character loses a level during a battle, the appropriate bonuses are applied immediately.

There are other important rules for dealing with battles. It is theoretically possible to have three battles occurring right next to each other. It is important to know who is in which battle. The attacker and the defender must declare which character is in which fight and who is fighting with whom. See COMPLEX BATTLES.

COMPLEX BATTLES:

The greatest warriors survive only because they have help keeping the hordes of enemies at bay until the skilled warrior is ready. This cannot be stressed enough. You will have much success if you gang up on individual characters. Three 1st level warriors are an equal match against one 4th level warrior.

Here are the rules for complex battles. Don't worry if you don't grasp them immediately, an example follows.

- The attacker picks which opponents his/her characters are fighting actively.
- Then the defender picks which opponents his/her characters are fighting actively.
- For more than two players, the attacker chooses first. The defenders, in a clockwise order, (for more than two players) choose their fights after the attacking player is finished. The attacking player goes first in a battle. When a defending character dies, they do not get a "final blow." Once a defending character dies, that character is removed from the battle.
- Characters that are fighting each other actively compare modified vs. modified rolls. The loser drops a level.
- A Character that is attacking someone who is fighting someone else actively, gets a modified vs. unmodified attack. Only the defending character can lose a level. (see **Attacking & Defending characters**)

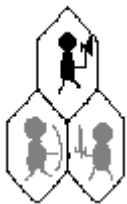
Let's deal with the simplest case: Pull out two warrior cards and follow along.



The Forester, in black (3rd level +1 bonus) attacks the Mountaineer, in gray (2nd level 0 Bonus). Since no archers are involved we skip directly to fight to the death. Both characters are considered **attacking characters**.

Both players roll dies for simultaneous hand to hand combat (modified vs. modified). The Forester rolls a 2 and Mountaineer rolls a 2. The Forester's modified score is a 3, so the Mountaineer loses a level. The battle continues. The 3rd level Forester rolls a 1 and the 1st level Mountaineer rolls a 3. The Forester loses a level. Now the 2nd level Forester (Now with 0 bonus) rolls a 3, and the 1st level Mountaineer rolls a 4. The Forester loses another level. Finally, the 1st level Forester rolls a 2 and the 1st level Mountaineer rolls a 1. The Mountaineer dies and the Forester goes to the 2nd level. In this case, the forester started at the 3rd level, but because it was fighting such a tough opponent, only came out of the battle as a 2nd level warrior.

Now there are three characters in the battle:



1. The gray player, with 2 characters, attacks the 1 black character. The gray attacker on the right is an archer. The archer takes his one free shot. The gray archer rolls a 4 and the black Forester rolls a 4. The archer fails.
2. The attacker assigns the 1st level gray archer and the 1st level gray Mountaineer to fight the black Forester. The 1st level black Forester fights the 1st level gray Mountaineer.
3. The attacker chooses to attack the archer first. The 1st level gray archer (-1 penalty) rolls a 3 and the black Forester rolls a 3. The black Forester is a **defending character** because it is attacking the mountaineer. The gray archer's modified roll is a 2 and the black Forester has an unmodified die roll of 3. Nothing happens.
4. Now the 1st level gray Mountaineer fights actively with the 1st level black Forester. The gray Mountaineer rolls a 3 and the black Forester rolls a 2. The black Forester is removed from the playing board and the gray Mountaineer is elevated to the second level.

If you're following so far, that's great. Don't get discouraged, this will get much easier after you play a few times. Try to follow the logic, and you should be fine. If you were in a battle and could only attack one person at a time, then someone could hit you from behind and you can only hope to dodge that person while your concentration is fixed on your current target.

Let's try a very complicated battle.



The best way to make sure that you remember who is attacking whom and who is defending against whom, is to arrange your pawns so that they face the character they are doing combat with. Remember to always complete all of the **attacking player's** battles first, then do the **defending player's** battles. (Test your knowledge and see if you follow along):

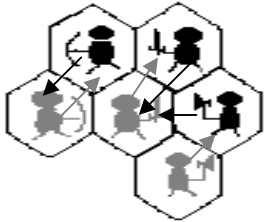
Attacking Player: Gray Player. All characters are First Level

Defending Player: Black Player. The Archer is 2nd level. The rest are 1st level.

1. Resolve Archery and Tower Fire: The 1st level gray Archer decides to shoot the 2nd level black Archer. The 2nd level black Archer attacks the gray Forester.

- A. 1st level gray Archer rolls a 3. The 2nd level black Archer rolls a 2. The black Archer drops to the 1st level immediately.
- B. Now the 1st level black Archer fires at the gray Mountaineer. The black Archer rolls a 4 and the gray Mountaineer rolls a 4 also. Nothing happens.

2. Fight to the Death



A. Now the Gray player attacks as follows, and the Black player attacks also as follows

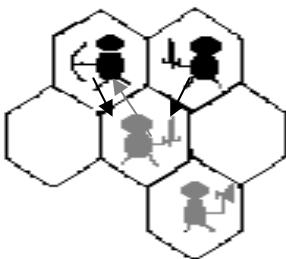
- Gray Archer attacks Black Archer
- Gray Mountaineer attacks Black Mountaineer
- Gray Forester attacks Black Forester
- Black Archer attacks Gray Archer
- Black Mountaineer attacks Gray Mountaineer
- Black Forester attacks Gray Mountaineer

The attacker decides to do the battle in a clockwise fashion. The two Archers fight actively and compare modified rolls. The gray Archer rolls a 2, and the black Archer rolls a 4. Both have a -1 penalty for hand to hand combat. The black archer still wins, and the gray archer is removed from the board.

The gray Mountaineer and the black Mountaineer are fighting each other actively. The gray Mountaineer rolls a 1 and the black Mountaineer rolls a 1. Nothing Happens.

The gray Forester (attacking character) attacks the black Forester (defending character). In this case the modifications make no difference because all the characters are at the first level. The gray Forester rolls a 4, and the black Forester rolls a 3. The black Forester is removed from the board. Notice that the black Forester will not get a final attack. Also, keep track who defeated whom, it will be important for the resolution of the battle.

Both the Black player and the Gray player have accounted for all their characters. We move to Round II of the battle, which looks like this.



- Gray Mountaineer attacks Black Archer
- Black Archer attacks Gray Mountaineer
- Black Mountaineer attacks Gray Mountaineer

The gray Mountaineer rolls a 2 and the black Archer rolls a 3 (-1 penalty for being at the first level) So the modified rolls are gray Mountaineer: 2 and black Archer: 2. Nothing Happens.

Now the black Mountaineer gets a **free attack** on the gray Mountaineer. The black Mountaineer rolls a 4 and the gray Mountaineer rolls a 1. The gray Mountaineer is removed from the board. The battle is over. There is no

one left to fight hand to hand.

3. Gain Levels

- A. The Black Archer defeated the Gray Archer. The Black Archer moves up to the 2nd level.
- B. The Gray Forester defeated the Black Forester. The Gray Forester moves up to the 2nd level.
- C. The Black Mountaineer defeated the Gray Mountaineer. The Black Mountaineer moves up to the 2nd level.

Battles can get a little more complex when you are dealing with multiple players. But, a comforting note is that by the time you reach the second round of a battle, two characters will probably be dead and out of the fight.

Appendix A

Character Icons

Air Wizard



Earth Wizard



Fire Wizard



Water Wizard



Archer



Cavalry



Forester



Mason



Mountaineer



Ranger



River Walker



Appendix B

Rule Clarifications:

Archer's Sight: Archer's sight cannot be cast on an archer. The archer already has the ability and therefore cannot gain it.

Spell Pool: Spell pool must be removed from the spell stack first. You must remove **all** spells you wish to use with the spell pool immediately after spell pool is cast. Put these spells spell pool. You cannot add spells to spell pool at any other time than when it first comes out. When all spells are removed from spell pool, place spell pool at the bottom of your face down spell deck.

Air Wizard: When the air wizard has Chobolo, she may move 12 spaces per round.

Shadow Wizard: The shadow wizard moves 4 spaces.

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