

Crystal Heart

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Goal of the Game

The Crystal Heart is an ancestral game, there will be various clans that every player can pick from. Addressing their clans as the best pick for the trial of the champion, all through the trial every player will be provided with a couple of assets that can be utilized to set off traps against the adversary for their benefit. Along these lines, the players should finish the trial to get to the title of brave (The Crystal Heart).

Setup Rules

1. Every player picks one of the accessible ancestral pieces to address them, while going around the board. Toward the beginning of the game, all tribes are equivalent.
2. Now, every player will put their piece on the beginning locales.
3. Each player will have to roll the number die, in an off chance of a tie, roll again. The highest roller goes first. In order to make a move, two dice are rolled by the player. The player adds up the total on the top face of each die and divide by 2 and row down.
4. Pattern movement will reverse the numbers on the dice for on phase for example (6-1, 5-2, 4-3, 3-4, 2-5, 1-6)
5. Disable Movement allows the player to skip their opponent's turn or push the opponent back one region and they will lose that region.
6. Ability:
 - Disable Movement (1-3)
 - Pattern Movement (4-6)
 - Steal
7. Duel: In the duel stage, each player should roll the highest number or play a small scale round of rock, paper, scissors.

Gameplay Rules

In your turn, attempt to capture the area within your region, the players will have to place plastic chips inside the circles before proceeding onward to the following region. Each phase the players will have to roll both dice and divide by 2 and row down, the number that the player ends with will be the number of circles that can be captured within each region. Once the region has been taken over, the player can place the tribal icon (animal icon) in the square of the region before moving on, which will be a flag that symbolizes your reign in that region. Once a region has been conquered, the player has a chance to enter the battle phase within the battle phase, there are two abilities that can be used. But in order to use the abilities, you will have to roll the dice to use the disable movement or the pattern movement.

End Condition Rules

After the players have cleared five areas, they will get the opportunity to take the crystal heart. when the heart has been acquired, the game will move to the following. The player that is holding the heart should overcome each area on the board including the rival's districts. When that player faces their rival, around then the players will be allowed to duel each other. If the player loses the duel, their rival can take the gem heart and the player will lose three areas. What's more, it will be the other player's chance to attempt to win.



