

Amuletum

RULE BOOK



Learn to play!

AGE: 13+ (2-6 players)

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01 Introduction

WINNING THE GAME



Fig. 1.1 Knight.

In this medieval kingdom, stricken with constant attacks by nine dragons under the sway of the Dark Wizard Zero, the old king, who has no heirs to the throne, has decreed that he will pass his crown to the Knight or Dame with the greatest amount of magic power between the one who kills the greatest number of dragons and the one who kills the last dragon.

The talismans are counted to measure the magic power, with all colors having equal value.

A credit of three talismans is given for each town (town) a qualifying player is protecting. If a player is in possession of an **amulet** at the end of the game, a credit of 15 talismans is given for the **amulet**.

If two or more players are tied with the greatest number of dragons killed, they would all be included in the talisman count, unless one of them has killed the last dragon.



Fig. 1.1 Talisman.

In the rare case where all players included in the talisman count have acquired the same number of talismans, the king will choose the winner, and a throw of the dice by the players will indicate which one the king has chosen. The player with highest dice score becomes the winner.

A player also wins if all other players have been killed by dragons, and he/she is able to kill the rest of the dragons before any townes have been destroyed.

GAME SETUP



Fig. 1.2 Arrangement of talismans.

1. Each player receives two talismans of each of the nine colors, which should be organized into their talisman color sets: three colors per set.

2. Each player also receives one of each of the three amulet card types and places them face up until one of them is activated with a talisman offering to fight the dragons.

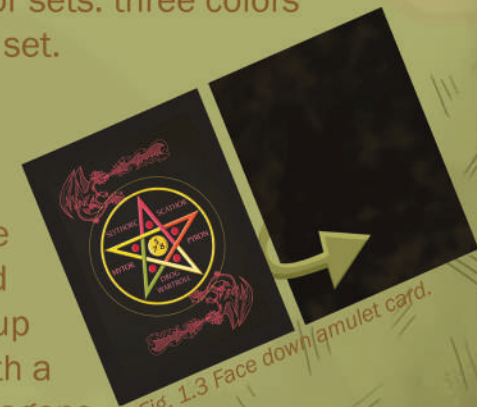


Fig. 1.3 Face down amulet card.

The two inactive amulet cards are turned face down.

3. The dragon cards and retreat cards are shuffled and placed face down on the table along with the other cards for the game.

4. Each player then chooses a token and places it on the castle space.

BOARD PLAY

- A dice throw by each player determines the order of players for board play. The highest throw determines the first player. The players then take their turns in clockwise order.
- Players may choose to move their token the number of spaces represented on either one of the dice or the number produced by adding them together.
- Players may move their tokens in any direction along the game path including reversing the direction of their previous turn.
- If the number on one of the dice is zero, the player may choose to move directly to a dragon space.
- If a player throws doubles, the player then moves their token the corresponding

number of spaces selected from the dice throw and may engage in whatever play opportunities results on the new space, then throws the dice again.



Fig. 1.5 Doubles.

• If a player throws double zeros, it indicates an attack on all the townes. In addition, there is a direct attack on the player by the Dark Wizard Zero (see instructions below in the “Dragon Attacks” section.)

• Players may obtain the titles to protect townes as they land on the towne spaces throughout the course of the game by making a talisman offering (three talismans of any color or combination of colors) to the Guardian Wizard, provided that the townes do not already have protectors. Talisman offerings are simply returned to the box, and it is understood that they have been received by the Guardian Wizard Ragdelf.



Fig. 1.6 Black die indicating damage to townes.



Fig. 1.7 The titles to protect townes.

The order of events in a regular turn:

02 Playing the game

DRAGON ATTACKS

1. If a zero or zeros is/are thrown, the six-sided die at the center of the board is turned to indicate the number of dragon attacks on all the townes.



Fig. 1.8 Six sided die is turned to increase the number of dragon attacks.

2. A blessing of three talismans (one of each color in the color set) from the Guardian Wizard is given out to the protector of the shire, as well as players whose tokens are sitting in the shire space that is represented on either one of the dice.



Fig. 1.9 Example of a blessing being in shire one.

3. The player moves his/her token to any space permitted by the dice throw.

Nine dragons under the sway of the Dark Wizard Zero attack all the townes in nine shires of the kingdom each time a zero (0) is thrown on the dice.



2.1 A zero represents a dragon attack.

When this occurs, it is counted on a separate six-sided die, which is placed at the center of the board, representing the extent (ranging from 1 – 6) of damage incurred by the dragon attacks to all unprotected townes.



If the count reaches six (represented by a skull on the die) and there are still any unprotected townes, the game is over and the dragons win, as an unprotected townie can only sustain five attacks by all nine dragons without being destroyed, and no townies may be destroyed for a player to win.



Fig. 2.2 Using the black die.

The dragon attack count may be set back by one count for each dragon killed while there are still townies unprotected.

If the dice throw is double zero, there is an attack on the townes, as well as a hex on the player by the Dark Wizard Zero.



When this happens, the Dark Wizard Zero disables the player's ability to retreat in the future from any dragon until he/she lands on the Guardian Wizard space and makes an offering of nine talismans to the Guardian Wizard Ragdelf, who will then remove the hex.

SHIRES

The shires are the nine counties of the medieval kingdom attacked in this game, each having a name, number, and color. Each shire has four, five or six spaces along the game path; two of which represent townes (towns) in the shire.

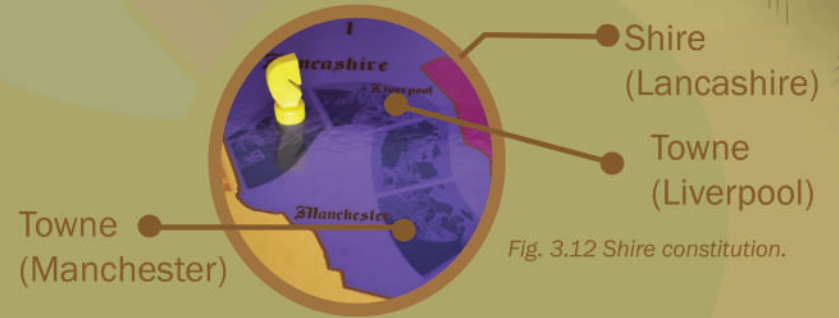


Fig. 3.12 Shire constitution.

These townes are attacked by the dragons during the game and incur damage with each attack until they receive a protector, or are destroyed by a sixth dragon attack, as explained in the "Dragon Attacks" section.

When a player lands on a towne space, he/she may become protector of the towne by making a talisman offering to the Guardian Wizard Ragdelf if there is not already a protector of that towne.

The talisman offering to become protector of a towne is three talismans of any color or combination of colors, which are returned to the general supply in the box. The player receives a card with the name of the towne on it to indicate the title.



Fig. 3.13 Example of offering of three talismans.

When townes are protected, they continue to be attacked, but they no longer receive damage from the dragon attacks.

When a player becomes the protector of both townes in a shire, the player becomes protector of the shire and is **knighted** by the king, at which point the player becomes **Knight or Dame** of that shire, and thereby becomes **eligible to fight the dragons**.

The knighted player receives a card that reads: Knight/Dame of said shire (example: Knight/Dame of Lancashire) and the two town cards are returned and kept turned over.



Fig. 3.14 Knight/Dame of Lancashire.

If two players together are protecting more than one shire, they may exchange their townes, so each becomes Knight or Dame of one of the shires, provided they have previously formed an alliance.

FIGHTING THE DRAGONS

To fight the dragons a player must be knighted and have an amulet, which can be obtained any time that the player lands on or passes the Guardian Wizard space and has the required talisman offering of 15 talismans. Five talismans of each color in a color set create the magic formula needed for an amulet that corresponds to the color set.

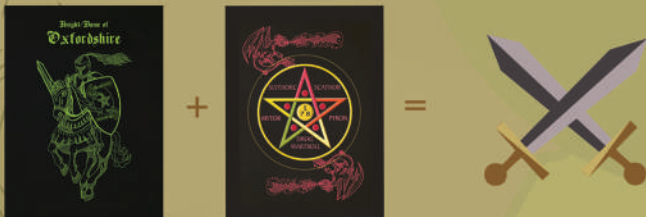


Fig. 2.3 Requirements to go to the battlefield.

A Knight or Dame can only possess one amulet at a time.

The player must land on one of the dragon spaces to be able to fight the dragons.

A player may not obtain an amulet and go to fight a dragon on the same throw, unless the throw takes the player to a dragon space, where the player is able to pass the GUARDIAN WIZARD space to obtain an amulet on the way to the dragon space.



Fig. 2.4 Space to fight dragons.

Once on a dragon space, the player shuffles the dragon cards and draws one. Each card has a dragons name on the face side. The player slays the dragon if its name is listed on the player's amulet.



Fig. 2.5 Shuffling the dragon cards.

If the dragon is slain, the player may continue fighting dragons with the same amulet until the player fails to slay a dragon, but may only fight one dragon per turn. To fight the next dragon, the player may stay on the dragon space and wait for his next turn.

The player has the option to stay and fight the next dragon or throw the dice and move to do something else, when this decision is made the player retains the same amulet to return to fight the dragons on a future turn.

For example, the player may choose not to stay to fight another dragon if the player's limit of retreat cards has not yet been obtained.

If the dragon is not slain with the amulet, and the player has a retreat card for the type of dragon drawn, he/she retreats from the dragon space immediately to any town in a shire protected by him/her. The amulet is returned, and another amulet must be obtained to fight dragons again on a future turn. The retreat card may be retained.

If a player, while fighting the dragons, has an amulet for which all the dragons listed on it have been slain, the player may leave the dragon space and go to a town space in a shire where the player is the protector and return the amulet in exchange for the talismans offered to obtain it.

A player may not exchange their amulet if one or more dragons listed on it have not yet been slain.

If doubles are thrown (by a player with an amulet) that brings the player to a dragon space, the player shuffles and draws two dragon cards. In this case of doubles, two dragons arrive to fight. The dragons fight each other first; one is killed, and the player then fights the surviving dragon.



Fig. 2.6 Exchange of amulets.

If the player is unable to slay the dragon with his/her amulet, and the player doesn't have a retreat card for the type of dragon drawn, the player is killed by the dragon and is out of the game.



Fig. 2.8 Fight between dragons.



Fig. 2.7 Example of a retreat card that does not protect from the dragon Mytor.

Each of the nine dragons has fighting superiority over and will kill four of the other eight dragons in a fight. The four dragons that will be killed by a dragon are listed with the dragon in smaller print at the bottom face side of the dragon cards.



Fig. 2.9 Name listed on the dragon card.

If both dragons are killed, the player receives credit for both.

If instead of drawing a dragon on the first or second draw, the player draws the Dark Wizard Zero, the player must draw another dragon card to have two dragons, which fight each other. The player must then fight the surviving dragon with the ability to retreat prevented by the Dark Wizard Zero; if the dragon is not slain, the player is killed.

ALLIANCE

Alliance is decided between two players. Each secretly decides to ally or put off alliance with the other.

The players indicate their choices simultaneously by each striking the palm of their hand with the fist of the other hand three times in unison to the count of one, two, three, and extending one finger (the index finger) of the fist hand on count three to put off alliance, or two fingers (the index finger and the middle finger) on count three to ally.



Fig. 2.10 Alliance.



Fig. 2.11 Put off alliance.

The combined results (alliance/alliance), (alliance put off/alliance put off), (alliance/alliance put off) or (alliance put off/alliance), allows the Guardian Wizard Ragdelf to dispense to each of them various amounts of magical power in the form of talismans.

When both players chose to **ally**, or chose to continue a previous alliance, they each receive **nine** talismans: **three** of each color in the color set related to the shire that they are in.



Fig. 2.12 Example of blessing if alliance is played in the shire of Lancashire.

When both players chose to **put off alliance**, they each receive a reduced number in the amount of **six** talismans: **two** of each color in the color set related to the shire that they are in.



In the case where one player chooses to **ally** and the other chooses to **put off alliance**, the player who chooses to put

off alliance receives **15** talismans: **five** of each color in the color set related to the shire that they are in. While the player who chooses to **ally** only receives **three** talismans.



Fig. 2.13 Player chooses to put off alliance.



Fig. 2.14 Player chooses to ally.

If a player suspects the other player will not ally, the player can forestall the possibility of losing out by also choosing to put off alliance.

In this game the decision to ally or put off alliance represents the player's decision either to share or not to share skills, knowledge, and resources in the campaign against the dragons.

WHEN IS ALLIANCE PLAYED?

A player may play alliance with one or all the players that are on the same shire space that he/she landed on, or when he/she passes by the other players' shire space. (Spaces other than shire spaces are not included).



Fig. 4.1 Alliance can be formed when passing to another player.

Two players may not play alliance in the same shire more than once, unless they have both left and returned to the same shire.

ADDITIONAL ALLIANCE BENEFITS

Players may exchange retreat cards and towne cards with their allies at any time after forming an alliance. (Talismans may not be exchanged).

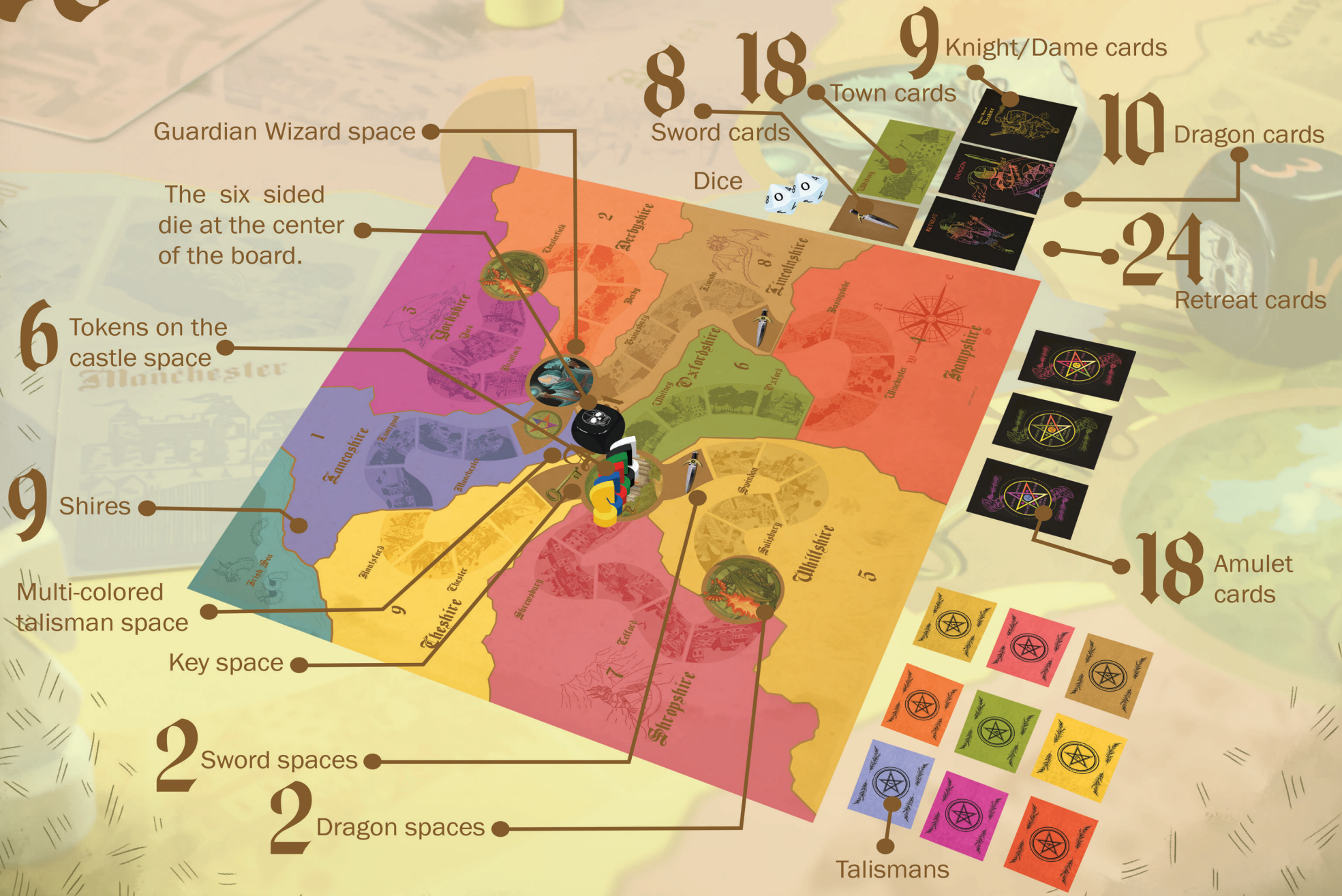


Fig. 2.15 Players may exchange retreat cards and towne cards.

Players who have not formed an alliance may not make exchanges of any kind.

03 Understanding the components

GAME COMPONENTS



CARDS

AMULET CARDS – The three amulet card types represent: **Water, Fire, and Earth.**



Fig. 3.1 Water amulet.



Fig. 3.2 Fire amulet.



Fig. 3.3 Earth amulet.

DRAGON CARDS – The 10 dragon cards represent the nine dragons, with the 10th card representing the Dark Wizard Zero.



Fig. 3.4 Dragon cards.

RETREAT CARDS – There are three different retreat card types, each represents one of the 3 dragon classes.

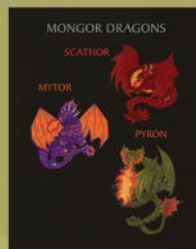
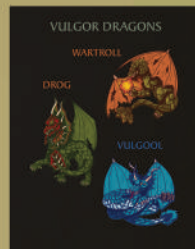


Fig. 3.5 Retreat cards.

KNIGHT/DAME CARDS – There are nine Knight/Dame cards; one for each of the nine shires included in the game.



Fig. 3.6 Knight and Dame title cards.

TOWNE CARDS – There are 18 towne cards, each representing one of the 18 townes in the game.



Fig. 3.7 The 18 Towne cards.

SWORD CARDS – There are 8 Sword cards used as access cards to the Dragon space.



Fig. 3.8 Sword card.

DRAGONS

There are three dragon classes: **MONGOR**, **VULGOR**, and **SLYGOR** with three dragons of each class, making a total of nine dragons.

DRAGONS NAMES

MONGOR CLASS (characterized by their brute power).



MYTOR



PYRON



SCATHOR

VULGOR CLASS: (characterized by their vile ugly manners).



VULGOOL



DROG



WARTROLL

SLYGOR CLASS: (characterized by their devious, tricky manners).



SLYTHORC



GOGDOOM



PHANTOK

SPECIAL SPACES

- When players land on the **key space**, they may move their tokens to any other space on the game path and engage in the play that results from the new space.



- When players land on the **Multi-colored talisman space**, they receive nine talismans of any color or combination of colors they choose.



- When players land on a **Sword space**, they may move their tokens directly to a dragon space, or they may remain on the sword space and take a sword card, which will allow them to move their token to a dragon space on a future turn. The sword card must be returned once it has been used.



- The four special spaces that are in the boundaries of a shire are considered shire spaces for the shire they are in, and players on these spaces may play alliance and receive talisman awards.

- When players land on the castle space, they may stay there or move directly to a dragon space.

- The Guardian Wizard space is neutral, unless the player is seeking an amulet, which is obtained by either landing on or passing through it, as mentioned above in the “Fighting The Dragons” section.

Furthermore, when there is only one player left in the game he/she may receive nine talismans of his/her choice each time he/she lands on the Guardian Wizard space.

TALISMANS

Talismans are units of magic power dispensed to the players by the Guardian Wizard Ragdelf to make offerings and to obtain magic amulets, used to fight the dragons.

A talisman is a star consisting of one of nine different colors, with each color corresponding with a number 1 through 9. The talisman’s color and number represent the unique properties of its magic power, with each color having a different set of properties, which when combined in a color set, provide the unique magic properties for each magic talisman formula.



Fig. 3.9 Anatomy of a talisman.

The nine different colored talismans are divided into three color sets, each consisting of three different colors. Five talismans of each color in a color set create the magic formula (of 15 talismans) needed for an amulet that corresponds to the color set.



Fig. 3.10 Example of magic formula.

“COLOR – NUMBER” CORRELATIONS FOR THE SHIRES, TALISMANS, AND AMULETS:

BLUE	- 1	RED	- 4	PINK	- 7
ORANGE	- 2	MUSTARD	- 5	BROWN	- 8
PURPLE	- 3	GREEN	- 6	YELLOW	- 9

AMULETS

There are three different amulets for fighting the dragons; each corresponds with one of the three magic talisman formulas offered to obtain it.

The three colors of a magic talisman formula are marked by their corresponding three single digit number codes at the center of each amulet.

THE THREE AMULETS – NUMBER CODES:

WATER AMULET (1, 3, 4)



FIRE AMULET (5, 7, 8)



EARTH AMULET (2, 6, 9)



For example, to create the formula to obtain the WATER AMULET with magic talisman formula code (1, 3, 4), a player would offer five BLUE, five PURPLE, and five RED talismans.

Each amulet ensures the defeat of a group of six of the nine dragons. The names of the six dragons defeated are listed on the amulet.



Fig. 3.11 Example of dragons defeated by the water amulet.

RETREAT CARDS

- There are three types of retreat cards, one for each class of dragon.



Fig. 3.15 Image of the three types of retreat cards.

- There is an equal number of retreat cards for each of the dragon classes.
- When a player lands on a dragon space, he/she draws the top card from the deck of retreat cards for use in an upcoming dragon fight. A player can retreat from a dragon of

the class represented on the retreat card if the player is unable to kill it with the amulet.

- Each player may only obtain **four retreat cards per game**. If a player has the limit of retreat cards, and lands on a dragon space without an amulet, the space is considered neutral.

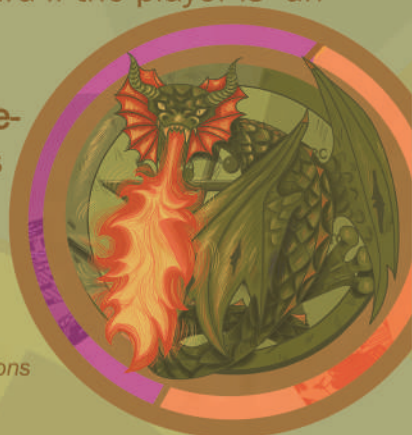


Fig. 3.16 Space to fight dragons and draw a retreat card.

- After obtaining a retreat card, (a player with an amulet) would be able to immediately take a dragon card to fight a dragon or put off a dragon fight.

- If the player puts off a dragon fight, the player must leave the dragon space on his/her next turn, then return to a dragon space in the future to fight a dragon, or to obtain another retreat card.

THE GUARDIAN WIZARD RAGDELF

The Guardian Wizard Ragdelf watches over the nine shires of the kingdom.

- When players play alliance, the Guardia Wizard dispenses a talisman blessing to the players according to their choices, as mentioned in the “Alliance” section above.

- Players whose tokens are sitting in the shire space that is represented on either one of the dice will receive a blessing of three talismans (one of each color in the color set); the Knight/Dame of the shire will also receive this blessing.

- Also, in addition to the multi-colored talisman space, the last player in the game may receive nine talismans of his/her choice by landing on the Guardian Wizard space.

- The Guardian Wizard will also intervene to prevent the ill effects of personal attacks on the players by the Dark Wizard Zero when an offering of nine talismans is made by the affected players for his intervention.

- Additionally, amulets are obtained from the Guardian Wizard when players become eligible to obtain them.

07 Playing tips

RULE BOOK


Don't delay protecting townes.

Create opportunities to build your talisman supply quickly.

Become a knight or dame as soon as possible to prepare for an emergency dragon fight, as fighting the dragons becomes an emergency when the number of attacks on unprotected townes reaches five.



Guardian Wizard
Ragdelf



Become a knight or dame of multiple shires to increase the potential to obtain additional talismans proportionally to the number of shires in which you hold a knighthood.

Obtain your maximum supply of retreat cards as soon possible to be ready for an emergency dragon fight.

