

Castle Quest!

Castle Quest

2 Players

Theme

Game is based in Middle Ages. The goal of the game is to defeat the other castle by reducing their castle's health to zero

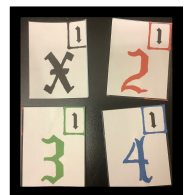
Game Set up and Rounds

1. At start of games, each player picks up 6 cards, sets their castles health to 10, and put the energy counter at 1.
2. Choose one player to start with the **attack coin**, they have power and go first.
3. Each player has **only one** action to do either (**Planning, Combining or Attacking/defending**)
4. Each player then does their turn (**Planning, Combining or Attacking/defending**)
5. After both players have completed their chosen turn, each player picks up 1 card, moves the energy counter up one place (If available) and gives the attack coin to the other player.
6. Repeat sections 3-6 until one player has defeated the opponent castle.

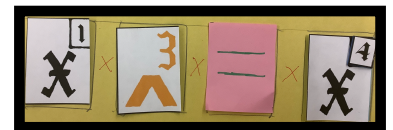
Cards

- Base 2 = Can be combined with other Base 2 Cards to create Powers, Can only Defend opponent Base 2 cards or Base X.
- Base 3 = Can be combined with other Base 3 Cards to create Powers, Can only Defend opponent Base 3 cards or Base X.
- Base 4 = Can be combined with other Base 4 Cards to create Powers, Can only defend opponent Base 4 cards or Base X.
- Base X = Can be combined with other Base X Cards to create Powers, can defend any Opponent card
- Exponent 2 = Can be combined with any Base Card or bracket to raise the exponent by 2.
- Exponent 3 = Can be combined with any Base Card or bracket and raise the exponent by 3.
- Brackets = Can be used to create more complicated and powerful equations.

Base Cards



Exponent Ex

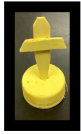


Root cards

(May only be used if in the combat zone)

- Square Root = Can get rid of any exponent 2 on a base and change it to 1
- Square Cube = Can get rid of any exponent 3 on a base and change it to 1

- Root X = Can get rid of any exponent on a base a change it to 1



Attack Coin

Whoever has the attack coin has power.

This means they go first and have the option to attack the opponent.

If you don't have the attack coin, you cannot attack, but may defend the opponent

Energy Counter

The Energy Counter shows the amount of cards you may have on the board at one time.

Example:

If energy Counter shows a 3

You may only have 3 cards on your side of the board. If you already have 3 cards, you may not put any more down. (You may not discard cards from your side for no reason)

Energy Counter



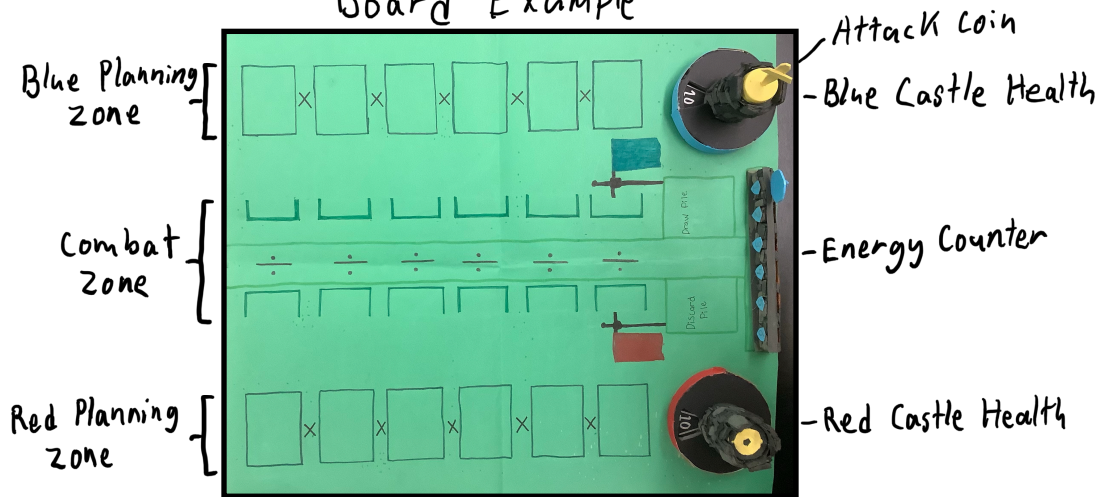
Turns

Planning

Put down cards from your hand onto your planning zone

- You may only have as many cards in the planning zone as the energy counter allows
- You can rearrange the cards as necessary to create mathematical equations

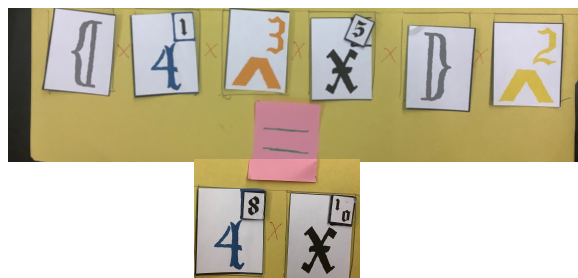
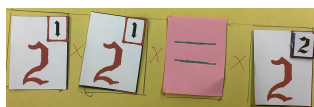
Board Example



Combine

Using exponent laws, combine your cards in the planning zone into more powerful cards.

For example:



- you cannot put down new cards
- you can only combine your own cards

Combat

Attacker moves cards his planning zone into the attack zone, to attack his opponent. (May also use Root cards, these are discarded after use)

Defender can then choose whether to defend, or choose a different action like planning or combining. If the defender chooses to not defend, the appropriate damage is dealt and the attackers cards go back to their planning zone.

If the defender chooses to defend. He can do so by moving his cards from the planning zone into the combat zone to block the oncoming attack. The Defender may choose what cards block what.

To play out combat

First use any root cards (The person who played the card may choose which base card it affects)

Then divide the powers.

See combat examples to the right 

After combat is finished, update the exponents and move any surviving card back to the planning zone of the appropriate player.

Other Rules

- The Defender can choose which cards to block
- The Defender can not attack/deal damage to enemy castle, only block damage
- Only powers with the same Base may battle each other, The X variable can block anything - and be blocked by anything.
- If a attacker is blocked, no carryover damage is dealt to the castle, only a direct hit can damage the castle.
- If a power goes to 0 it dies and you remove it from the board.
- If you combine your cards, you must
- If you get a direct hit on the enemy castle, you deal damage based on the exponent on the card (First to ten damage destroys the enemy castle and wins the game)
- You may only put base cards into the combat zone

