

CRYPT CRUSADE



INTRODUCTION:

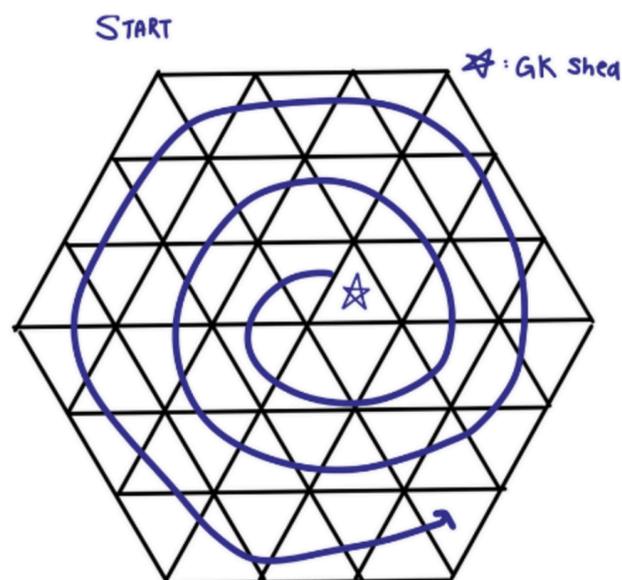
In Crypt Crusade, 2 teams of players– Groundskeepers and Necromancers– must traverse the Graveyard and control the majority number of Graves by the end of 13 Rounds. Players will move, use Action or Spell Cards, and capture Graves in order to win the game.

SETUP:

- 1: Separate into 2 equal teams: Groundskeepers and Necromancers.
 - a: If there is an odd number of players, Groundskeepers will have one more player than the Necromancers.

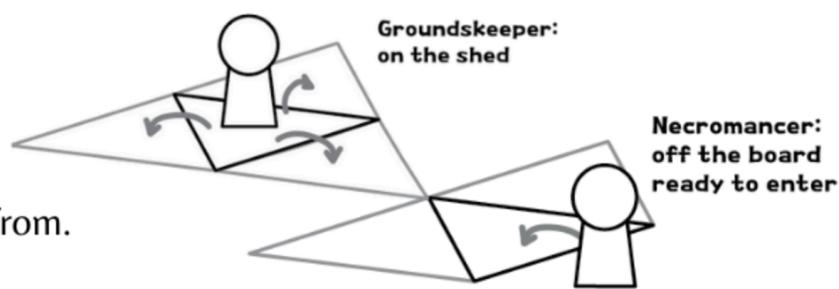
- 2: Choose player pieces corresponding to the player's team.
 - a: Each player has their own piece and can only play using their own character.

- 3: Shuffle the board tiles and place them in the shape corresponding to the diagram, black side facing down, starting with the Groundkeeper Shed.

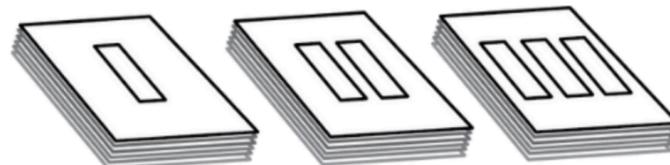


- 4: Place Graves on Grave Tiles marked with a rose

- 5: Place player pieces at their starting position.
 - a: Groundskeepers place their pieces on the Groundkeeper Shed.
 - b: Necromancers place their pieces on the exposed edge of a tile they would like to enter the board from.



- 6: Divide cards by team into their team decks, and separate the cards into 3 Card Tiers, and then shuffle all cards of a Tier. Place cards face down on the sides of the respective player teams.
 - a: Groundskeepers use Action Cards, while Necromancers use Spell Cards.
 - b: Tiers are designated I through III on the card's back.



- 7: Distribute starting cards.
 - a: Each Groundskeeper starts the game with 1 random Tier 1 Action Card.
 - b: Each Necromancer starts the game with 3 random Tier 1 Spell Cards.

- 8: Set up the round counter
 - a: place the round counter down where all players can see it and place the round marker (round, red translucent piece) in left most open space on the counter.
 - move the round marker one space to the right at the end of each round to represent the round.

Congrats! You have completed the setup for Crypt Crusade. Groundskeepers take their turns first. Once all Groundskeeper players have taken their turn, Necromancers can take their turns.



PLAYER TURNS:

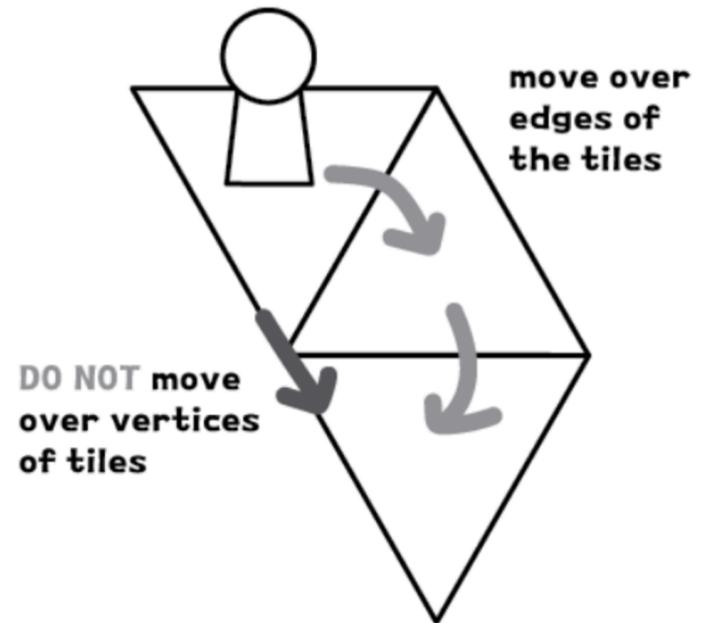
Players take turns. After every player has taken their turn, a Round ends. After 13 Rounds, the game ends. All Groundskeepers (in players' chosen order) must take a turn before Necromancers (in players' chosen order). Turns must remain consistent, meaning players cannot have different turn orders between Rounds.

During a Groundskeeper's turn, they can:

- Move up to 2 tiles in any direction.
- Use an Action Card, ending your turn.
- Capture if you are on a Grave at the end of your turn.
- Give your team 5 grave tokens if you end your turn at the Groundskeeper Shed.

During a Necromancer's turn, they can:

- Move up to 3 tiles in any direction.
- Use a Spell Card, ending your turn.
- Capture if you are on a Grave at the end of your turn.



Players can choose not to do anything during their turn, and should declare their turn as ended.

Players cannot capture a Grave before the end of their turn, meaning that players cannot pass over a Grave to capture it. If another player from the other team is on that tile, you cannot capture that grave.

At the end of a team's round, count up the number of graves your team controls and give your team that amount of grave tokens. This is used in the Shop, as outlined later.

Once every player has finished their turn, the Round ends. Move the round counter up by 1. After a round finishes, players begin the Shop phase.

Addendum:

Players must exhaust all movement at once, with the exception of cards that allow the player to move again, meaning that players cannot break up their movement or take a turn in a nature similar to the following:

- Move 1 tile.
- Use a card / capture a Grave / etc.
- Move 1 tile.
- End turn.

However, players do not have to use all their movement, meaning that Necromancers, for example, can choose to only move 1 or 2 tiles during any given turn.



OPEN UP SHOP:

All players buy cards from the Shop at the beginning of each Round, starting after Round 1.

Each team has Grave Tokens, which they count at the end of their turn. They receive a number of grave tokens equal to the number of graves their team controls at the end of their turn. Neutral graves are not counted for either team.

Players can buy as many cards from the Shop as they want— provided they have enough graves and there are enough cards. The tokens are a shared team resource, so buy cards wisely! Tokens not used during a round are saved for the next round.

Players buy cards from a Card Tier, a random assortment of cards around the same level of strength. There are 3 Card Tiers: 1, 2, 3. Higher Tiers cost more graves to buy from than lower tiers.

When all players have finished buying from the Shop, the next Round begins.

Tier Prices:

Tier - Groundskeepers / Necromancers

Tier 1 - 2 graves/ 1 graves

Tier 2 - 4 graves/ 2 graves

Tier 3 - 6 graves/ 3 graves



ENDING THE NIGHT:

Once 13 Rounds have passed, the game ends. The team with the most captured Graves wins the game.

If each team has an equal number of captured Graves, the team with the most points at the end of the final round wins the game.



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CARD CHEAT SHEET:

• GROUNDSKEEPERS - ACTION CARDS

- Sacred Seal (Tier 1) - Prevents a Grave from being captured for 2 turns.
 - place a seal token on the same tile as the grave being sealed with the two side facing up. At the beginning of the next round, flip the token over so that the 1 side is facing up. At the beginning of the next round, remove the token from the board.
- Kick (Tier 1) - When within 1 tile of a Necromancer, kick them 2 tiles in the direction of your choosing. You cannot kick a Necromancer off the board.
- Sprint (Tier 1) - Move 1 additional tile.
- Holy Water (Tier 2) - Remove all debuffs from self and all allies within 1 tile.
- Leaf Blower (Tier 2) - Blows away one card of the Necromancer's choosing, returning it to the Shop.
- Flashlight (Tier 3) - When within 3 tiles of a Necromancer, shine a flashlight on them, forcing them to immediately reveal all cards in their hand.
- Holy Water Balloon (Tier 3) - When within 2 tiles of a Necromancer, throw a balloon, preventing them from using a Spell Card on their next turn.
- Rally (Tier 3) - Give your turn to another Groundskeeper, allowing them to use 2 additional movements and 1 additional Action Card for their next turn.

• NECROMANCERS - SPELL CARDS

- Glide (Tier 1) - Move 1 additional tile.
- Desecrate (Tier 1) - Breaks a Sacred Seal from the Grave you stand on.
- Whispers (Tier 1) - Whispers of the dead bestow foresight. Forces any Groundskeeper within 2 tiles of any Necromancer captured Graves to reveal all cards in their hand.
- Ghastly Touch (Tier 2) - A chilling grasp lurches down your back. When within 1 tile of a Groundskeeper, release a spectral hand, preventing them from moving during their next turn.
- Mass Desecrate (Tier 2) - Breaks all Sacred Seals within 3 tiles.
- Life Leech (Tier 2) - When within 2 tiles of a Groundskeeper, drain their life, reducing their next movement by 1 tile, and increasing your next movement by 1 tile.
- Flip (Tier 3) - Switches positions w/ any other player.
- Portal (Tier 3) - Place a marker on your current tile. Starting next turn, you can teleport back to this marker from any location on the board.
- Boo! (Tier 3) - Jumpscare all Groundskeepers within 2 tiles, preventing them from capturing Graves during their next turn.

