

PHANTOM'S VORTEX -RULES OF PLAY-

OBJECT OF THE GAME: You're one of four phantoms racing to take control of the VORTEX. You'll need to make your way into the temple by battling Sentinels, and then you'll try to take control of the VORTEX itself.

SETUP: Each player begins with one marker coin and one counter sheet. Players begin with their marker coins on TWO. Each player also begins with three monsters: a Skeletal Hand, a Skeletal Warrior, and a Thing From Beyond. Each player's phantom should be placed on one of the green spirals. (The path with green spirals is the Outer Grounds, the path with purple spirals is the Courtyard, and the path with orange spirals is the Temple interior.)

SEQUENCE OF PLAY: Each player's turn is divided into three phases. First is the Movement phase, then the Battle phase, and finally the Magic phase.

Movement phase-

Roll one dice and move that number of stepping stones. (You must move the entire number rolled.) In the Outer Grounds and the Courtyard you must move in a clockwise direction. In the Temple you may move in any direction, but must move the entire number rolled in that direction (no doubling back during the same turn). If you land on a stone with two or three coins, you collect that many coins. (Keep count of your coins by moving your coin marker on your counter sheet.) If the stone has a shovel, the stones are buried and you have to dig to try to find them. Roll 1-3 and you find them, roll 4-6 and you do not find them. If you land on a stone beside a Sentinel, you must have at least six coins to battle the Sentinel. If you have less than six coins the Sentinel will ignore you. If you land beside a headstone (on either side) that's been turned into a monster, you must battle that monster (even if it's YOUR monster). If you land on the black spiral in the Temple, you may try to take control of the VORTEX.

You can never have more than nine coins at once. If you owe more coins than you have, place your counter on zero and any debt is ignored.

Battle phase-

If fighting a Sentinel, you must roll 1-3 to win. If you defeat an Outer Grounds Sentinel, you are transported to any purple spiral in the Courtyard. You then lose any coins you had, but collect the three shown on the purple spiral stones. Defeating a Courtyard Sentinel transports you to any orange spiral in the Temple. You then lose all coins, but won't need them to battle the VORTEX. If a Sentinel defeats you, you lose two coins.

If fighting a monster, you must roll 1-3 to win. If you defeat the monster it is removed from the board and placed into limbo, and you collect two coins. If the monster defeats you, you lose the number of coins indicated on each monster.

If fighting for control of the VORTEX, a roll of 1-2 will master the inter-spatial harmonics, meaning you WIN THE GAME! A roll of 3-4 means the VORTEX knocks you back to any orange spiral in the Temple. A roll of 5-6 means you're' knocked back to any purple spiral in the Courtyard.

Magic phase-

If player has no monsters on the board, player chooses any ONE of his monsters, and places it over any headstone that doesn't already have a monster. If player already has a monster on the board, the monster can be moved to any other headstone or left where it is. Monsters can be moved between the Outer Grounds and Courtyard, and can move any distance in any direction. Monsters can NOT enter the Temple, but if a player is in the Temple he can still place his monsters anywhere in the Courtyard or Outer Grounds. If an opponent lands on either side of your monster, they must battle it. If they lose, the monster gets their coins (you don't, sorry). If they defeat your monster, it is removed from the board and is placed in limbo (use the storage box for 'limbo'). You may then place a different monster on the board next turn. If all three of your monsters are in limbo at the beginning of your Magic phase, you must roll to get them back before you can play one. Roll 1-3 and you get them all back, Roll 4-6 and they stay in limbo.

And that's it! You're now ready to battle those ferocious creatures and take control of the VORTEX...or perhaps perish horribly beneath the blade of some fearsome apparition. Good Luck, little phantom!