

Crafty Tales - Game Manual

Introduction:

Crafty Tales is a strategy card game that combines storytelling and creativity. Players build personalized decks and engage in a story-driven battle where they use their characters, locations, events, and items to progress through story arcs and achieve objectives. The primary goal is to complete story arcs and accomplish hidden objectives while managing energy points.

Components:

- Character cards
- Location cards
- Event cards
- Item cards
- Story Arc cards
- Hidden Objective cards

Card Types:

Character cards:

- Energy Points: The amount of energy the character provides or consumes when played.
- Name: The character's name.
- Description: A brief description of the character and their role in the story.
- Ability: A unique skill or power that the character possesses.

Location cards:

- Energy Points: The amount of energy the location provides or consumes when played.
- Name: The location's name.
- Description: A brief description of the location and its significance in the story.
- Effect: The impact the location has on the game, such as providing additional energy points, influencing character abilities, or affecting the game's narrative.

Event cards:

- Energy Points: The amount of energy the event provides or consumes when played.
- Name: The event's name.
- Description: A brief description of the event and how it affects the story.
- Effect: The impact the event has on the game, such as modifying energy points, changing a character's ability, or altering the game's narrative.

Item cards:

- Energy Points: The amount of energy the item provides or consumes when played.
- Name: The item's name.
- Description: A brief description of the item and its function.
- Effect: The impact the item has on the game, such as boosting a character's energy points, modifying abilities, or influencing the game's narrative.

Setup:

1. Each player chooses a pre-constructed deck or builds their own deck with a minimum of 30 cards.
2. Shuffle your deck and place it face down on the table.
3. Draw a Story Arc card and place it in the center of the table. This card determines the overall story arc for the game.
4. Each player draws a Hidden Objective card and keeps it secret from their opponents. These cards represent personal goals that contribute to the overall story arc.
5. Each player draws a starting hand of five cards from their deck.
6. Determine the first player using any preferred method (coin toss, dice roll, etc.).
7. Each player starts with a maximum of 15 energy points.

Gameplay:

The game is played in a series of rounds, with each round consisting of three phases:

Phase 1: Draw Phase

- Players draw a card from their deck.
- If a player's deck runs out of cards, they continue playing with their current hand until the game ends.

Phase 2: Action Phase

- Players take turns in a clockwise order, playing cards from their hand and narrating the story that unfolds.
- On each turn, a player can perform the following actions:
 1. Play a character, location, event, or item card from their hand and follow the card's effect.
 2. Use energy points to activate card abilities.
 3. Discard a card and draw a new one from their deck.

Phase 3: Resolution Phase

- Players check if they have achieved their hidden objectives or completed the story arc.
- If a player has achieved their hidden objective, they reveal it and gain the specified points.
- If the story arc is completed, players gain points based on their contributions to the story.

- If neither the hidden objectives nor the story arc is completed, the game continues to the next round.

Energy Refresh:

- At the beginning of each round, players receive 2 new energy points, up to a maximum of 15 energy points. If a player has more than 13 energy points at the beginning of a round, they will only gain enough energy to reach the maximum of 15 energy points.

End of the Game:

The game ends when either:

1. A player achieves their hidden objective and accumulates the highest number of points.
2. The story arc is completed, and the player with the highest number of points wins.
3. A predetermined number of rounds have been played, and the player with the highest number of points wins.

Scoring:

Points are awarded based on the completion of hidden objectives and contributions to the story arc. The specific point values are as follows:

- Hidden Objective: Points vary depending on the difficulty of the objective.
- Story Arc: Points are awarded based on the player's involvement in the story and their use of cards to progress the narrative.

Tiebreakers:

In the event of a tie, the tied players can either:

1. Share the victory.
2. Play additional rounds until a clear winner emerges.

Tips and Strategies:

- Build a well-balanced deck with a mix of character, location, event, and item cards.
- Pay attention to the energy points of your cards and manage your energy efficiently.
- Adapt your strategy based on your hidden objectives and the current story arc.
- Communicate with your opponents to create a collaborative and engaging story.
- Be creative and take risks, as unexpected twists can lead to higher points and more entertaining gameplay.

Conclusion:

Crafty Tales is a game that rewards creativity, strategic thinking, and collaboration. By engaging in a dynamic, story-driven battle, players will experience a unique blend of storytelling and strategic gameplay. Remember, the goal is not just to win but to create an entertaining and immersive story that everyone can enjoy.