Thank you to all the amazing people and organizations that contributed to making this game a success! You spent countless hours playtesting our game, editing the manual, and helping us build prototypes. We could not have completed this game without your constant support.

Aretskin Family, Gordon Berger, Jason Boccuti, Jeff & Angela Chapman, Kristina Collins, Joan Emmett, Joshua Frye, Aaron Gresham, Justin Gray, Hariton Family, Ha & Brian Holmes, Emily & Jeff Jeppesen, Gerlad King III, Andrew Kranak, Jeff Langenderfer, CJ Lynce, Drayton Munster, Norris Family, Brian O'Donnell, Dustin Oakley, Rachel Paschal & Calvin Robinson, Marie Piasecki & Mathew McCaskey, Compbell Pryor, Kimberly Schultz Miller, Anna Smorodinsky, Andrew Stackhouse, Aaron Swank, Brian Thomas, George Thomas, Ronald Thomas Jr., David Waldman, Jared Wood, Adam Zimmerman

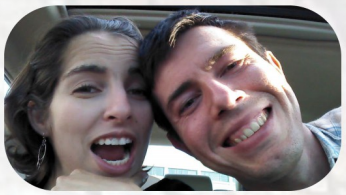




Game-Icons.net
NASA GRC GeT-GO,
Indie Game Alliance,
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Board Gamers of Greater Akron (BOGA),
Tabletop #Design and Prototype Cleveland,
The Game Crafter and TGC forum members
Think[Box] - Case Western Reserve University
TechCentral - the Cleveland Public Library Maker Space

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Obelisk

Queen Alora of Ansis is away on an adventure. As her councilors, you are charged with maintaining order until she returns. Everything was going well until Stone Demons started appearing from a nearby portal! Prove your skills to the Queen by capturing all the monsters before they escape.

Contents:

25 Basic Map Tiles:





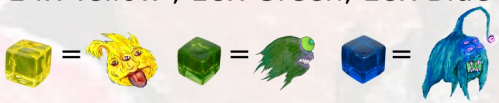
1x Portal, 4x Crystals, 10x Forests, 6x Grass, 4x Mountains

1 Game Manual
(This Document)

22 Rotation Markers:

11 Six-Sided Dice:
3x Blue
3x Yellow
3x Green
2x Black

50 Stone Demons:
14x Yellow , 18x Green, 18x Blue



1 Supply:
(Game Box Top)



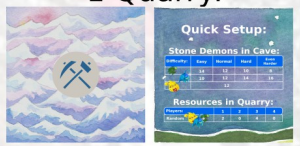
1 Cave:
(Game Box Bottom)



10 Player Guides:



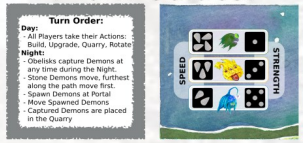
1 Quarry:



9 Scrolls:



4 Turn Guides:



12+ Ages | 1-4 Players | 30 min

V1.75_CF

Overview:

The game is played in Turns which consist of two phases: Day time and Night time. Each Turn starts in the Day, where players may simultaneously perform a number of actions from the four available options. After all players have acted, Night begins. Every Night, Stone Demons come out of the Portal and move from tile to tile following the arrows. Players build Obelisks to snare Demons and the sunlight turns them back into stone. Stones are resources the players can spend during the next Day to upgrade Obelisks. After all Demons move, Day begins. Continue cycling through Day and Night until a game ending event: players have captured all the Stone Demons from the Cave; any Demon walks off the map; any Demon walks on the same tile twice.

Setup:

Shuffle the 25 map tiles and place them randomly face up in a 5x5 grid as seen below. The direction the tile is pointing (North, East, South, and West) should also be random. After placing all the tiles, remove the Mountains and place them in the Supply. Place a Rotation Marker (green circle ◯) on all tiles.

Select the player guides with symbols matching the number of players. Give each player a player guide, turn guide, and matching dice per the table below.



Players:	1	2	3	4
Starting Obelisks Per Player:	9x	4x	3x	2x



Difficulty	Even Easier	Very Easy	Easy	Mostly Easy	Normal	Almost Hard	Hard	Very Hard	Even Harder
	16	15	14	13	12	11	10	9	8
	8	9	10	11	12	13	14	15	16
					12				

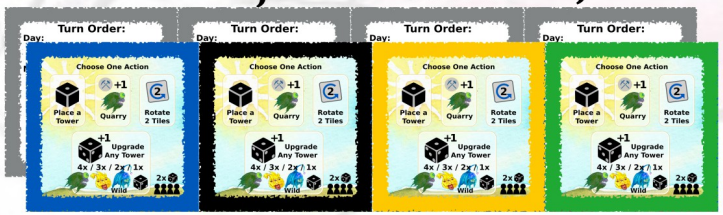
Choose a difficulty level based on the table above. Form the Stone Demon Horde by selecting the appropriate number of green, yellow, and blue Demons. Put them into the Cave. In the Night, they will appear on the Portal tile.

Place the extra Demons in the Supply. Place the Quarry in the play area. This is where captured Demons are kept after they turn to stone. The resources in the Quarry are communal resources and can be used by any player to upgrade Obelisks. The Quarry may start with some resources in it. Draw them randomly from the Supply per the table below and place them in the Quarry.



Players:	1	2	3	4
Random resources in Quarry:	2	0	4	0

Example Game Setup with Four Players:



All player guides are for four players

2x Obelisks per player



No Demons start in the Quarry

12 12 12

Demons in the Cave

The Cave

Day Phase: During the Day, players may perform as many actions as listed on their player guide. The number of actions each player gets is shown in the table below. In solo and two player games, you can repeat the same action. Players may perform actions simultaneously. Once all players are ready, Night begins.



ACTION: Build An Obelisk

Build a small Obelisk to snare Stone Demons. This will prevent them from hiding from the sunlight during the Day. Obelisks cannot be picked up or moved once placed. They can be placed at the corners of the tiles. They can only capture Demons on adjacent tiles and they start with the 1 pointing up (strength =1).

Example: The blue Obelisk is placed in a valid position at the corner of the map. This Obelisk can only capture Demons on one adjacent tile. The green Obelisk is also placed correctly and can capture Demons on four adjacent tiles (within the green circle). The black Obelisk is in an invalid location.



ACTION: Reinforce One Obelisk +1

Reinforce an Obelisk so it can snare stronger Demons. Stone Demons that are exposed to daylight turn back into stone and this stone makes a perfect building material for Obelisks. Alternatively, Quarried stone could be used. Players will need to use specific sets of stones to perform upgrades. Valid sets are shown below. Stones are paid from the Quarry into the Supply. Then increase the strength of any Obelisk by one point. To do this, pickup the target Obelisk (die) and increment the top face by one. Place the Obelisk back on its previous location on the map. Players can upgrade the same Obelisk (each player upgrading must use one action and pay a set of stones). All stones in the Quarry are pooled resources. If players disagree on how to allocate these resources, they cannot be spent.

Examples of valid stone sets:

4x or 3x or 2x or 1x

3x + 1x or 2x + 1x

An unplaced Obelisk can also be sacrificed to reinforce an Obelisk. (Place the die in the Supply.)

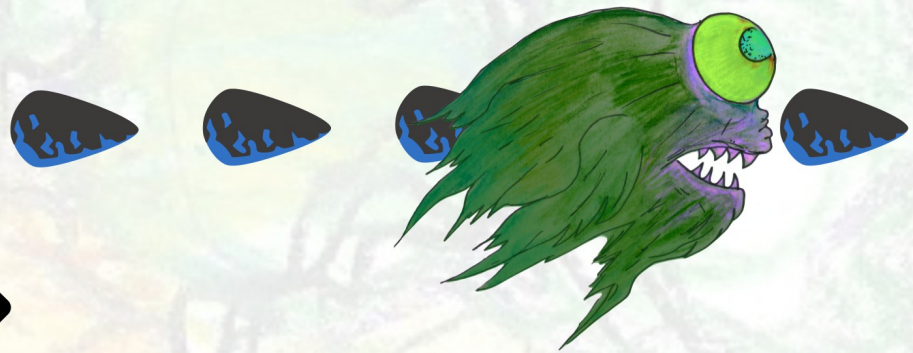
Blue Demons are wild and can be substituted into any other group.

ACTION: Quarry Petrified Demons +1

The old Quarry contains a group of Stone Demons that came out of hiding during a solar eclipse and were unexpectedly petrified shortly thereafter. Take a green cube from the Supply and add it to the Quarry. Players can always perform this action. (A spare rotation token can be used as a green cube for this purpose if there are no green cubes in the Supply.)

ACTION: Change Trail Signs

The Demons will not notice if you change the trail signs while they are hiding from the sun during the Day. Only tiles with a rotation marker can be rotated. Spend one action to rotate up to X tiles where X is '#' number inside the blue circular arrow on the player guide. Rotate each tile as far as desired in increments of 90 degrees. Remove the rotation marker on each tile after rotating and place the marker in the Supply. These tiles cannot be rotated again. Demons can be on the tile while you rotate it. The number of tiles a player can rotate with a single action changes based on how many people are playing and is also shown in the table below. Do not move Obelisks when rotating tiles.



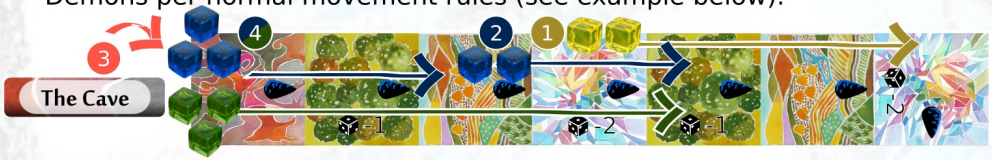
Night Phase:



In the Night, Stone Demons currently on the map advance in accordance to the rules below. Then six new Demons spawn from the Portal and also advance. During this time, players use their Obelisks to capture Demons as they walk by. Demon Speed and Strength are shown on the turn guide (right). After they all have finished moving, check if End Game Conditions have been been met. If they have not, then Night ends and the next Day begins.

Move Demons: Demons move following the arrows on the tiles, starting with the Demons furthest along (down) the path from the Portal. The speed of the Demon determines the number of tiles traveled. If moving causes a single Demon to walk off the edge of the map, into a Mountain, or step on a tile the Demon had already walked on this game, End Game Conditions have been met and the game is lost.

Spawn Demons: Every Night, randomly draw six new Stone Demons from the Cave and place them on the Portal tile. Then move those Demons per normal movement rules (see example below).



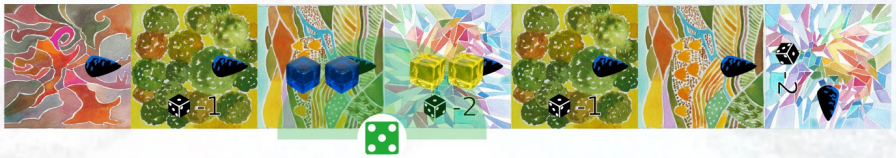
Example Moving & Spawning: Night begins and there are two yellow and two blue Demons already on the map. 1 *The yellow Demons are furthest along the path, so they move first. They move three tiles, ending in the Crystals.* 2 *The two blue Demons move two tiles, ending in the Forest.* 3 *Six new Demons (three green and blue red) are drawn from the Cave and placed on the Portal tile.* 4 *The green Demons move four tiles ending, in the Forest. The three blue Demons move two tiles, ending in the Grass.*

Capture Demons: Obelisks can capture Stone Demons anytime during the Night: before the they move, while they are moving, or after they have moved. This includes capturing them while they are on the Portal. An Obelisk can capture only one Demon per Night on an adjacent tile (regardless of Obelisk strength). Multiple Obelisks cannot combine strength and capture a single Demon. The Obelisk owner (the player with the matching color player guide) always decides which Demon to capture.

To determine if a Obelisk can capture a Demon, the Obelisk strength plus the tile modifier must be greater than or equal to the Demon's strength. Tile modifiers are shown as -X on the tiles and they only affect Obelisks trying to capture Demons standing on that Tile. Demon strength is shown in the Night section of the player guide (picture top).

The captured Demon should be placed on top of the Obelisk that captured it until Night ends. When Night ends and the Day begins, that Demon turns into stone with the rising Sun. Carry all captured Demons from all the Obelisks and place them on the Quarry. If all Demons have been captured and there are none left in the Cave, End Game Conditions have been met and the game is won! Otherwise, the next Day begins.

Example Capturing Demons: The green Obelisk can only capture Stone Demons on the adjacent two tiles shown in the green semicircle (Grass and Crystals). A yellow Demon (strength = 3) can be captured by this Obelisk (strength = 5) in the Crystals (modifier = -2). Obelisk strength plus the tile modifier must be greater or equal to Demon strength (5 - 2 = 3 effective Obelisk strength vs. 3 Demon strength). The yellow Demon can can be capture right before it moves that Night. Instead of capturing a yellow Demon, the Obelisk could capture a blue Demon (strength = 5) on the Grass (modifier = 0), (5 - 0 = 5 effective Obelisk strength vs. 5 Demon strength). The choice of which Demon to capture is up to the Green Obelisk owner (the player holding the green player guide).



Tiles:

Tiles may modify the strength of Obelisks attempting to capture Demons standing on or traveling through that tile.



Portal - There are derelict portals scattered through the land but this one is active! The portal emits an eerie glow as its connection to the Dark Realm grows. (A strength 1+ Obelisk placed adjacent to the Portal can capture a strength 1 Demon on the Portal.)



Grass - Open fields with lots of visibility. The smell of recently cut hay is in the air. (A strength 1+ Obelisk placed adjacent to the Grass can capture a strength 1 Demon on the Grass.)



Forest - It is hard to spot Demons through the foliage. An Obelisk attempting to capture a Demon in the Forests receives a strength penalty. For Example, a strength 2+ Obelisk placed adjacent to the Forest can capture a strength 1 Demon in the Forest.



Crystal - Rainbows of light are playfully scatter by these clusters of crystals. While pretty, the same effect dampens the power of the Obelisks. An Obelisk attempting to capture Demons in the Crystals get -2 strength. For Example, a strength 3+ Obelisk can capture a Demon of strength 1 in the Crystals.



Mountain - Remove these Tiles after setting up the map. Alternatively, leave them in and if any Demon walks into a Mountain, they setup a based of operations to launch their invasion! The game ends in a loss. (See End Game Conditions.)

End Game Conditions:

Stone Demons Walk Off the Map or Into a Mountain / Empty Space: The Stone Demons slowly overwhelm your defenses under their relentless advance. They are now beyond your control. The Queen will not be pleased. Decrease difficulty by one for your next game.

A Stone Demon Steps on the Same Tile Twice During the Game, a Loop is formed: The path the Stone Demons walked creates a circular rune on the ground. Derelict portals in the surrounding countryside flicker to life! The new portals to the Dark Realm allow the Demons to quickly spread across the Kingdom! The Queen will not be thrilled to see you when she returns. Decrease difficulty by one for your next game.





Example Left: blue Demon spawns, moves 2 tiles and rests until the next Night (no loop is formed). Example Right: The next night, blue Demon starts on the Crystal, moves two tiles, and steps on a tile it stepped on previously. The game is over!

No Stone Demons Escape: With a little luck and a good defensive strategy, every Stone Demon was captured. You tear down the active portal and it collapses into a pile of rubble. This portal is destroyed but there are many others scattered across the countryside. You feel safe for now... The Queen returns and finds everything in order. She starts talking to you about her next big adventure. Increase difficulty by one for your next game.



Alternative Rules:

Time Trials: Each Day lasts one minute. Players are only allowed to talk to each other during the Day. If the timer expires and you have not completed your action(s), remaining actions are forfeit. Night also lasts one minute. If the Night timer expires before you have chosen which Demons to capture, no additional Demons can be captured. Finish moving and spawning Demons for that night.



Alternative Rules: Runes

Wandering through the library in search of anything to help you against the Demons, you find some ancient scrolls. They describe a series of intricate runes that can be inscribed on an Obelisk. The first one you recognize easily but the others are full of strange terms that will take you some time to decipher. Two of them disintegrate as you touch them. You'll just have to survive with those that remain.

Setup: Arrange the game per the normal rules (see section: Setup) but do not remove the Mountain tiles. Additionally, before allocating starting resources to players, (1) place two additional monsters of each color into the Cave. (2) Select the Broken Earth card from the 9 Scroll cards. (3) Shuffle the remaining 8 cards and discard two face down into the Supply. (4) Place the remaining 6 cards face down in the play area. (5) Place Broken Earth on top of the deck.

Example Setup:



Playing with Scrolls:

Day: At the start of every Day, decipher one of the Scrolls by flipping it face up and placing it next to the Scrolls deck. This Scroll can now be charged to apply a rune to the target Obelisk. Charging a Scroll counts as an Upgrade Action. (Player must use an Action in addition to paying 4x green or 3x yellow or 2x blue or sacrificing a die.)

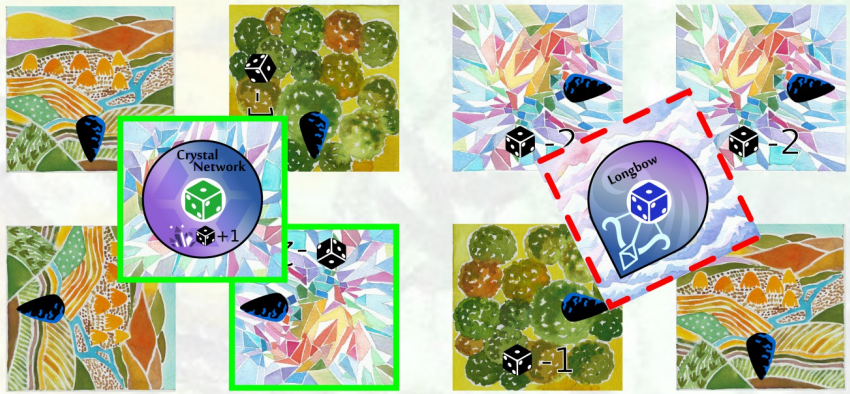
Most Scrolls have requirements on where they can be applied (e.g. Lightning Rod must be placed on an Obelisk that is next to a Grass tile). Requirements are shown as the land type surrounding the Scroll. If a Scroll shows multiple land types, you need need only satisfy a single requirement (e.g. Broken Earth and Instability can be placed on an Obelisk next to a Grass, Forest, Crystal, or Mountain tiles).

After Charging a Scroll, immediately apply it by slipping the card under a target Obelisk. Once placed, the Scroll cannot be removed. Most Scrolls can be overwritten by a new Scroll. (Place the second Scroll on top of the first.) However, Scrolls with the +1 symbol cannot be upgraded in any way.

Night: Each Night, when it is time to Spawn Demons, **seven Demons appear from the Portal** (instead of six).

Example Scroll Placement:

Crystal Network is correctly placed on green Obelisk which sits next to a Crystal tile:



Longbow is incorrectly placed: there are no Mountain tiles next to the blue Obelisk. Additionally, Longbow is turned incorrectly; All upgrades must align with the map tiles.

Scroll Abilities:



Broken Earth: Originally used to create farmland, this rune can shift terrain. When you place this upgrade, move any tiles next to this Obelisk to any other position next to the Obelisk. Do not rotate the Tiles. You cannot move tiles that any Stone Demon has already stepped on. No placement restrictions.



Burnout: Applying heat to an Obelisk increases its power, albeit temporarily. Immediately increase the strength of this Obelisk by up to +4 (by changing the pips on the die). At the start of each Day (not including the Day it is built), decrease the strength by one. When the Obelisk strength is zero, remove it and Burnout and place them both in the Supply. This Obelisk cannot be upgraded for the rest of the game and it cannot be used to Syphon Energy. Must be placed next to a Forest tile.



Consuming Growth: The forest roots can help capture Demons. Finding them afterwards may provide difficult. This Obelisk can now capture two Stone Demons each Night instead of one. As they are captured, place them on top of the boxes on the Scroll. Any Demons captured by this Obelisk go into the Supply when Day starts. (These Demons cannot be used for upgrades.) Must be placed next to a Forest tile.



Crystal Network: Tune an Obelisk to vibrate on similar frequencies as the Crystals. This Obelisk gains +1 strength when capturing Stone Demons on Crystals. (Do not increase the pips on the die). The Tower now can capture Demons on all of the Crystals tiles on the map. This Tower can no longer capture Demons on any other types of tiles. Must be placed next to a Crystal tile.



Frostfoot: This rune encourages frost formation below the snow line. This places snow on a tile next to the Obelisk. This decreases movement speed by one for Stone Demons starting on or crossing this tile. The same Demon can lose movement on subsequent Nights if the Demon ends its movement in the snow. The Obelisk owner may spend an action to rotate Frostfoot. Must be placed next to a Mountain tile.



Instability: An incomplete rune can create problems and opportunities. Each Day after capturing a Stone Demon, roll this Obelisk to determine its new strength. During the day, any player may spend an action to to reroll this Obelisk (as long as the owner approves). This Obelisk is unstable and cannot be upgraded or used to Syphon Energy. No placement restrictions.



Lightning Rod: This rune absorbs the Sun's energy and stores it until needed. At the start of each Day and when you first buy this upgrade, add a Charge to Lightning Rod (max 3). Each time this Obelisk captures a Demon, a Charge is consumed. This Obelisk uses its full strength when capturing each Demon. Must be placed next to a Grass tile.



Longbow: Focus the Obelisk's energies along one direction. This Obelisk can now capture Demons on the four tiles along the chosen direction instead of the four tiles surrounding the Tower. The Obelisk owner may spend an action to rotate the target direction. Must be placed next to a Mountain Tile.



Syphon Energy: This rune was used many times during the defeat at Senu's Forge. Hopefully your fate will not follow a similar path. This Obelisk immediately gains X-1 strength (increase the pips on this die). Where X is the total amount of strength lost from a target Obelisk (decrease the pips on that die). The owner of the target Obelisk must agree to the exchange. If an Obelisk's strength is decreased to zero, remove it and any upgrades on it from the game and place them in the Supply. As an action during the Day, this Obelisk owner may Syphon X-1 strength to this Obelisk following the same rules as above. Must be placed next to a Crystal tile.

