SWORD CRAFTERS

The realm is safe, for now... but the Sword of Protection was broken in battle. The king has called on you to help craft a new Sword of Protection.

BUILD A SWORD, DEFEND THE REALM.

GOAL:

Win the game by scoring the most victory points. The king will award points based on 3 qualifications.

1.) **Sword Length.** Sword length is the highest number of sword tiles on one side of your sword.
2.) **Sword Quality**. Sword quality is the largest set of adjacent gems on one side of your sword.
3.) **Sword Magic.** Sword magic is the sum of two gem types found on any side of your sword. Three Sword Magic cards will be in play each game determining which gem types will score.
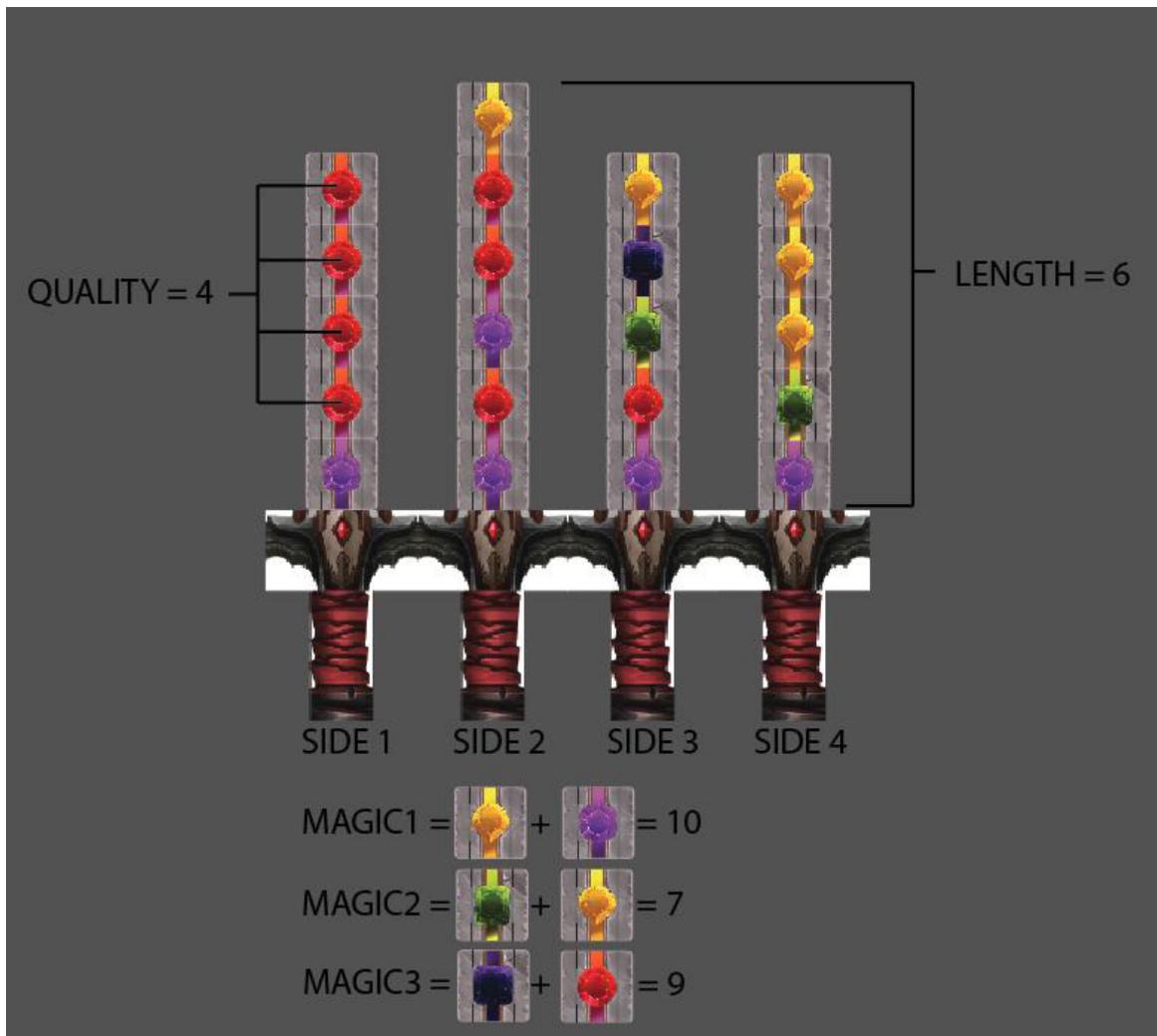
SETUP:

1.) Give each player a sword hilt to assemble (4 pieces).

2.) Shuffle the sword tiles and create two or three stacks on the table.

3.) Shuffle the Sword Magic cards and place 3 of them face up on the table.

4.) At the start of the game, spin the First Player Tile onto the table. When it lands, the direction the sword is pointing determines the first player for the first round. Give that player one of the first player tiles. The other First Player Tile will always be used in the setup grid so set it aside.

5.) Setup a grid of sword tiles according to the diagram below following the appropriate player count. The other First Player tile will be included in each setup grid according to the diagram below. The player setting up the grid should place tiles left to right, top to bottom for a quick setup.
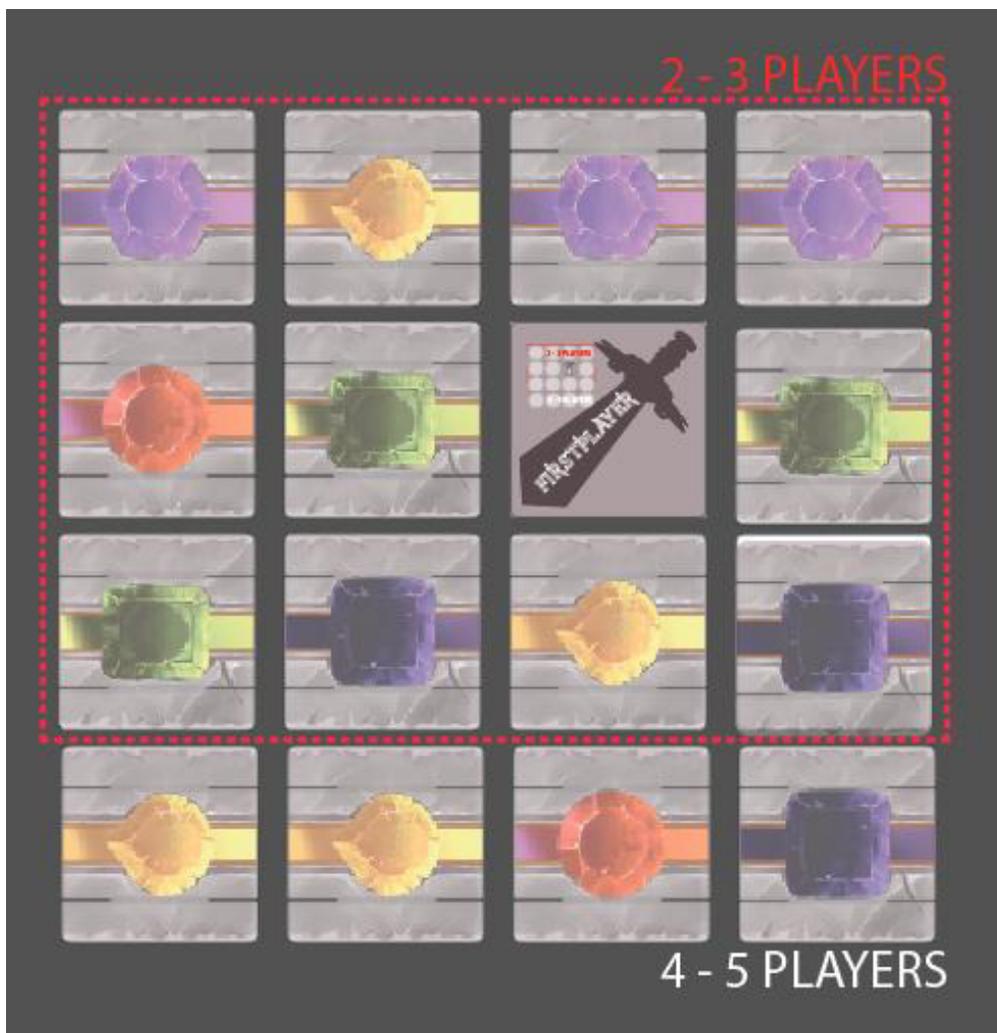
**GAME FLOW: Sword Crafters is played in rounds and each round has three phases.**

      PHASE 1: Slice

PHASE 2: Select

PHASE 3: Craft your sword

PHASE 1 – SLICE

Starting with the first player and proceeding clockwise, choose a grouping of sword tiles and create one slice (separation). Each player will make one slice within the grid. A slice MUST ALWAYS create exactly two new groupings of sword tiles. If it does not, then it is not legal. The slice must be created along a straight line, either vertical or horizontal. At the start of the round, the entire grid of sword tiles counts as one grouping. Once complete, proceed to the Selection phase.
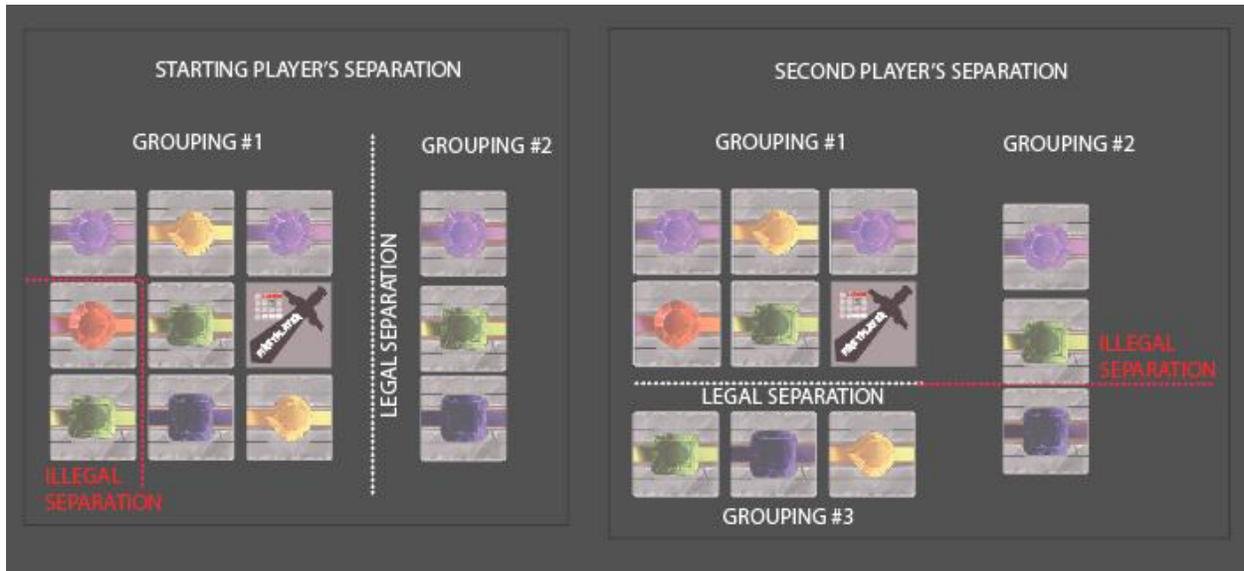
PHASE 2 - SELECT

Starting with the first player and proceeding clockwise, select one grouping of sword tiles and take it. Each player will take one grouping of sword tiles. There will also be one grouping of tiles not taken. Return the grouping not taken to the game box.

If a player takes the grouping containing a starting player tile, they keep it and will become the starting player for the next round. The previous starting player returns their starting player tile to the center of the table. If no player took the grouping containing the starting player tile, then the starting player tile should be passed one player clockwise.

PHASE 3 - CRAFTING YOUR SWORD:

A sword is crafted and assembled by slotting sword tiles into the sword hilt, and further slotting new sword tiles into previously slotted sword tiles. You'll notice that an assembled sword has four sides to it. To assemble the sword tiles into your sword, push the slots together completely to ensure a snug fit. A sword may be held in hand during game play or rested on the table. The starting player tile may not be assembled into your sword and should be returned to the setup grid for the next round of play.

After each player has selected a grouping of sword tiles and crafted them into their sword, setup a new grid of sword tiles again and start a new round. If you cannot setup a full grid, then proceed to end game scoring.

END GAME SCORING:

LONGEST SWORD

Each player holds their sword in the center of the table to determine who has the longest sword. Sword length is the highest number of sword tiles on one side of your sword. The player with the longest sword gains 10 VP. (A tie happens when two players have the same quantity of sword tiles in their sword. Ties both score 10VP.)

SWORD QUALITY

The order you assembled the tiles in your sword impacts the quality of your sword. Sword quality is the largest set of adjacent gems on one side of your sword. Each player scores once for sword quality.

SWORD MAGIC

Sword magic is the sum of two gem types found within the entire sword.

Adjacent Matching Gems	2	3	4	5	6	… X
VP	5	10	15	20	25	… 5 * (x-1)

Each sword is eligible for scoring each of the three desired magic traits in the game determined by the three Sword Magic cards in play. The person with the highest sword magic will score 9VP while the person with the second most will score 6 VP and the person with the third most will score 3VP.

Example: Most Yellow and Purple Gems = 9 | 6 | 3 VP

TIES: If several players tie, the points for the respective places are shared (rounded down). See the example below.

TIE EXAMPLES	Most (9VP)	2nd (6VP)	3rd (3VP)

No Ties	Aaron = 9VP	Baron = 6VP	Karen = 3VP
One Tie	Aaron and Baron =15 / 2 = 7VP each	Aaron and Baron =15 / 2 = 7VP each	Karen = 3VP
Multiple Tied	Aaron, Baron, and Karen = 18 / 3 = 6VP each	Aaron, Baron, and Karen = 18 / 3 = 6VP each	Aaron, Baron, and Karen = 18 / 3 = 6VP each

TWO PLAYER VARIANT:

Each player takes two turns instead of one during each of the "Cut Sword Tiles" and "Select a Grouping" phase. Turn order should still be maintained so that no player should ever cut sword tiles or select a grouping twice in a row.

DISCLAIMER:

SWORDCRAFTERS is a game in which a sword-like 3D object is constructed and held in hand during play. The object is not meant to be used as a sword and could result in injury if used improperly.

COMPONENTS:

- 91 Sword Tiles
- 15 Sword Magic cards
- 2 First Player Tiles
- Rulebook
- Scorepad

Please do not distribute this file as this rulebook is not yet final.