

Magical Athlete

R U L E B O O K

Introduction

It is the annual athletic festival in a fantasy world. The most popular event in this festival is the team foot race, with fantasy and mythological creatures participating in this race, such as the Siren, Witch, Centaur and many others. Who will win this year's festival?

Components

25 Character Tokens: 1 for each character to race on the board.

25 Character Cards: 1 for each character showing what ability the character has.

24 Chips : to use in the draft and for Victory Points (VP)

1 double-sided Game board: one side is used for drafting and the other for the races.

Character special ability reference sheet

1 Die

This rulebook

* You should have one piece of paper and a pencil for doing a prophecy.

Preparations

Fold out the gameboard onto the table.

Shuffle the 25 character cards and then remove 5 cards at random without looking at them. Put them aside.

Give out the chips: In a 4 player game give everyone 8 points worth of chips and in a 5 player game everyone gets 6 points worth of chips. The rest of the chips are put aside in a bank. The players use chips to draft cards. Once the drafting is completed, reclaim all the remaining chips from all players. The chips will be used later as awards to the players who win a race.

Decide a start player randomly, then the turn will go clockwise around the table.

The Draft

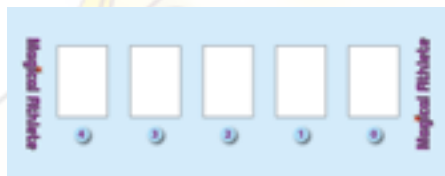
(be sure to use the drafting side of the game board)

The player whose turn it is (active player) draws the top card of the character deck and places it on the "4" space of the board. If the space is already occupied, slide that card into the "3" space. The same thing happens if that space is also occupied. (Newly drawn cards will always occupy the "4" space on the board).

Then, the active player can purchase one of the cards in these spaces. The active player can purchase only one card a turn. The player must pay the cost using his chips. The cost is the number in the space. The active player can pass if he doesn't want any of the cards, however, if there is a card on "0" space, he cannot pass and must purchase this card for free.

This sequence means that if there is a card on "0" space, one of the cards on the board must be purchased, resulting in one of the spaces becoming vacant.

Every player must purchase a number of cards based on the number of players. In a game with 4 players, everyone must purchase 5 cards. In a game with 5 players, everyone must purchase 4 cards. If someone has purchased all of his cards, then he does not participate in the draft anymore and the draft continues with the remaining players until



Drafting side of the game board

all 20 cards are purchased. If the deck runs out, the procedure above is continued but you do not draw a new card. This means the remaining cards on the spaces are still pushed toward a cheaper space every turn. As a result, the last card can be purchased at 0 cost by the last remaining player to buy cards.

After completing the entire draft, the remaining chips in players' possessions are returned to the bank.

The special ability of "Assassin" can be implemented at this moment. If this happens, the player whose character gets assassinated gets one card at random from the previously removed cards as a replacement.

The Races

(turn the game board over)

In a 4 player game, there will be 5 races. In a 5 player game, there will be 4 races.

At the start of each race, every player secretly chooses one character to participate in that race. At this moment, the special ability of "Spy" can be used. The player who has "Spy" in his hand need not select a character card before he sees all the other players' selection.

Then everyone reveals their athlete simultaneously. At this point, the special ability of the "Prophet", if she is in the race, can be used. The player who selected the "Prophet" for the race can make a prophecy for the race.

The race starts with the player to the left of the player who won the last race. For the first race, it starts with the player who is to the left of the player who purchased the last card.

On a player's turn, the active player rolls the die and advances his athlete by the number rolled. A race ends when the first 2 athletes reach the goal.

In case of the "Prophet" getting the correct prophecy, the player of the "Prophet" becomes the second place winner automatically due to the special ability of Prophet.

For each race, the first athlete's player and the second athlete's player get the award.

First race: 3 points for first place and 1 point for second place.

Second and third races: 4 points for first place and 2 points for second place.

Fourth and fifth races: 5 points for first place and 3 points for second place.

Each athlete can only race once during the game. Also, each ability outside a race can only be used once during the game (Assassin, Spy).

Special Abilities

Special abilities can only be used by characters participating in the current race (Assassin and Spy are the exceptions).

The word "Turn" during races means "rolling a die and advancing his athlete by the number rolled". If some ability says "turn", use the definition above.

If an ability says "instead of your turn", then you will not do your regular turn and do something specifically indicated by the ability.

If an ability says "before your turn", then you can do something special first and then you can do your regular turn.

Some special abilities use the keyword, "Duty". A "Duty" ability means you must use the character's ability. (Non-Duty abilities are optional: if you don't activate a special ability then you do your normal turn.)

Some abilities refer to "overtaking". Overtaking means that a character starts the turn behind a particular character and ends up occupying a space ahead of the character by any means (through a normal die roll or use of a special ability).

Example: Centaur's ability requires him to overtake a character to trigger, so the Centaur must have started the turn in a space behind that character and by the end of turn must be ahead of that character. If that happens, you can activate Centaur's special ability and kick that character 1 space backwards.

Note: If Centaur had started the turn behind a character, and that character, through some action, is sent backwards and ends up behind the Centaur, this can still trigger the Centaur's ability.

Some die roll results or activation of some ability can trigger other special abilities to happen.

See the FAQ below for details and the reference sheet for a list of special abilities.

Game End

The game ends when the requisite number of races finishes.

The player who won the most points wins the game. In case of a tie, the player whose rank is higher in the last race wins. In this case, the last race may continue even after the second athlete crossed the goal.

FAQ

Assassin

Assassin can assassinate himself to get a random replacement.

Philosopher cannot cancel assassination.

Bard

Challenge rolls due to Gladiator's ability may trigger Bard's ability.

Centaur

Centaur can decide whether to use his ability or not for each character. Each decision is considered one use of the ability.

Cupid

In this game, only Amazon, Bard, Druid, Medusa, Prophet, Siren, and Witch are the female characters. All other characters, including Cupid, are male.

Conjurer

When his special ability is used, it is as if the first roll never happened. This means that Bard and Ghoul could not get their bonus from the cancelled roll.

Demon

If Demon uses his ability, use only the modified die result for judging special abilities.

Druid

When Druid and Troll share their space, a real dilemma happens. In this case, Troll has

priority, since Troll's ability is a forced one.

When a similar dilemma happens between Druid and Philosopher, they must discuss the outcome. If discussion fails, Druid has priority.

If Druid gets several bonuses during one turn and overtakes Witch, this can trigger Witch's special ability.

If Druid's ability makes some infinite loop, except in the case with Philosopher described above, Druid must stop using his ability.

Ghoul

If Ranger rolls "1" and Ghoul uses his ability, Ranger cannot advance at all in this case.

Challenge rolls due to Gladiator's special ability are not rolls for the turn. Thus, these rolls do not trigger Ghoul's special ability.

Gladiator

Since Gladiator cannot share the space with Troll because of Troll's ability, he cannot challenge Troll.

On the other hand, Gladiator can challenge Medusa even though she might cast a spell.

Martial Artist

Martial Artist can decide to use his ability space by space. And each space he skips means one use of the ability.

Medusa

Medusa's ability is not effective at the start of the race.

If Medusa shares a space with Gladiator, Medusa can cast a spell normally but Gladiator can challenge Medusa according to his ability.

Pirate can kidnap Medusa. But, in this case, Medusa can cast a spell on Pirate.

Merchant

If by changing positions one of the characters who changed position overtakes Witch, this triggers Witch's ability.

Necromancer

If Necromancer uses his ability to move back Witch, and if some character overtakes

Witch because of this backward movement, the Witch's ability triggers.

Ninja

Ninja can use his ability on another character's turn. If that character uses his ability instead of his normal turn, Ninja shadows him.

Once the shadow ability is activated, Ninja cannot stop it during the target's turn.

If the target of shadowing finishes the race, Ninja will also finish but his rank is one lower than the target because he moves after the target.

If Ninja overtakes Witch during shadowing, this triggers Witch's ability.

Shadowing is possible at the start of the race.

Philosopher

Philosopher's ability needs compensation. This means he can use his ability only when he is in the race.

Philosopher cannot cancel Prophet's ability.

Duty abilities cannot be cancelled by Philosopher's ability.

If Philosopher's ability makes an infinite loop, he must stop using his ability.

Pirate

Pirate can kidnap Medusa. But, Medusa can cast her spell.

Pirate can kidnap Troll. This will make him move back one space due to Troll's ability.

If some character overtakes Witch by being kidnapped, she can cast a spell on him.

Priest

Priest can use his ability even when he is the last place character.

Priest can use his ability when there is more than one last place character; and all such characters must be advanced.

Priest can use his ability even at the start of the race.

If some character overtakes Witch due to Priest's ability, this triggers Witch's ability.

Prophet

Prophet can predict that she will win. But, this means that if correct, she would automatically become the second place winner. So this is a very bad idea.

Ranger

Ranger can advance 1 or 2 spaces based on his roll.

Siren

Movement caused by Siren happens simultaneously. This means that except for the space of Siren, there will be no new spaces that become shared.

If Troll is 1 space ahead of Siren, Siren's ability happens once and then this results in Troll's ability triggering once.

Thief

Thief's ability works at the start of the race. Unfortunately, in the first race of the game, no players have chips. So, it is not a good idea to select the Thief for the first race.

Players must make change if needed for the Thief to collect.

Troll

Troll's ability is not valid at the start of the race.

Witch

Since Witch needs to move backward for her ability, she could not use her spell at the start of the race.

Almost all situations where Witch is overtaken by a character triggers her ability. She can decide whether to use it or not on each character. Each decision is one use of the ability.

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