



SWORDCRAFTERS

EXPANDED EDITION

RULEBOOK

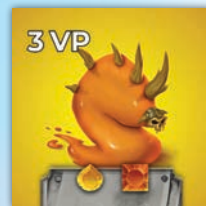
THE SWORD OF PROTECTION HAS BROKEN AGAIN. THE ENEMIES ARE GROWING STRONGER AND THE SWORD WILL NEED TO BE REFORGED TO DEFEND THE REALM. THE KING HAS OPENED UP THE FORBIDDEN CHAMBER TO HELP YOU CREATE POWERFUL ENHANCEMENTS FOR THE NEW SWORD OF PROTECTION. DESPERATE TIMES CALL FOR DESPERATE MEASURES.

CONTENTS

48 sword relic tiles



24 sword mastery cards



1 upgraded first player token



12 sword tips



OVERVIEW

THREE MODULES HAVE BEEN DESIGNED FOR YOU TO EXPAND YOUR EXPERIENCE WITH SWORDCRAFTERS. YOU MAY ADD EACH MODULE INDIVIDUALLY, OR MIX AND MATCH TO PROVIDE A UNIQUE GAME-PLAY EXPERIENCE. THE GAME IS STILL PLAYED OVER 6 ROUNDS. SCORING STILL INCLUDES LENGTH, QUALITY, AND ANY MODULES YOU CHOOSE TO PLAY WITH.

SWORD RELICS

We can learn a lot from swords of the past. Four sword relic tiles will be added into the grid of tiles each round. Select 4 of 8 relic types to play with at the start of each game. Acquire relic tiles to either score points or execute a one-time advantage.

SWORD TIPS

Each crafter is looking to put the finishing touches on her blade. Two sword tips will be given to each player at the start of the game. Each sword tip contains a personal goal that may be completed by assembling a sword that has one side containing the relevant gems.

SWORD MASTERY

The hordes of monsters near the city continue to multiply and your sword is going to need every advantage it can get. A number of sword mastery cards will be available for claiming each round. A new phase, Phase 4: Sword Mastery, is added to the game.

Important: For the best experience with Swordcrafters Expanded Edition, it is critical to understand the original Swordcrafters game first. Once you understand the original game, then try to add a module or modules. Sword Magic, from the original game, should be treated as a module.

For integration with solo rules, you may add modules to add extra challenge for yourself. In solo mode, your opponents will not interact with Sword Relics, Sword Tips, or Sword Mastery. Add 10 points per opponent for each expanded edition module you play with.

SWORD RELICS

Setup: There are 8 sword relic types included, but only 4 will be used to play each game. Randomly select 4 sword relic types and find all 6 tiles of each type to include in the game. Shuffle the 24 relic tiles together to form a stack face down on the table. The other relic tiles will not be used and are removed from the game. Create the grid of tiles and relics according to the diagram to the right. In each round, draw 4 new relic tiles and randomly place them as shown in the grid to the right.

Play: All slice and selection phase rules are the same as the original game. Any selected relics are displayed in front of the player and will either score points at the end of the game or grant the player a one-time use. The one-time use relics may be spent and discarded during the appropriate phase of the game as indicated on the relic.

Note: When playing with the wild gem relic, you may need to include discarded gems to setup the final round.

4-5 PLAYER SETUP



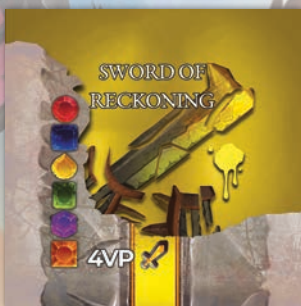
2-3 PLAYER SETUP



SWORD OF FURY: Collect 3 Sword of Fury relics to score 10VP total. No VP will be awarded for having less than 3. This may score twice if you collect all six tiles.



SWORD OF POWER: The player(s) with the most Sword of Power relics scores 6VP. The player(s) with the least scores -6VP.



SWORD OF RECKONING: Score 4VP for each Sword of Reckoning relic collected, but only if every color gem is represented somewhere in your sword.



SWORD OF MERCY: Score VP according to the number of Sword of Mercy relics collected. Ex: Three collected scores 5VP. Four collected scores 20VP.

SWORD OF MIGHT: Score 1VP for all red gems found in your sword, and -1VP for all orange gems found in your sword. Each Sword of Might is unique.



WILD GEM: Immediately discard this tile to the game box when you select it. Choose any color sword tile from the stack of remaining sword tiles for crafting into your sword.



SWORD OF TRUTH: On your turn, you may discard this tile during the slice phase and make two slices instead of one within the grid of tiles. One-time use.



SWORD OF FIRE: On your turn, you may discard this tile during the select phase and swap positions of two sword tiles within the grid of tiles. One-time use.



SWORD TIPS

Setup: Shuffle all the sword tips, and give each player two. Sword tips are personal goals that score during end game scoring, and should not be revealed until the end of the game. Each sword tip contains a personal goal that may be completed by assembling a sword that has one side containing the relevant gems. Both tips may score, but each tip may only score one time. Satisfying a sword tip goal is completely independent of sword quality. Sword tips do not impact your sword length.

player has 2 red and
2 purple on one side
meeting her goal



SWORD MASTERY

Setup: Shuffle the sword mastery cards and create a deck on the table. Flip up 6 cards face up onto the table.

Play: A fourth phase is added to each round. After Phase 3: Crafting Your Sword, proceed to the Phase 4: Sword Mastery. The sword mastery phase starts with the last player to select a group of tiles and reverses turn order so each player has one turn each round.

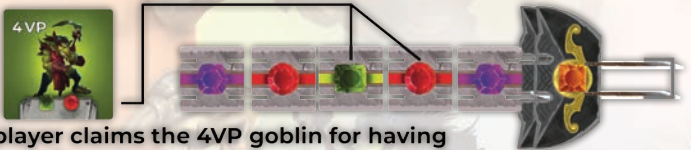
Phase 4: Sword Mastery

On your turn, check your sword to see if you can claim any sword mastery cards. You are eligible to claim a sword mastery card if you have the relevant gems in your sword and adjacent to each other. The relevant gems may be located anywhere in your sword but they must be adjacent. If you are eligible to claim a sword mastery card or multiple cards, choose only one and take it. After each player has taken her turn, refresh to 6 sword mastery cards if possible and proceed to Phase 1: Slice.



6 cards refreshed at the beginning of each round

The claimed sword mastery cards are kept face up in front of each player until the end of the game and each player will score her claimed cards.



player claims the 4VP goblin for having an adjacent green and red in her sword

SUGGESTED MODULE PAIRINGS:

TIPS AND MAGIC

RELICS AND MAGIC

MASTERY ONLY (NO MAGIC)

MASTERY AND TIPS (NO MAGIC)

MASTERY AND RELICS (NO MAGIC)

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. This product contains small parts which are a choking hazard. Adam's Apple Games is not liable for any misuse or injury from the product. This product is made in China.

CREDITS:

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Special thanks to Kickstarter backers the Red Gamers network for their countless play-tests.

