

Mystic Wood

Rewritten Rules v. 0.2
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Original Manual (c) Terence Donnelly
(no text from the original manual was used except the names of tiles and cards)

1. Introduction

Mystic Wood is a game of questing and adventuring in a magical wood full of strange creatures and valuable treasures. Players play as knights that race to complete their quest and exit the wood. The game was designed by Terence Donnelly and published by Ariel, Gibson Games and then by Avalon Hill.

This game is no longer being published but it's rules are not widely available, as the author seems to have expressed that he doesn't want the manual scanned and distributed freely. Here's a new explanation of the game's rules without using any part of the original text (although some parts are structured in a similar way). Also some parts that are clearly explained on the cards or tiles have been left out of this document.

This file is only intended as a substitute for a missing manual, and in no way has it been done and released with the intention of harming the author in any way.

Comments, and questions are welcomed at trozo@makasoft.net and if anything is not clear, or there are mistakes I'll try to correct them.

2. Components

The box for the Gibson Edition comes with:

- A rulebook
- 45 big tiles that make the wood
- 5 knight cards (for the players)
- 3 event cards.
- 29 creature cards
- 3 blank cards
- 2 dice
- 4 pawns

3. Set up

First separate the big tiles into two groups, the dark colored ones with small leaves (Earthly Wood) and the lighter ones with bigger leaves (Enchanted Wood). Also take out the tower and the two gates. Shuffle the two decks separately and set the cards to make a 5x9 rectangle (5 columns and 9 rows) in the following manner:

- The Tower must be in the middle of the rectangle (face up).
- The Earthly Gate must be in the middle of the bottom row (face up).
- The Enchanted Gate must be in the middle of the first row (face up).
- The tiles from the Enchanted Wood deck must be randomly placed face down in the upper half of the rectangle.
- The tiles from the Earthly Wood deck must be randomly placed faced down in the bottom half.
- The two tiles left of the tower are from the Enchanted Wood deck.
- The two tiles right of the tower are from the Earthly Wood deck.

Then shuffle the small deck (take out the blank cards first) and leave it close to the board. Each player rolls a dice to see who chooses a knight first. After choosing put the other knights back in the box. Each player chooses a pawn and places it at the Earthly Gate tile. Also, the players put their knight cards face up in front of them.

The starting order will be the reverse of the choosing order.

- **Attributes**

Each knight or creature has one or two attributes. Prowess (mental power, shown inside a circle) and Strength (physical power, shown inside an arrow). This attributes (in the case of the knight) can be increased by slaying some creatures and getting objects. Also some creatures when friends of a knight, can add their own prowess to help the knight.

4. Play

Each turn a player can move their knight (pawn) from a tile to an adjacent tile and have encounters there. Afterwards play passes to the next player.

- **Movement**

First the player states in which direction he wants to move. If the adjacent tile is already explored and connected by a path, then he moves the pawn to the tile. If the tile is face down (unexplored) he takes the tile and sees if there is a path joining the two tiles. If there is, he places the tile back in place facing up and moves his pawn. If there isn't, he places the tile back face down and the knight stays in place.

Note that some tiles have a triangle in one of the corners. When the tile is placed, it has to face up, so that it's on the upper-left corner of the tile.

- Encounters

In the case of successfully entering an unexplored tile with a clearing (including named areas except the Tower, the Gates and the Fountain), the player has to take a card from the small deck.

If the card is an event card (Mystic Fog, Mystic Horn or Mystic Wind) it's effects come into play immediately.

Else, the player places the creature on the tile. Then there are two choices: Withdrawing so that the knight moves back to the tile he came from and the creature remains; or Encountering the creature.

When Encountering a creature, first follow the instructions on the card (if any) to determine the reaction of the creature. The result can be:

- Attacks: Resolve combat.
- Befriends: The creature joins you. Take the card and place it near your knight's card.
- Betrays you: The Rogue stays and the knight is sent to the tower with all its followers. This is the only time all the followers go with the knight to the tower.
- Creates Storm: Starting on the next turn, no one can enter or leave the area except by the power of an event card.
- Remains: The creature stays there and does nothing. It cannot be encountered again by this knight until he has encountered a different creature in a different tile. The knight can continue encountering other creatures in the same tile, but cannot take any loose objects.
- Runs: The horse moves to the area indicated by the roll if it is connected by a path. If the tile is face down you may take a look to see if this is the case (but then leave it face down). If there's no path, the horse stays and is caught by the knight.
- Transports self: The creature is moved to the the corresponding tile from the other wood (see below). The creature takes any objects that are there with him. If the corresponding tile is face down, don't turn it, just put the card on top.
- Transports you: The knight is moved to the corresponding tile from the other wood (see below) taking all his possessions and friends with him. If the new tile has not been explored, the knight must explore it on his next turn and encounter any creatures without the option of withdrawal.

If no special instructions are found or the result is attack then the knight has to combat the creature.

In the case of a transport, you have to find the “corresponding tile from the other wood”. This is done by counting how many tiles you have to cross to reach the Tower (horizontally and vertically and ignoring paths) and then, from the Tower, count again the same number of horizontal and vertical steps (again ignoring paths) to reach the corresponding tile. So, if from your tile you need to go 3 steps up and 2 steps right to reach the Tower, the corresponding tile is 3 steps up and 2 steps right of the Tower.

Each creature has either a prowess number or a strength number (or both). Prowess measures mind power (influence, magic, etc...) and strength measures physical power. Combat is resolved by rolling one die for the knight and adding his prowess number, strength number, or both (depending on which attributes the creature has), then rolling a die for the creature and adding the attributes that it has. Highest total wins.

In case of a tie, the player's turn ends. Combat continues on his next turn.

If the knight wins, follow any special instructions on the card. Also, if on the bottom of the card the creature has a prowess number upside down, the player should turn the card around and place it behind his knight's card, showing this number. It will be added along with prowess from other cards he owns to his own number in all future prowess rolls. After combat, the knight encounters other creatures (if there are any) and ends his turn.

If the creature wins, the knight is moved to the tower (except when the creature is the Enchantress). Friends stay in the clearing with the creature and become independent (except for the Holly Grail, and the Horse). He keeps his objects.

The tower is a special tile and no creature can be there on it's own (except the horse). Also the power of the Arch-Mage or Magician cannot be used or directed there.

– **More than one creature in a clearing**

If the clearing has more than one creature, the knight must encounter each one separately. He can do so in the same turn except in the case of a tie during combat. This is the order creatures must be encountered:

1. Wild Boar or Ox
2. Troll
3. Giant
4. Orc
5. Dragon
6. Illusion
7. Wizard
8. Enchantress

9. Saracen
10. King
11. Rogue
12. Arch-Mage
13. Prince
14. Child or Damsel
15. Others (in any order)
16. Objects left in the clearing.

Be aware that all the combats with creatures that don't have a reaction roll happen first. Also the knight might not pick any object up until there are no creatures left on the clearing. The Holy Grail can't be carried by a creature and the Princess, Horse, Queen and Bishop won't take any object in the clearing.

– **Jousts**

A knight can choose to challenge another knight in combat if both are in the same tile except in the tower or if one of them is already fighting a creature. This combat is solved normally (add prowess and strength plus a die for each knight).

The winner can send the other knight (with all his friends) to the Tower or take a Prowess card from the other knight or approach one of the other knight's friends. In this last case, the text on the card is followed but on a Remains result, the creature stays loyal to the losing knight. Also, if the friend in question is the Prince and he attacks and wins, then he stays loyal too.

After the combat, the player that won plays his turn first. The losing player forfeits a turn if necessary so that this can happen.

Also, the knights can't start a fight with each other again until they've encountered another creature in another tile.

– **Cooperating Knights**

Knights may help each other when fighting creatures (or knights). For this to happen they have to agree before moving to the clearing in question and enter together in one of the knight's turn (the other uses his turn for this round of turns).

Then they can add their prowess, strength or both (as necessary) before rolling the die for combat.

A knight can also help another knight that rolled a tie in a combat. In this case he just moves to the clearing in question and offers help. On the helped knight's turn, they add together their prowess, strength or both (as necessary) before rolling the die.

In the case of losing, both knights are sent to the Tower.

Note that knights can't gain prowess in this way when defeating creatures (the creature card is discarded). Also, Knight George has to kill the Dragon by himself and if the King is defeated by more than one knight, it is discarded.

Also note that knights cannot combine their prowess when determining the reaction of the Prince, Princess or Grail.

- **Using Friends**

Friends can be used as their cards indicate. If you use the Prince to defeat another creature, you cannot gain any prowess.

Also, the power from the Arch-Mage, Magician and Wand has to be used at the beginning of the turn. Afterwards the knight can move and continue as normal.

- **Exchanging Cards**

Two knights can exchange objects as they wish if they are in the same clearing. They cannot exchange friends in this manner. They have to be released and encountered by the other knight normally.

- **Special Cards**

- The Enchantress: When defeated doesn't take any objects. When she defeats the knight he stays there until escaping. She then ignores his until he leaves the area but he cannot take any objects or encounter any other creatures until he does so.
- The King: He ignores Britomart (She can Encounter other creatures freely and take objects from the clearing). If a knight defeats the King, he becomes the King (discard the knight card and any extra prowess cards). The player's quest is now to find the Castle and stay there for a full round of turns. He also doesn't have to rescue the Child and/or Damsel if they are with him. If another player defeats the player, he's out of the game and the winning player becomes the King.
- Child and Damsel: A knight that finds either of them has to rescue them to be able to win the game. This obligation is only removed if the knight was unable to encounter them (because of a lost combat) and another knight enters the area (who then takes on the obligation) or if the knight is defeated by another knight. In this case the winning knight takes on the obligation. When the Child or the Damsel are actually encountered, the player takes the card and only discards it when he arrives at the required clearing and defeats any hostile creatures.

- Mystic Fog: This event affects places that are already face up.
- Mystic Horn: If it transports the knight to an unexplored area, the player cannot explore it in the same turn. He does so in his next turn.

5. Ending and Winning.

When a player is able to leave the forest by the Enchanted Gate (on the next turn after arriving there) after completing his quest, he wins and the game ends.

If a player becomes the King, he wins if he spends a full turn in the Castle without any hostile creatures (or knights).

6. Variants.

- Hidden Cards

A player doesn't show a tile if it cannot be placed faced up when exploring. Also Small cards are only shown to the other players when actually encountered or they effects happen.

Also, special creatures such as the King (in Brittomart's case) or the Queen can be left face down. And when encountering the Dwarf, the player doesn't have to reveal it. He leaves it face down and memorizes the location of the Armor. Other player might deduce this location but have first to encounter the Dwarf themselves.

A knight can leave the Druid face down without encountering it too to keep Guyon from finding the Bough.

- Cooperative Play

(Not in the original manual)

Players can agree to cooperate at the beginning of the game. If they do so, they play normally, except that they can always help each other if they are in the same clearing even if they did not enter together. Also, to win, they must both leave the forest together.

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