

CRYSTALLIZE

Shadows of the Northern Lights











“I yearn to be someone. All my friends seem to have it figured out – like they know who they are. There’s charming Angus, cool Wren, kind Leo, athletic Rachel, magical Cam, and academic Zara. But who am I? Who is Erica?”

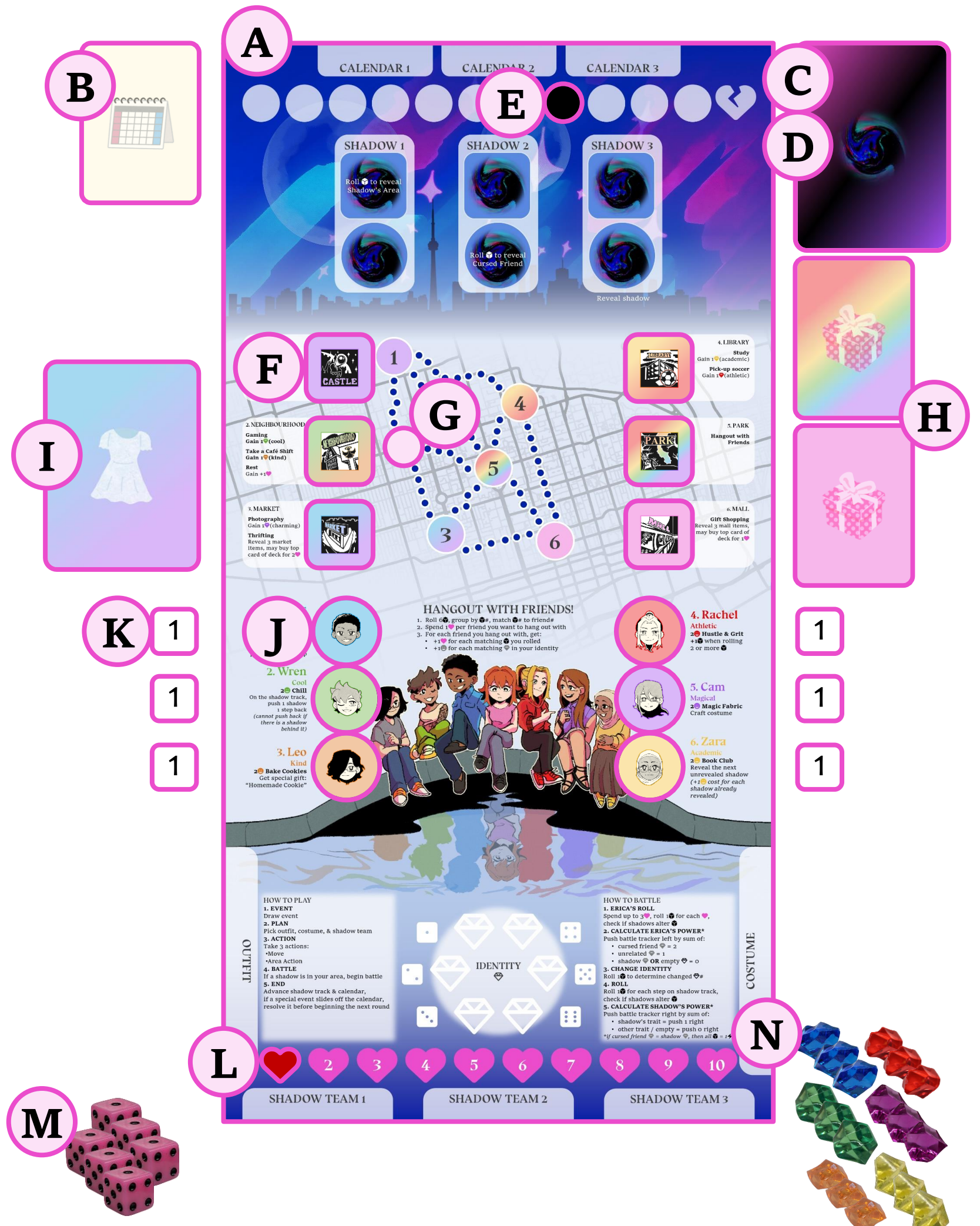
I can’t sleep... not because of the stress of school, but because of my visions – unusual lights and shadows flooding the sky. All I know for sure is that if I don’t tame the shadows, they will hurt my friends and take them away from me... and I will be forgotten.”

Crystalize is a game of identity and friendship. As Erica, a first-year university student, you will explore the city, save your friendships, and discover your true self.

**TAME ALL SHADOWS
BEFORE YOU LOSE ALL YOUR FRIENDS**

COMPONENTS

- a) Board x1
- b) Events x40
- c) Shadows x4
- d) Darkest Shadows x4
- e) Trackers x5
- f) Area Tokens x6
- g) Erica x1
- h) Gifts x25
- i) Outfits & Costumes x25
- j) Friend Tokens x6
- k) White Dice x6
- l) Heart Tracker x1
- m) Pink Dice  x6
- n) Crystals  x18
 - Charming  x3
 - Cool  x3
 - Kind  x3
 - Athletic  x3
 - Magical  x3
 - Academic  x3



SETUP

Place the **a) Board** in the middle of the table. The board has four sections:

1. Sky:
 - i. Shuffle **b) Events** to make the event deck and place it left of the sky.
 - ii. Shuffle **c) Shadows** and **d) Darkest Shadows** separately. Place the shadow deck on top of the darkest shadow deck, then place this combined deck right of the sky. For a 60-min game, include 3 shadows and 1 darkest shadow. For a 90-min game, include 4 shadows and 2 darkest shadows. For a 120-min game, include 4 shadows and 4 darkest shadows. Longer games are more difficult.
 - iii. Place two of the **e) Trackers** on the neutral step in the battle track.
2. Map:
 - i. Place **f) Area Tokens** in their slots. Place **g) Erica** in area 2.
 - ii. Set “Homemade Cookies” aside, then shuffle the rest of the **h) Gifts** to make the mall deck. Place the mall deck and “Homemade Cookies” right of the map.
 - iii. Shuffle **i) Outfits & Costumes** to make the market deck. Place the market deck left of the map.
3. Friends:
 - a. Place **j) Friend Tokens** in their slots.
 - b. Place one of the **k) White Dice** next to each friend. These dice will be used to keep track of friendship points with each friend.
4. Character:
 - a. Place the **l) Heart Tracker** on step 1 of your heart track.
 - b. Keep the **m) Pink Dice** and **n) Crystals** near your character sheet.
 - c. *(OPTIONAL) Place the other three e) Trackers near your character. Feel free to use these to keep track of actions taken during rounds.*

OVERVIEW

To win the game, **tame all shadows before you lose all your friends.**

To tame the shadows, you will need a strong character with identity, heart, and friendship. Build character by exploring the city, spending time with friends, and participating in events.

HOW TO PLAY

Each round in the game follows these phases:

1. **EVENT:** Draw an event card and carry out its instructions.
2. **PLAN:** Pick outfit, costume, and shadow team for the round.
3. **ACTION:** Take up to three actions. Actions you can take are:
 - a. **Move:** Move your pawn along a path to a new area.
 - b. **Area Action:** Take an action available in your area.
4. **BATTLE:** If a shadow is in your area, begin battle.
5. **END:** Advance the shadow track and calendar.
 - a. If a shadow slides off the shadow track, you lose the cursed friend.
 - b. If a special event slides off the calendar, resolve it.



♥: *Hearts represent Erica's emotional capacity. Gain ♥ by resting in the neighbourhood (area action), hanging out with friends, and participating in events. Spend ♥ to buy gifts for your friends or outfits and costumes. Most importantly, ♥ are used as ammunition against shadows. If you run out of ♥ against a shadow, you will lose a friend.*

◇: *Crystals represent Erica's identity: ♡(charming), ♢(cool), ♣(kind), ♠(athletic), ♤(magical), and ♧(academic). Gain ◇ by doing activities around the city. You can boost your identity by wearing outfits (for hanging out with friends and special events) and costumes (for battles against shadows). Your identity is crucial to your success in friendships (to gain friend points(😊) and call on your friend's their special abilities), special events, and shadow battles. In most cases, you will roll 🎲 with the goal of activating specific types of ♡ in your ♡(identity slots). Aim to grow your identity to prepare for upcoming special events and shadows.*

STEPS

PHASE 1 – EVENT

Draw an event card. Each event has one of the following types of effects:

- **Immediate:** Resolve instructions immediately, then discard it in the event discard pile.
- **Special Event:** Place the card at the start of the calendar (you will learn about how special events trigger in phase 5).
- **Shadow:** Roll 1🎲. Match the 🎲# to an area #. Place the matching area token on the start of the shadow track (you will learn about how to tame a shadow in phase 4).

PHASE 2 – PLAN

You may choose a new outfit and costume to wear for the round or keep what you are already wearing.

If you have tamed at least one shadow, you may choose which shadow(s) to have on your team for the round.

Note: you can only have one outfit, one costume, and up to three shadows active per round (you cannot switch outfits, costumes, or shadows during a round).

PHASE 3 – ACTION

During the action phase, take up to three actions. Actions can be taken in any order and can be repeated more than once a round.

Move

Move your pawn along a path to a new area. The path you take must be connected between your current area and the new area. You can move back along a path you have already taken on a given round.







Area Action











Each area has area actions listed. Area actions include:


Activities

Area action marked with  are activities. Doing an activity lets you to gain or swap in one  of the identity specified by the activity (e.g., taking a gaming action grants you 1 ). Swap in the new  into any of your six .

Hangout with Friends



Hangouts are a great way of gaining  and . Make sure you are ready for hangouts! Without  you won't be able to get more , and without matching your  to a friend you can't get  with them. To hangout:

1. Roll 6 , group by number. Match # to your friends' #. The more a friend # is rolled, the more excited they are to hangout with you.
2. To hangout, spend . You can hang out with 1 friend for each  spent.
YOU CANNOT HANGOUT WITH CURSED FRIENDS.
3. For each friend you hang out with:
 - Gain +1  for each dice matching that friend's #.
 - Gain +1  for each  in your identity that matches your friend's personality
 - *Remember: if you are wearing an outfit include any bonus effects, if you have gifts consider giving them for more /, if you have shadows check if their ability alters any .*

You can spend  to use friendship abilities at any time between actions during the action phase or before your roll during the battle phase. Using friendship abilities does not cost an action. **YOU CANNOT USE A CURSED FRIEND'S FRIENDSHIP ABILITY.**

Shopping

Thrifting and gift shopping are both shopping. To shop:

1. Reveal 3 items from the top of your area's deck. Put these into a revealed item pile.
2. You may buy as many items as you can afford from your area's revealed item pile.
3. You may also buy the top card of your area's item deck for a reduced price (2  for market item, 1  for mall item). You must do so by paying before peeking at the top card.
 - *Note: a good trick is to use Angus' ability before shopping at the market to buy an outfit or costume of choice for the reduced price.*



PHASE 4 – BATTLE

If a shadow is in your area, you enter battle:

Battle Start

You will battle against the top card of the shadow deck. If the shadow is not revealed, reveal the top card of the shadow deck. If the cursed friend is not revealed, roll 1d6, match to friend #, and place matching friend on the shadow track. Place a tracker ☯ steps left of neutral (☯ is the shadow's power #). Place the other tracker on the battle track steps right of neutral equal to the steps the shadow advanced on the shadow track.

Win

If the tracker moves up to or past the left-most tracker, tame the shadow by taking the card into your hand, save your friend by returning their token to its slot, and return the area token to its slot on the map. Additionally, gain ♥ equal to the excess number of steps you moved beyond the tracker. Continue the round where you left off.

Lose

If the tracker moves to the broken heart or you run out of hearts on your heart track, you lose the cursed friend by removing their token from the game. If you have more friends, place the shadow card at the bottom of the shadow deck, and continue the round where you left off. If you lose your last friend, the game ends.



In the example above, Erica finished her last action on in the castle area, where a shadow has advanced one step on the shadow track:

- 1. Because the cursed friend has not been revealed (cursed friend is revealed once a shadow reaches step 2 of the shadow track), we roll X. We rolled a X so Wren is the cursed friend. We place Wren's token on the cursed friend slot.*
- 2. Next, let's reveal the top card of the shadow deck (shadows are revealed once a shadow reach step 3 of the shadow track). The shadow is Melanthia.*
- 3. Melanthia's ☯ is 3 so we move a tracker 3 steps of neutral.*
- 4. Melanthia advanced 1 step on the shadow track, so we move the other tracker 1 step right of neutral. It is now our goal to push this track left onto or past the left-most tracker and avoid being pushed right onto or past the broken heart.*

How to Battle

1. ERICA'S ROLL

Spend up to 3♥, roll 1🎲 for each ♥ spent. Check if the shadow you are battling or any of the shadows on your team alter any 🎲.

2. CALCULATE ERICA'S POWER*

Match the 🎲 rolled to the 💎# of your identity. Push battle tracker left by sum of:

- 🎲 matches cursed friend's 💎 = push 2 steps left
- 🎲 matches unrelated 💎 = push 1 step left
- 🎲 matches shadow's 💎 OR empty 💎 = no push

3. CHANGE IDENTITY

Roll 1🎲 to determine changed 💎#. Change 💎# to shadow's 💎.

4. SHADOW'S ROLL

Roll 1🎲 for each step on shadow track. Check if the shadow you are battling or any of the shadows on your team alter any 🎲.

5. CALCULATE SHADOW'S POWER*

Match the 🎲 rolled to the 💎# of your identity. Push battle tracker left by sum of:

- 🎲 matches shadow's 💎 = 1
- 🎲 matches other 💎 OR empty 💎 = 0

6. **BACK OUT?** May leave battle. Return the shadow to the top of the shadow deck and continue the round where you left off.

**if the cursed friend's 💎 is the same as the shadow's 💎, then all 🎲 = 1 push*



In the example above, we are battling Melanthia. The cursed friend's 💎 is 🎲(cool) and the shadow's 💎 is 🎲(kind). If Erica were to roll:

- 🎲, then Melanthia's ability would flip it upside down to a 🎲, matching the shadow's 💎, thus dealing 0 damage.
- 🎲 or 🎲, then it would match the cursed friend's 💎, dealing 2 damage.
- 🎲 or 🎲, then it would match an unrelated 💎, dealing 1 damage.
- 🎲, then it would match the shadow's 💎, dealing 0 damage.

PHASE 5 – END

Advance the shadow track. If a shadow slides off the shadow track, lose the cursed friend by removing their token from the game. You can no longer hangout with that friend or use that friend's abilities.

Then, advance the calendar. If a special event slides off the calendar, resolve it by following the instructions on the card.

Remember: if you are wearing an outfit include any bonus effects, if you have gifts consider giving them for more ❤️/😊, if you have shadows check if their ability alters any 🎲.

END OF THE GAME

When all shadows are tamed.

Erica tames her shadows and restores her clarity of mind. She may have lost friends along the way, but her newfound confidence in the person she is becoming fills her with the hope that she can continue to grow stronger and rebuild her friendships when the time is right.

When all friends are lost.

Erica's shadows have taken over her mind, filling her with resentment towards the friends she feels she lost – dragging her into a deep depression. After Erica spends some time alone, her friends check in on her and support her recovery. Erica, grateful for her true friends, believes that when she regains her strength, she can take on her shadows once again.

*Thank you
for playing
our game!*



TIPS

- **Remember all your bonuses!** Don't forget to include any bonus effects from outfits, gifts, costumes, and shadows.
- **Make the most of downtime.** If you have a few turns without special events are shadows coming up, use them to get lots of hearts, build up friend points, and stock up on outfits, costumes, and gift.
- **Window shopping isn't so bad.** When you do a shopping action and don't reveal anything you like, you still get the benefit of being able to buy them next time as they stay revealed in the reveal item pile. Purchasing a mystery item isn't a bad idea either as you'll likely make use of them at some point.
- **Sometimes it's better to take a step back.** You will find times where you might have to miss events, or even worse, you may need to choose between saving friends. It's ok to miss out here and there.
- **Check out the flavour text!** Flip over friend tokens and area tokens and take a moment to read some of the flavour text included on the outfits and costumes to discover more about Erica and her friends.

CREDITS

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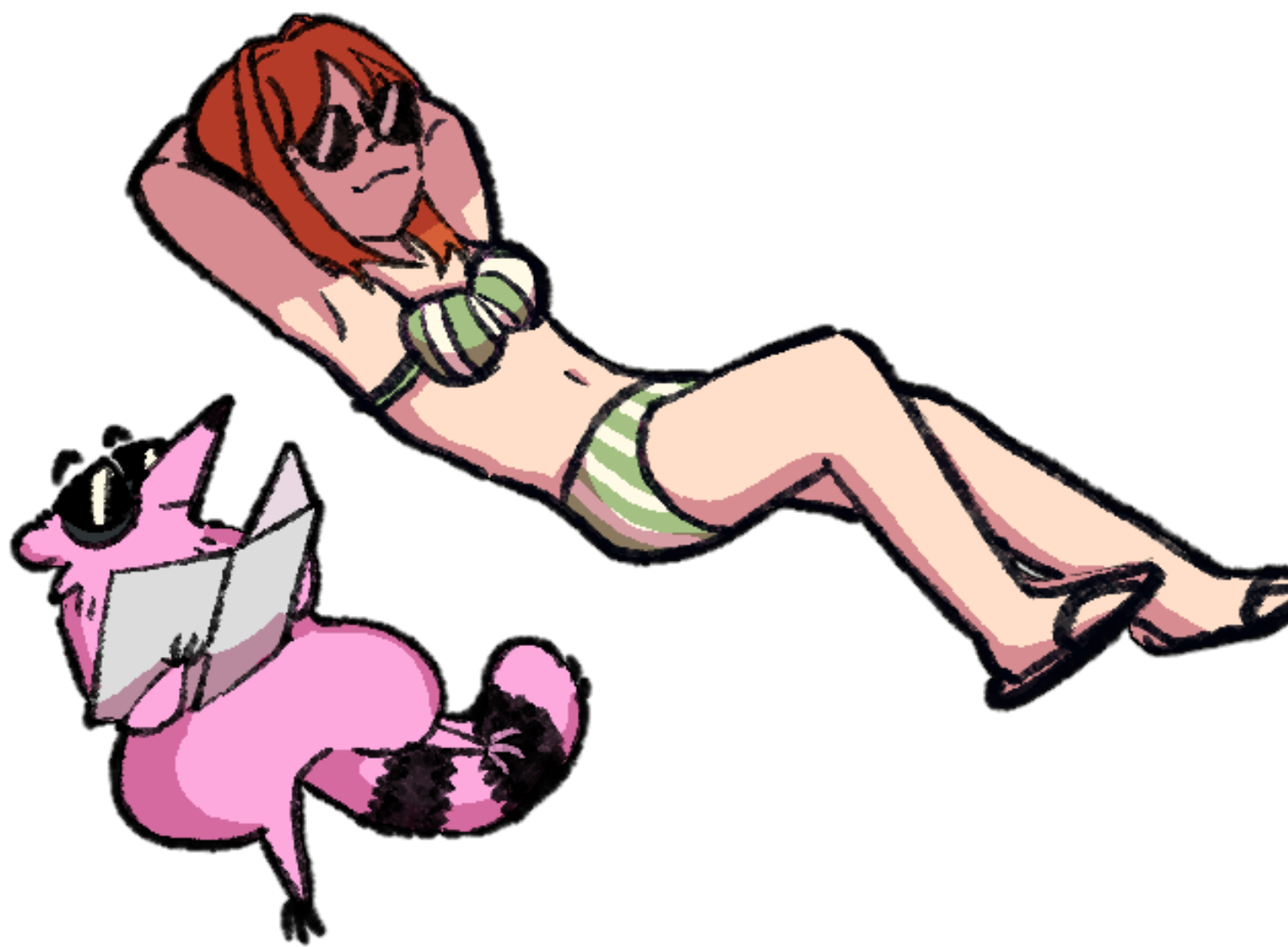
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