SKELETON

Or the Lame Necromancer

Game rules

Introduction

The Skeleton is a **table-top/board/card game** in which the players build skeletons from a set of different bones and add-ons. The aim of the game is to defeat the opponent's skeleton.

Have you ever imagined how weird a human skull attached to a pelvis of dinosaur looks like? Would you like to know if one foot, equiped with a tortoise carapace, can survive the fight? Then lets face the challenge of the Lame necromancer.

What do you need to start

-A pack of cards of bones and add-ons

Print the files „skeleton-cards(1-4).png" on a hard paper of format A4 and cut the cards with scissors.

**-A set of elements (Images of bones and add-ons)**

Print the files „skeleton-elements.png" and „skeleton-elements-opposite.png" on a hard paper of format A4 and cut the cards with scissors.

If possible, print these files at both sides of one paper. The elements will be double-sided then.

Keep in mind that a pack of cards and a set of elements is needed for each player. If there are two people who want to play against each other they need 2 packs of cards and 2 sets of elements.

When you understand the game's strategy you can also customize your pack of cards.

The author of the game will publish new cards and elements for you to download in the future.
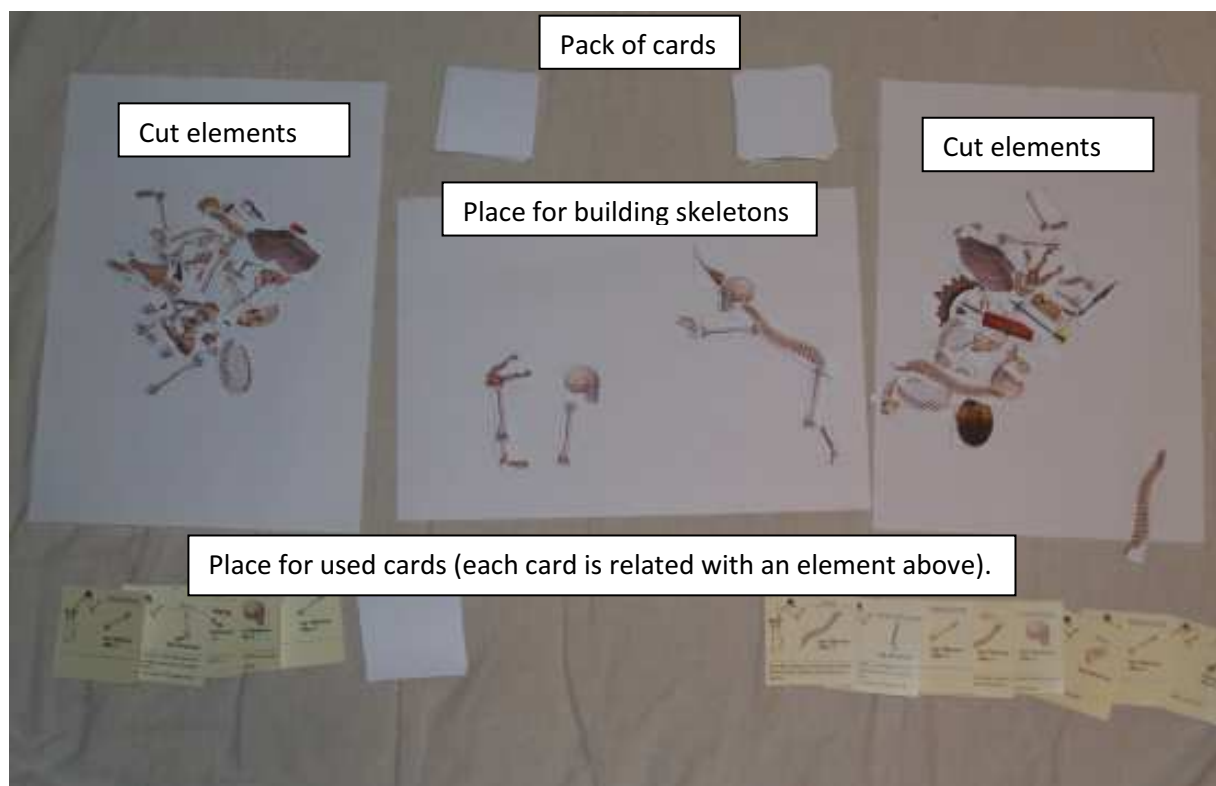
Turns

At the beginning of the game, shuffle the package and take 8 cards from its top. Don't show the cards to your opponent.

The players take turns. There are 3 phases you can perform in your turn: building, attacking and drawing cards, these are always performed in the set order. After the player finishes all 3 phases the opponent's turn starts.
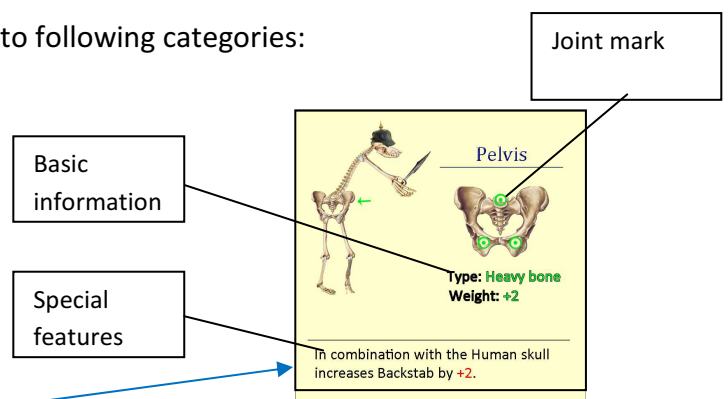
In each Building phase, you can (but don't have to) use 1 Heavy bone and an element from the other categories (Fragile bones, Add-ons, Items).

At the Drawing cards phase, take as many cards from the package as needed to fill the amount of 8.

Skeleton building

Elements the skeleton is build from are divided to following categories:

-Hard bones

-Fragile bones

-Add-ons

-Items

Joint mark

Basic information

Pelvis

Type: Heavy bone
Weight: +2

Special features

In combination with the Human skull increases Backstab by +2.

When using a card which represents a part of the skeleton place also the related element at the skeleton building place.

When an element has been placed it can't be removed by the player if not destroyed by an attack.

Each Bone (Heavy or Fragile) is equiped with a certain number of joints (marked by a green circle on each card.) All bones must be interconnected by these joints. An unconnected bone counts as a new skeleton.

Add-ons can be attached to certain parts. They don't need a joint to be attached.

Items can be held by hands (1 hand holds 1 item).

Attack

Your skeleton can attack if it has at least one head. If you've built more skeletons all the ones with heads can attack.

Each player has a set number of lifes (ideally 10-20) at the beginning of the game. If the opponent's skeleton attacks and causes you any *Damage*, you must choose either to loose an according number of lifes or to discard the according number of elements.

If the player's lifes drop to 0 they lose the game.

If your skeleton doesn't have a head you can still choose a Thick-skulled attack. In that case, the attacking skeleton loses a bone after the attack has been performed.

There are 3 types of attack:

-High jump

The skeleton can attack by jumping when it has at least 1 foot.

When attacking by jumping, the total weight of the attacking skeleton is compared to the weight of the defending one. If the attacker is heavier the defender receives as many points of Damage as the weight difference is.

If the player builds more than one skeleton only the ones equiped with a foot can jump.

-Direct attack

Some elements increase the skeleton's Attack or Defense. When performing a direct attack, the Attacker's Attack counts against the Defender's Defense. If the Attack is higher the difference states the points of Damage.

But be careful! Some of the elements increase Attack and Defense only when used properly (e.g. attached on the side the skeleton is attacked from).

-Backstab

The skeleton can perform a Backstab if it has more feet than the opponent's skeleton. If the player chooses the Backstab attack the skeleton will attack the other one from behind. This may be very useful when the opponent places the defensive elements to protect the skeleton from its front.

Damage counts in the same way as with the Direct attack.

If you build more than one skeleton only those who have more feet than the most-feeted enemy skeleton can Backstab.

Spells

There are also few spell cards in the package. These cause an immediate effect. The cast time and effect is written on each card.