

Chronicles of Light - 1-4 players Rules Summary (v3)

Setup:

- Place the Action Board on the table with the gray team heart marker on the spot for the number of players in this game.
- Start collecting map tiles for this game with Crystal Castle.
 - For a 2 player game add Starlight Lake (2 players only tile).
- Each player chooses which hero they will play.
 - Add the two map tiles that match your hero's icon to the map tiles collected for this game.
 - Icon is on the back of both hero card and map tiles.
 - Add the two darkness cards for each hero being played to the shuffled darkness cards collected for this game.
 - Also include the universal darkness card.
 - For a 2 player game, include the 2 player darkness card.
 - Take your hero card. There is a summary of the hero on the front and their four main actions explained on the back.
 - Choose & set up one of the four quest cards for your hero.
 - For beginners use these quests:
 - **Here to Help (Belle)**
 - **Dispel the Darkness (Maid Marian)**
 - **Lost Artifacts (Moana)**
 - **Quest for the Key (Violet)**
 - Take all hero specific tokens for your hero (kept in the bag colored to match your hero as specified on page 2 of the rulebook as well as on the back of each hero player board).
 - Return unused quest cards & tokens to hero's color bag.
 - Put the player board for your hero on the table. Place on it:
 - The four main action tokens for your hero face up (two on top and two on the bottom)
 - The locked special action token for your hero goes in the center face down (until unlocked).
 - The heart marker that tracks your hero's health on the top of the right side (on the heart spot labeled 3).- Create the main map for this game.
 - Use the map tiles collected in the previous steps
 - Randomly select map tiles and place them on the table.
 - Tiles should be adjacent to other tiles matching land next to land or water next to water.
 - For beginners, keep Crystal Castle in the center of the map and keep the map compact (not spread out).
- Place all player movers at Crystal Castle on the main map.
- Put 6 Shadow tokens into the draw bag for each player.
 - For each spot on the map with a black icon with two white eyes place a shadow token shadow side up from the bag.
- Place the specified number of Darkness Cards face down on the table (put the rest back into the box).
 - 2 players select 5 cards
 - 3 players select 6 cards
 - 4 players select 7 cards
 - For beginners, select one extra card
- Reveal the top Darkness Card and follow its instructions (placing the vortex on the main map 6 side up).
- The player who most recently watched a Disney movie takes the Leader Marker.

Share Your Quests & Look to the Goals:

Each player shares their quest and special Actions they can perform. Discuss plans on how to achieve the WIN goals.

Unlock a heroes special Action

When a hero completes their quest, flip over the special Action token in the center of their player board. Now it can be used.

Play A Round:

- There are no "turns". Instead, the team is allowed to take six actions in any order from any hero.
- The Leader oversees which hero may take an action.
- When used, place the Action token on the Action Board.
- A Move/Heal action must be one or the other (not both).
- Moving is stopped when moving onto a spot occupied by a Shadow (any further movement for that action is lost).
 - A hero must defeat a Shadow before moving off its spot.
- A hero can pick up or drop off quest tokens along the way, not just at start or end spots (but not if a Shadow is present).
- An Action token can be played to help an ongoing battle (unless it specifically states otherwise)
- **Battling Shadows** (battling does not count as an action):
 - Heroes on the same spot may battle together (optional).
 - All battling Heroes roll their dice (may reroll 1 or both).
 - Add up the diamonds on ALL dice to hit the enemy.
 - If diamonds meet or exceed the Shadow number:
 - Success - flip Shadow token over to the "light" side.
 - Otherwise battling Heroes move their health marker down 1 for each black damage icon shown on THEIR dice
- **Battling Vortex** 4 or 6: All Hero quests must be complete!
 - All Heroes are not needed to weaken a Vortex 6 (to a 4).
 - All Heroes must be on the same spot where the Vortex is in order to destroy a Vortex (4 or 6).
 - Battling heroes roll their dice and count diamonds rolled.
 - Success if diamonds meet or exceed the Vortex number.
 - If all heroes are present on that spot, Vortex is defeated.
 - Otherwise, weaken it: flip the token over to the 4 side.
- Each time the health marker for a Hero reaches 0:
 - Move the team health marker down one.
 - A hero can't move or fight until they play their Heal Action token. They heal by +1 or +2 as shown on the token.
- When all 6 Action Board spots are filled, the round is over.
 - Heroes CAN still do battles since they are not "actions".
 - All Heroes take back their Action tokens.
 - Reveal and resolve the next Darkness card.
 - Team loses if there are no more Darkness cards.
 - Pass the Leader marker to the next clockwise player.

End Game:

- To WIN (must do all three of these things IN ORDER):
 - All heroes must complete their quests.
 - Then ... All Shadows on the board must be defeated.
 - Then ... The Vortex must be destroyed by the whole team.
- To LOSE (everyone loses together as a team):
 - You run out of Darkness cards.
 - Team health heart marker moves to the bottom spot.