

# *Phoenix's Stars*

H A N D B O O K



*~made by Chia~*



*The time for journey of wisdom has finally  
come.*

Seeing the efforts his TaeKwon kids gave,  
Phoenix has decided to send them to a travel full  
of adventures and experiences. “Go,” he says  
while waving his hand:

“Go, travel the country seven times, find true  
wisdom, watch the stars, and hear the spirits.”

# ❖ *How To Play?* ❖

*Phoenix's Stars* is a boardgame where you use a dice to move on a board representing Rune-Midgarts. The game has two chapters. At the first chapter both players<sup>1</sup> are TaeKwon Kids and at the second one they are either soul linker or star gladiator.

The purpose of the game is completing the tours around the board seven times after job change. First player who completes seven tours is the winner.



## *First Chapter: The Windy Travel of Kids*

Both players start the journey as a TaeKwon kid. The purpose of the first chapter is to job change and this is possible only by collecting seven mild winds during the game. You can start the tour either from Payon to Morroc direction or from Payon to Alberta direction.

\* [So, how to collect mild winds?](#) Players can obtain winds at the NPC maps or the maps with a **W** symbol on it. **W** Maps give free winds, while at the NPC maps players have to dice. If the result is an even number you earn 1 wind. If it is an odd number you earn nothing.

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<sup>1</sup> This game was designed for two players. Technically, it is possible to play it as a group composed of more than two, but the test drive has been done only for two.

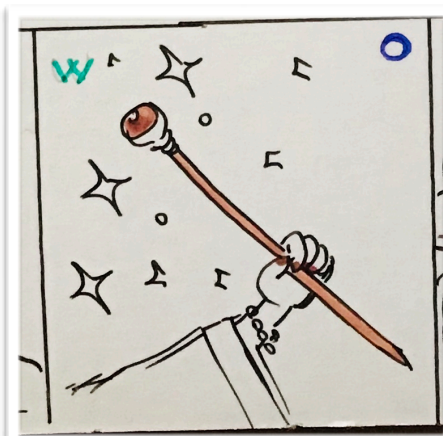


\* Monsters: You will encounter several monsters throughout your journey. All players start with 10 attack. Each monster has an attack value. If your attack is higher than its, you win the fight. If its attack is higher than yours, you die and go back to town you are saved the last.

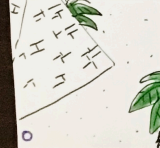
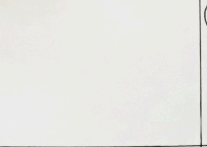
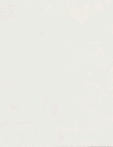
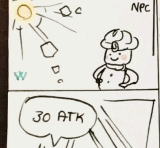
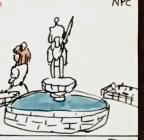
\* Kafra: You can save your character at towns if a monster kills you and you respawn. Town maps are signed with a **K**, which means Kafra.

\* Training Grounds: The maps with a **O** symbol on it are training grounds. You can increase your attack at those maps by dicing. If the result is an even number you earn 10 attack. If it is an odd number you earn nothing.

\* Job Change: The player who collects 7 milds first chooses one of two classes and become a Soul Linker or Star Gladiator. The other player has to choose the class which was not chosen.



*Each square is a map*



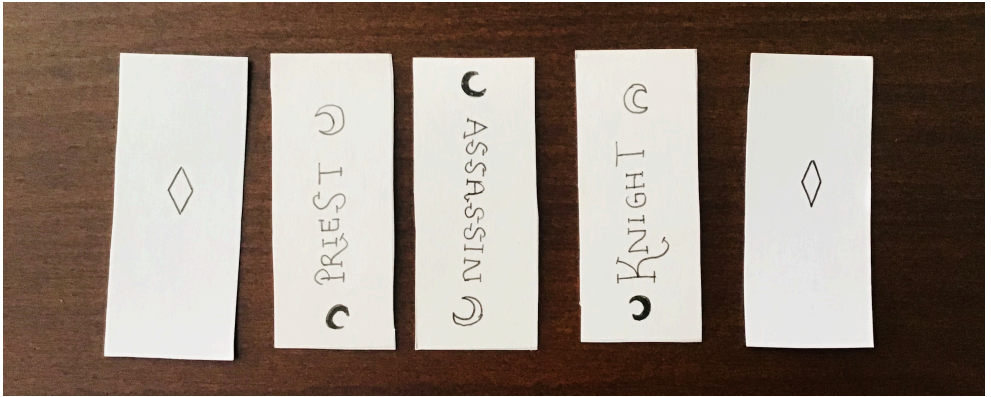
## *Second Chapter: Spirits and Galaxy*

When you job change, you have to jump back into Payon and start your 7 tours around Rune-Midgarts. Now you are able to use the special cards of your class, namely, your skills.

- \* Cards: Soul linkers use a spirit card set while star gladiators use a galaxy card set. You can draw cards whenever you want. The quality of skill depends on how you draw it. *For instance*, if you draw an upright Priest Spirit card it gives you resurrection. However, if you draw a reversed Priest Spirit card, you die and go back to saved town.
- \* NPC Maps: Now NPC maps provide a way to increase your attack as well. Dice when you see NPCs. If the result is an even number you earn 20 attack. If it is an odd number you lose 10 attack.
- \* Aldebaran & Maze Exception: NPC's in Aldebaran and Prontera maze give different attack values than the other towns do, because if you are there, it means that you got lost. If number on the dice is an even number you gain 10 attack, if it is odd you lose 20 attack.
- \* How to enter Maze road? Before you leave from Prontera, you have to dice one more. If it is an even number you go to Izlude, if odd, you enter maze.

# ❖ Card Sets ❖

If white moon/star is at the top, it means that you drew an upright card. If the moon/star at the top is black, it means that you drew a reversed card.

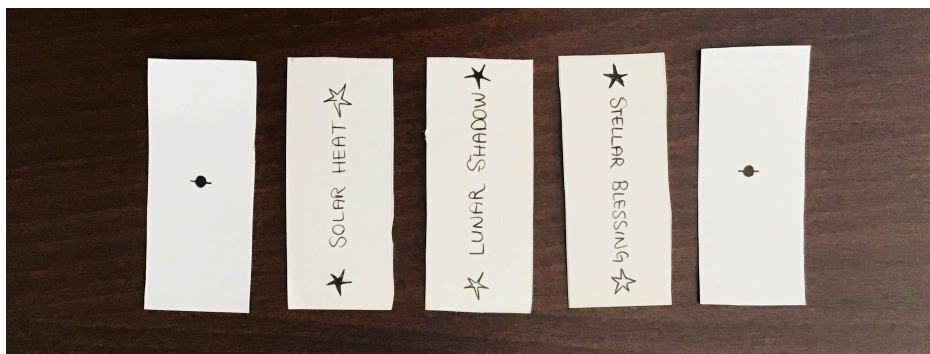


## Spirits Cards

- ◆ Upright Knight Spirit: +50 ATK
- ◆ Reversed Knight Spirit: -50 ATK
  
- ◆ Upright Crusader Spirit: -50 ATK from the next monster
- ◆ Reversed Crusader Spirit: +50 ATK to the next monster
- ◆ Upright Priest Spirit: Resurrection
- ◆ Reversed Priest Spirit: Go back to Kafra
  
- ◆ Upright Monk Spirit: Move 3 maps forward
- ◆ Reversed Monk Spirit: Move 3 maps back



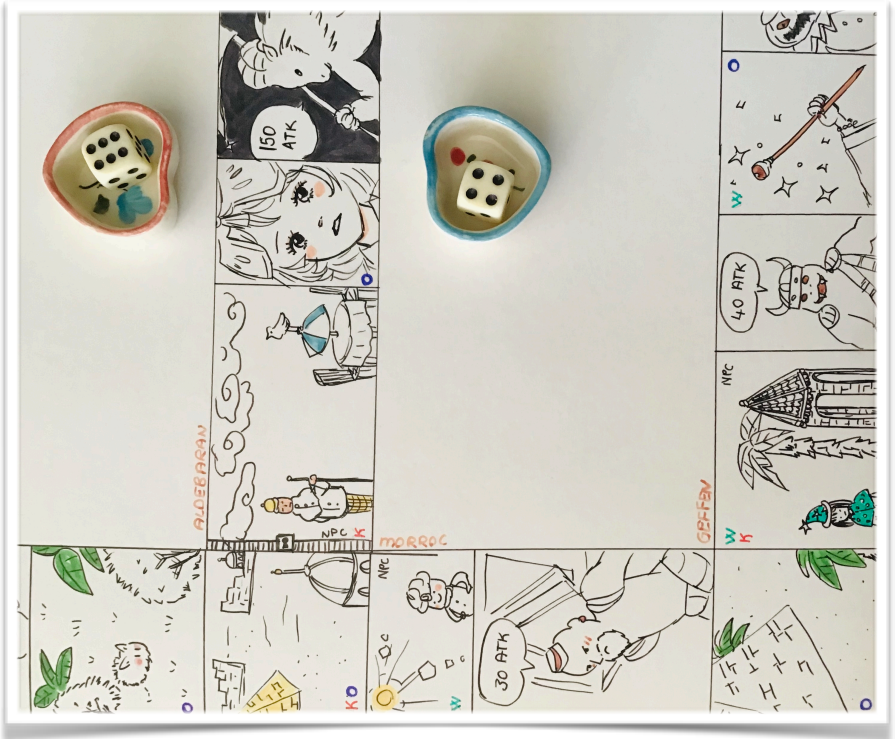
- ◆ **Upright Dancer & Bard Spirit:** Make the next reversed card upright
- ◆ **Reversed Dancer & Bard Spirit:** Make the next upright card reversed
  
- ◆ **Upright Hunter Spirit:** Trap other player in the map she is for 1 round
- ◆ **Reversed Hunter Spirit:** You are trapped in the map you are for 1 round
  
- ◆ **Upright Sage Spirit:** Dispell other player's next card
- ◆ **Reversed Sage Spirit:** Dispell the card you will choose the next
  
- ◆ **Upright Wizard Spirit:** Freeze a monster for 3 rounds
- ◆ **Reversed Wizard Spirit:** Freeze yourself for 3 rounds
  
- ◆ **Upright Assassin Spirit:** Poison the other player (-3 ATK in each round for duration of 5 rounds)
- ◆ **Reversed Assassin Spirit:** Poison yourself (-3 ATK in each round for duration of 5 rounds)
  
- ◆ **Upright Rogue Spirit:** Steal other player's 15 ATK
- ◆ **Reversed Rogue Spirit:** Donate other player 15 ATK
  
- ◆ **Upright Alchemist Spirit:** Eliminate all negative effects of Aldebaran & Maze
- ◆ **Reversed Alchemist Spirit:** Enter maze even if you get an even number
  
- ◆ **Upright Blacksmith Spirit:** +100 ATK for 1 round
- ◆ **Reversed Blacksmith Spirit:** -100 ATK for 1 round



## *Galaxy Cards*

- \* **Upright Stellar Perception:** +30 ATK to all monsters in a region you had chosen
- \* **Reversed Stellar Perception:** -30 ATK from all monsters in a region you had chosen
  
- \* **Upright Solar Heat:** +30 ATK to you against all monsters in a region you had chosen
- \* **Reversed Solar Heat:** -30 ATK from you against all monsters in a region you had chosen
  
- \* **Upright Lunar Opposition:** -30 ATK from other player against all monsters in a region you had chosen
- \* **Reversed Lunar Opposition:** +30 ATK to other player against all monsters in a region you had chosen
  
- \* **Upright Stellar Blessing:** Skip the next monster's map to the next map
- \* **Reversed Stellar Blessing:** Move 3 maps back
  
- \* **Upright Solar Protection:** Resurrection
- \* **Reversed Solar Protection:** Go back to Kafra

- \* **Upright Lunar Shadow:** Trap other player in the map she is for 1 round
- \* **Reversed Lunar Shadow:** You are trapped in the map you are for 1 round
  
- \* **Upright Sprint:** +2 rounds to play on and on
- \* **Reversed Sprint:** Wait for 2 rounds
  
- \* **Upright Solar, Lunar, Stellar Union:** Dispell other player's next card
- \* **Reversed Solar, Lunar, Stellar Union:** Dispell the card you will choose the next





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