

Sacrifice

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Explanation of the Game

Sacrifice is a game about teamwork. Five players wake up in the middle of a giant sacrificial circle in the middle of the woods. They must split up and possibly find items to help them smash the Blood Crystal circling the edge of the barrier that is keeping them trapped inside. If the Blood Crystal is destroyed then they are freed. But if the crystal makes a complete revolution then they are sacrificed and the players lose. (Can only be played with 5 players)

The Board

The game board is a circle, it has a starting area in the middle for the players and paths that branch out in different directions that lead to the circular path on the outside edge of the board (similar to a spider web). Each path will have branching side paths where players can go to pick up weapons and tools to help them break the Blood Crystal more efficiently. The Board is 25x25 inches and folds into quarters.

How to Play

The Start: All Five players start in the red circle in the middle of the board and the Blood Crystal used for the ritual starts on the black space at the top of the board.

The Blood Crystal takes its turn first before the players do.

At the start of the game each player has to choose a red path to go down, one path per player. This also determines turn order, the first player to take their turn is the one on the path leading to the black space and turn order is then determined who is next counterclockwise on the board. Once a player reaches the outer ring or gets their first item then can go down any path.

Movement: The Blood Crystal will only travel along the outer red path (always counterclockwise), making one revolution around the entire board to reach the black space. It rolls a D6 once per turn to determine how many spaces it moves, it can do nothing else besides move during its turn. If a player is in a space that the Blood Crystal will land on (not move past) then the player will be pushed to the space right behind the Crystal.

During a player's turn they can move to any space on the board, they roll a D4 once per turn to determine how many spaces they move. players can not land on (but can move past) a space that another player or the Blood Crystal is currently occupying, if this occurs then they must stop at the space right next to the player or crystal occupying the spot.

Attacking: Players can attack the Blood Crystal when they are right next to it. Players can attack and move within the same turn in any order but can only do each action once per turn. The Blood Crystal has 75 health and players roll a D6 to attack it, the number the dice lands on is how much damage is dealt to the Blood Crystal's health.

Items: There are Six blue spaces and Two gold spaces on the board, the blue spaces are where players can get common items that will help them damage or keep the Blood Crystal from advancing. The Gold spaces are where players can get the two Holy items. When a player reaches an item space they **HAVE TO** draw a random item card respective to that space. A player does not have to end their turn when they land on an item space, if they for example roll to move four spaces but are already right next to the item space they can move to it and then use their remaining moves to leave it. *Each player can only hold one item at a time and each item space will only give one item, a space can not give more than one item per game. Once an item is used it is discarded with one exception being the Golden Sorcery Scroll.*

Common Items:

- Old Rifle- This item gives the player the ability to attack the Blood Crystal at a distance. Only works when on the Red path and the player has direct visibility of the crystal. Can not shoot through the woods. +3 range (4 attack range in total) and adds 2 extra damage points to an attack roll.
- Lumberjack's axe- This item adds 4 extra damage points to a player's attack roll.
- Odd Talisman- This item knocks back the Blood crystal based upon how much damage is done during an attack then subtracting by two (ex: if a player rolls a 6 the crystal is knocked back 4 spaces OR if a player rolls a 1 or 2 the crystal is not knocked back at all.) *the crystal is damaged as well as knocked back.*
- Ritual Staff- This item adds 1 extra damage point to an attack roll as well as reducing the Blood Crystal's movement rolls by 1 for 3 turns.
- Hunter's Trap- This item allows a player to place a trap along the outer ring. Using this item takes up a player's attack for the rest of their turn. The trap is placed on the space the player is currently on. When the trap is placed it stays in that space until the Blood Crystal travels over that spot. When the Blood Crystal travels over the trap, it is activated

immediately doing 3 damage and stopping the crystal from advancing any further for the rest of its turn. It can roll to move again on its next turn.

- Spell Scroll- This item allows the player to teleport themselves or another player to any space marked with a golden star. Using this item does NOT take up an attack action for the player using it. *This item can only teleport one player and players can not teleport to a star space if another player is currently on the space.*

Holy Items:

- Golden Sorcery Scroll- This item allows the player to teleport themselves or another player to any space marked with a golden star, as well as giving the teleported player a buff to their attack. When the buffed player does their next attack they gain two extra damage points to their attack roll and knock back the crystal by one space. Buffs only affect normal attacks or common item attacks except for the *Hunter's Trap*. Using this item does NOT take up an attack action for the player using it. *This item can teleport two separate players and can be used in two separate turns teleporting one person per turn, once it has teleported two people this item is discarded. players can not teleport to a star space if another player is currently on the space.*
- Radiant Talisman- This item knocks back the Blood Crystal depending on how much damage is dealt during an attack, this item also gives the player 4 extra damage points to an attack roll. (ex: if a player rolls a 6, four extra damage is added and the crystal is knocked back 10 spaces) *the crystal is damaged as well as knocked back.* when a player is holding this item they can NOT be teleported by the *Spell Scroll* OR the *Golden Sorcery Scroll*.

Cards & Pieces

What's in the Box: *Sacrifice* comes with the game board, 7 pieces, 8 item cards and D4 & D6 dice.

Pieces:

- Players: there are 5 player pieces.
- Blood Crystal: there is one Blood Crystal piece.
- Hunter's Trap: there is one Hunter's Trap piece to use when a trap is placed.

Item Cards: There is one card for each item. They should be shuffled at the beginning of each game and players can hold them to keep track of who has what item. Cards are 2.5 by 3.5 inches.



