GAME CREATOR SET

Video tutorials
Rules updates
Other languages
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**creativetoys.pt/gamecreator**

Levels 0 to 4: TUTORIAL

- Although the various levels can be played independently, we suggest starting at Level 0 and applying the recommended changes at each level. That way, you can start learning how to create your own games, or simply play the games suggested.

- Use the template ruler, markers, and components provided to alter the game or make your own versions.

- When creating, stick to the markers provided, which can be rubbed out so that you can redraw the components.

Note: You may need to let the paint dry a little before using it.

- The game mechanics provided in the various levels culminate in two games, an abstract strategy Eurogame and an introduction to a collaborative dexterity Role Play Game (RPG).

Level 5: GAME
CUBE CONTROL
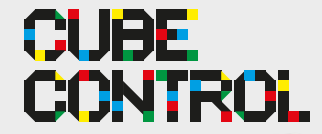
Level 6: GAME
Magic Flick

## Setting up for levels 0, 1, and 2:

- Place the four Plates together so that the circuit lines up to make up the game board;
- Write "Start" and "End" in the first and last spaces in the circuit;
- Draw an X on the square Spaces;
- Each player chooses a Pawn and a Die that are the same colour;
- All players place their pawn on the "Start" space;

Start

End
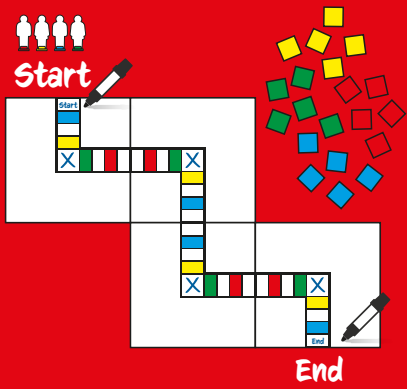
- Place coloured Cubes the same colours as those selected by every player next to the board.

For Level 2, add:

- Using one of the markers provided, draw the following onto the white die:
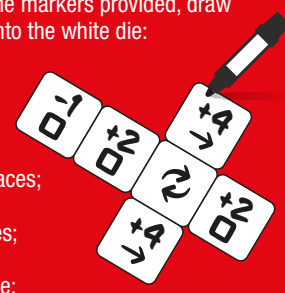
+4 Move 4 Spaces;
+2 Win 2 Cubes;
-1 Lose 1 Cube;
↻ Swap positions with any player.

Level 0

DIFFICULTY ★☆☆☆☆

> Let's start with a classic competitive Roll & Move game where you roll the dice to move around the board.
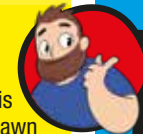
How to play:

- Select the first player at random, and then play passes clockwise.
- The player rolls their Die and moves their pawn the number of Spaces indicated on the Die. If they land on a coloured Space, they swap positions with the player whose Pawn is the same colour as the Space. If they land on a Space with an X, they can choose any Pawn to switch positions with.

Keep the initial set up for the next level.

Level 1

DIFFICULTY ★☆☆☆☆

> In this level, players will have to gather some resources before they reach the end of the circuit.

How to play:

- Rub out the Xs you drew in the previous level.
- Select the first player at random, with play passing clockwise for the first round.
- Each player rolls two dice (of any colour) and chooses to sum or subtract the numbers indicated on the two dice to move along the board;
- After the first round, the order of the game changes (play stops passing clockwise): The next player to play is always the player furthest back along the circuit. When there are several players on the same Space, the last one to land on that Space plays next;
- When players land on a coloured Space, they win a Cube of that colour.

Keep this set up for the next level.

Level 2

DIFFICULTY ★★☆☆☆

> Let's try something new for the Spaces with an X.

How to play:

- Draw an X on the square Spaces once again;
- Keep everything the same as in the previous level, except for: When players land on an X, they roll the die and follow the instructions;
- One option is to allow players to swap their Cubes with those in the pile of unclaimed Cubes: 3 same-coloured Cubes for 1 of their choice in the pile of unclaimed Cubes.
- Whenever players take their turn, every player ahead of them on the circuit is awarded a cube of the colour of the player who is playing.

WINNING LEVEL 0:

- Be the first to reach the end of the circuit.

Now that you've finished this level, did you find it easy to play? How about trying to make up your own rules?

Suggestions:
- Add more coloured spaces and different circuits.

WINNING LEVEL 1 and 2:

- Be the first to reach the end of the circuit, with:
- Cubes matching the colours of each player's pawns;
- Cubes of each colour equal to or greater than the number of players.

E.g.: if 3 players are playing, you must have 3 Cubes of each of the colours chosen by those players.

- If a Pawn reaches the End Space without the required number of cubes, the End Space is "locked" and the Pawn doubles back, reversing its direction.
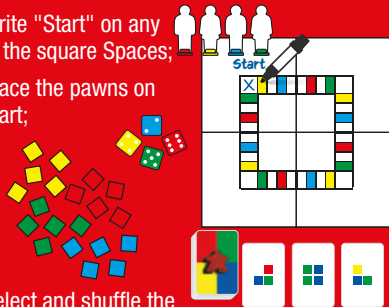
Still too simple? You can add so much more or completely change the game.

Suggestions:
- You can choose what happens when you land on an X, for example, stealing cubes from other players or moving to any Space on the game circuit;
- You can create new actions for each face of the dice.

Level 3

DIFFICULTY ★★★☆☆

> Now we are going to play a game that ends when one of the players reaches a goal. This means it can end at any time.

We're not playing a Roll & Move game anymore. We suggest a strategic game where players choose options, plan their moves, and manage their resources.

Level 3 Set up:

- Place the four Plates together so that the circuit lines up to make a square;
- Write "Start" on any of the square Spaces;
- Place the pawns on Start;
- Select and shuffle the Resource Cards (Cubes) and place them in a pile on the table;
- Turn 3 cards over from that pile, making a **Card Market** that all players may use;
- This level makes use of every colour of Cube and Die.

How to play:

- Select the first player at random, and then play passes clockwise;
- **Alteration to the way pawns are moved:** On their turn, each player rolls all four dice, placing them so that all players can see them;
- On their turn, players choose one of the Die available and:
  - Is awarded 1 cube the same colour as the Die and may move their Pawn the number of Spaces indicated on the top face of the die;
  - Rolls the Die Again, which becomes available to the next player;
- When players stop on a coloured Space, they are awarded 1 Cube the same colour as the Space;
- When players passe Start, they are awarded 1 Cube of a colour of their choice.

How to draw cards:

- At any time, the player whose turn it is may draw Resource Cards from the Market if they can afford to pay for the Cards with Cubes. The price of each Card is printed on the card, represented by the number and colour of cubes on the card, e.g.:

$$1 + 1 + 1$$

When players draw a Card, a new Card must be added to the Market to replace it.

WINNING LEVELS 3 and 4:

- **The game ends when any player manages to draw 4 Resource Cards.**
- **The winner is the one with the most points. Each Card is worth 1 point.**

Suggestions:

- Each player can draw 2 random cards at the start of the game. They can then hide your targets from the other players.
- Players can only draw one card from their hand per turn, so that all players will know if anyone's close to winning.

Level 4

DIFFICULTY ★★★★★

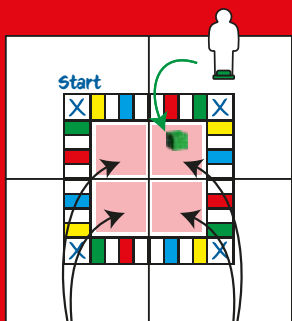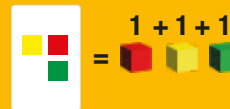> The same rules as Level 3, with the following modifications.

Level 4 Set up:

- Create a set of **Skill Cards**, using the blank Cards and Marker provided, produce 4 sets of 3 Cards with the following information:
  - Advance up to 10 Spaces.
  - Win 3 Cubes.
  - Everyone gives 1 Cube to the player.
- The following stack of Cards is added to the previous set-up;

How to play:

- Pawns are moved as in the previous level;
- When players pass through another player's Pawn, they take a Cube of their choice from them. Stopping on the same space does not allow for a Cube to be taken;
- When players land on an X, they can draw a Card from the pile of **Skill Cards,** they follow the instructions and discard it. If these cards run out, shuffle the discarded Cards and form a new pile.

Resource Cards   **Skill Cards (blank)**

Market

* 4 internal Square areas

Level 5: CUBE CONTROL

DIFFICULTY ★★★★☆

> Now Xs will have a different role to play: we suggest an abstract strategy EUROGAME.

How to play:

- Remove the Skill Cards. Move the Pawns as in the previous level;;
- Each time they advance, players can place a Cube of their Pawn colour in the **Internal Square Area*** of the plate their pawn is on (see image);
- When players stop on an X, they can take a Cube of their choice (their own or an vopponents') from the inner square area of the board where he stopped.

How to score:

- At the end of the game, the cubes in each Internal Square Area are counted:
-- Each Card is worth 1 point.
- The player with the most cubes of their color wins 2 points;
- The second player with the most cubes wins 1 point;
- In case of a tie, both earn 1 point and no more points are awarded to the remaining players.

WINNING:

- **The game ends as soon as any player manages to draw 4 Cards. The winner is the one with the most points.**
- In case of a tie, the player who managed to save the most cubes wins.
- If the players have the same number of cubes, then whoever has advanced further along the circuit wins.
- In the preposterous event they are still tied, the players should accept that both played excellently and share the win.

Suggestions:

- The Cubes on the board can be turned into other things. At the end of the game, Cubes can be turned into several rolls of the dice. The player with the highest nscore on the sum of the dice wins 2 points, and the second highest score wins 1 point.

Game set up:

- Select the **Magic Flick card set**;

- Draw 1 Hero, 1 Monster and 1 BOSS on the white Pawns with a plastic base;

Hero
Monster
BOSS

- Combine the board Cards in a random order to form the game board, and write Start and End at either end of the circuit (see image below);

- Place the Hero Pawn on Start and the Boss Pawn at the End of the circuit;

- The hero starts with 2 cubes of each color;

- Place the BOSS Card next to the board and a green Cube on the 1st Space of the Energy Bar;

- Write the levels on the plates as shown. These are the 4 levels players must get through in the game before facing the BOSS;

- Use all four Dice and all the coloured Cubes, which should be placed next to the board;
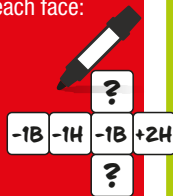
Level 1 Level 2
Start
End
Level 3 Level 4
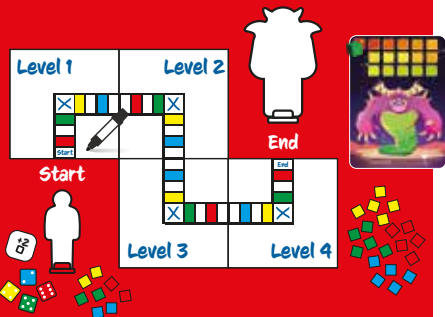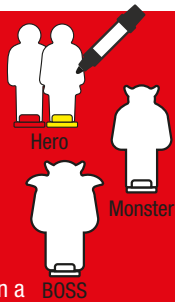
- Make 1 pile of **Treasure Cards**;
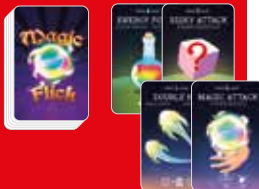
- Prepare the **white Die** provided by drawing the following information onto each face:

+2H Hero gains 2 Cubes

–1H Hero loses 1 Cube

–1B BOSS loses 1 Cube.

-1B -1H -1B +2H

? Roll a die and advance the number of spaces equal to the result.

Level 6

Magic Flick

DIFFICULTY ★★★★☆

> Unlike previous levels, this game is cooperative. Each player represents a specific force that will help the Hero move along the board (imaginary territory) to defeat the Monsters and BOSS. This is an introduction to a Role Play Game (RPG).

GAME OBJECTIVE:

- Help the hero reach the end of the circuit by defeating the various Monster evolutions and then defeating the BOSS.

How to play:

- This is a cooperative game in which all resources are shared;

- Only one Hero Pawn is used;

- Select the first player at random. Players take turns, with play passing clockwise, to try to help the Hero progress through the circuit, defeating monsters throughout the game and the BOSS at the end;

- On their turn, players choose two coloured dice and roll them simultaneously to see the results;

- They then get that many energy cubes of that color, equal to the die value;

- The number rolled on the other Die tells them how many Spaces to advance on the board;

The Cubes represent the following types of energy:

■ **Fire**   ■ **Water**   ■ **Sun**   ■ **Nature**

• Spaces players can land on:

- **Empty Space:** nothing happens and play moves on to the next player;

- **X Space:** Roll the white die and follow the instructions (see instructions in the red area of the rules);

- **Coloured space: MONSTER FIGHT**. Players fight a monster of the same colour as the Space and of the level play is at (see combat info below);

- After solving what happens in each house, the following players, in turns, repeat the procedure until the Hero reaches the end of the circuit. The last fight is against the BOSS (See BOSS FIGHT section on the back);
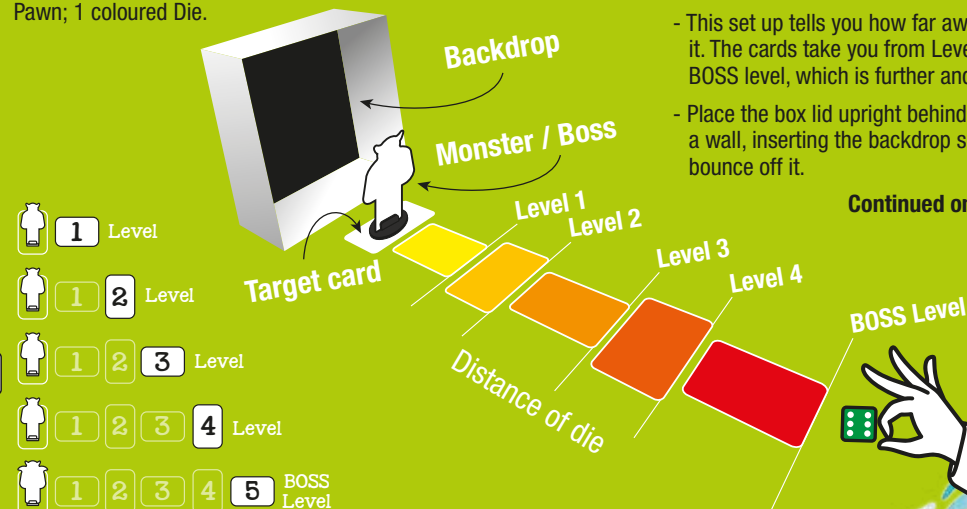
The BOSS Card Energy Bar:

- At the start of the game, the BOSS starts with zero energy. It builds energy (Cube advances 1 Square) each time the Hero advances on the board game;

- In the BOSS FIGHT, whenever the Hero launches a successful attack, the Cube on the BOSS's Energy Bar moves back 1 square;

- The BOSS dies if the Cube gets back to the first square;

- The BOSS's energy does not grow beyond the last Square.

The colour of the Cube used in the example is merely illustrative. Use the color you like most.

When the Hero stops on a coloured Space, the ACTIVE PLAYER will have to fight a Monster on the Battlefield.

THE BATTLEFIELD:

- This is where attacks on Monsters and, finally, on the BOSS, will take place.

- Set your battlefield up like the one in the image on any free space on the table, using: 1 box Lid; 1 Backdrop; 6 white Cards; 1 Monster Pawn; 1 coloured Die.

- Place the Monster Pawn on the target card (first horizontal card in the picture).

- Next, add the Path Cards provided, one by one, according to the Level (1, 2, 3 or 4) of the circuit where the Hero is, as shown below.

- This set up tells you how far away the Die needs to be when you flick it. The cards take you from Level 1, which is closer and easier, to the BOSS level, which is further and more difficult.

- Place the box lid upright behind the Monster so that it makes a wall, inserting the backdrop sheet provided. The die will bounce off it.

Backdrop
Monster / Boss
Target card

1 Level
1 2 Level
1 2 3 Level
1 2 3 4 Level
1 2 3 4 5 BOSS Level

Level 1
Level 2
Level 3
Level 4
Distance of die
BOSS Level

Monster Evolution:

Level 1

Level 2

Level 3

Level 4

BOSS Level

Once the battlefield has been set up (see back), the attack can take place.

MONSTER ATTACK:

How to launch attacks:

- The player whose turn it is (who moved the Hero to the Space that made the Monster appear) draws the Monster Card of the level the Hero is at on the board.
- Place a Cube of the color of the House where the Hero landed, in the green square with the arrow on the Monster's Energy Bar;
- The colour of the Cube represents the colour of the Monster;
- The player whose turn it is launches the first attack. They use 1 Cube of energy and flick the die from the card representing the Monster's level;
- **Beware:** Monsters are more resistant to attacks using cubes the same colour as them, 2 Energy Cubes are required for an attack.
- Players may use their Treasure Card with special powers at any time during a fight. The played cards are then discarded.

DOUBLE HIT
Use before attacking.
The Cube GOES BACK 2 Spaces on the Energy Bars.

RISKY ATTACK
Use before attacking.
Hit: The Cube GOES BACK 3 Spaces on the Energy Bar.
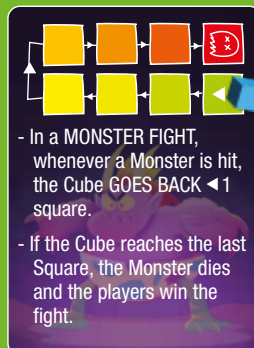**Miss:** Lose 2 Cubes.

MAGIC ATTACK
Use before attacking.
Flick the dice from Level 2.

MAGIC POTION
Use to win 3 Cubes of your choice.

The MONSTER Card Energy Bar:

- In a MONSTER FIGHT, whenever a Monster is hit, the Cube GOES BACK ◄1 square.
- If the Cube reaches the last Square, the Monster dies and the players win the fight.

- Then the player flicks the die to try to hit the Monster. The die must be placed on the table.

- **Results of a Monster Attack (die flick):**
- **If the player hits the Monster:**
  - **The Monster loses power.** The Cube is moved back on the Monster Card's Energy Bar;
- **If the player does not hit the Monster:** The Monster's energy remains unchanged;
  - **It's the next player's turn,** who can take a new shot, spending energy cubes;
  - **or keep flicking the die** spending extra Cubes. An additional Cube is required for each repetition. For the second repetition, two cubes are required, three for the third, and so on.
  - When flicked again, the Die is flicked from the place where it landed on the previous flick, taking advantage of the new position, but spending additional Cubes;
  - If the player misses but does not want to try again, as he will spend additional Cubes, play moves on to the next player;
- Players follow this repetition sequence until:
- The cube on the monster's energy card reaches the red square. Defeated the Monster and gain a number of Treasure Cards equal to the monster's level;
- Or until players run out of Cubes to use and are defeated;
- If there are no more cards in the pile, shuffle the discarded cards and create a new pile.


The Hero reached the end of the circuit at Level 4, now players have to face the BOSS Monster.

ATTACK THE BOSS:

- It's finally time to use the Monster card, with the energy it has been accumulating throughout the game.
- Replace the Monster Pawn with the BOSS Pawn on the Battlefield;
- Add a Card to the sequence on the table:

1 2 3 4 **5** BOSS Level1

- Before each attack, the Hero is cursed by the Monster. Players roll a Die to find out which curse they are hit with:
- **If they roll 1 or 2:** Flick the die at the BOSS Pawn with your eyes closed;
- **If they roll 3 or 4:** The Die has to land on the target card;
- **If they roll 5 or 6:** The BOSS Pawn must be knocked down;
- Follow the same rules as previous attacks. Do not forget to adjust the die's position to the BOSS Level (see image on the back);

NOTE: Flicks can be repeated with the payment of additional cubes, just like in a Monster fight;

- The Boss Monster is not linked to a specific colour. As such, it is no longer resistant to Cubes of a specific colour, so no additional Cubes need to be used on attacks;

WINNING:

- If the Cube in the BOSS Card's Energy Bar gets back to zero (first square), **the Hero wins.**
- If the Hero runs out of his Energy Cubes before defeating the BOSS, the BOSS wins.
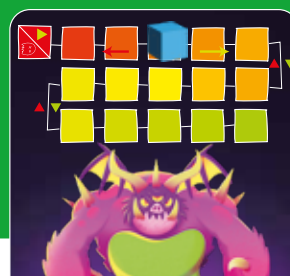
Now it's your turn

Now that you've explored the various levels and games within the Game Creator Set, you're all set to create your own games. We've helped with some tips and suggestions, but now it's your turn.

Never forget that developing a game is a creative experience. It is important to have fun, and the players like it too. That's why you have to design the games, and try them out!

Use the blank cards, packaging and components provided to develop your games and submit them at:
creativetoys.pt/gamecreator

If you want to add a timer to your creations, scan the QR code or go to:

timer.creativetoys.pt