

DUEL OF AGES

MASTERS GUIDE

Lay Of The Land

Where Do You Need To Go?

I am new to Duel of Ages

Well, you are adventuresome! We assume that means you also purchased at least **DoA: Worldspanner** and probably **Intensity**, too. Would you like to know more about the background of the game?

...Yes, I want to know the background first

Turn to Page 32, and stroll through the background story, the introduction, and the tutorial. Have the components of **Worldspanner** and **Intensity** handy and ready to play. Work through the rules section, beginning on page 4. Use only **Worldspanner** and **Intensity** until you are comfortable with the game.

... Who cares! Let's get on with game play!

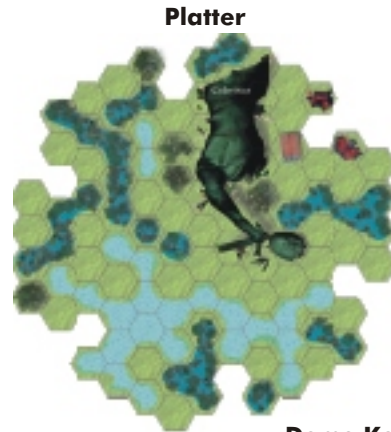
Turn to Page 35, straight to the introduction and tutorial. Have the components of **Worldspanner** and **Intensity** handy and ready to play. Work through the rules section, beginning on page 4. Use only **Worldspanner** and **Intensity** until you are comfortable with the game.

I am an old hand at Duel of Ages

We always suggest going through the rulebook in full. You might find something you didn't know. Regardless, below is a What's New section that will point you to the rules changes and additions.

The Masters Guide contains a number of helpful sections:

- Combined, fully indexed rules set.
- A tutorial and a section on teaching the game, useful for bringing a new player up to speed quickly.
- Guidelines for hosting a Worldspanner Assembly tournament.
- Game variants.
- Card notes, to clarify unusual card situations.
- Character and equipment rosters.



Platter

Character Card



Equipment Card



Character Marker



Sentinel Marker



Pet Marker



Team White Marker



Team Black Marker

Dome Key



Adventure Key



Guardian Card



Masters Addendum Contents

- Masters Guide
- Worldspanner Chance Deck (36 cards)
- 28 Blank Character Cards (7 from each age)
- 28 Blank Equipment Cards (7 from each age)
- 2 Blank Cube Cards
- 3 Player Aid Cards
- 1 Player Aid Poster
- 46 Character Cards
- 32 Equipment Cards
- 25 Character/Pet/Sentinel markers
- 15 Health markers

Component Notes

These notes apply to all materials found in the Duel of Ages series:

Platters

The first printing platters have a curl, and must be flattened out. Pick up a platter. Notice that, in the direction of the paper grain, they resist flexing. In the other direction, they like to flex. The warp is only one way, along the flexing direction.

So you flex. Not a little ways, but a long ways. Bend it like a bow. The platter doesn't mind (if you try the direction that resists flexing, they do mind). Flex it so much that, when you put it down, now the middle is up off the table. It will slowly settle back into flatness.

Placing platters under books does not help, as it does not cause the necessary over-flexing.

Keys

The keys also need some flexing. The best way is to flex down on each point carefully until it "gives" slightly. They are more delicate, so be gentle!

Counters

When separating the counters, pull the counters directly away from each other. Do not tug them up and down, as that can cause material separation.

Masters Deck

The Masters Deck cards have white age lettering, instead of black. This is your way of telling the "obsolete" cards from the replacement cards.

What's New

If you are new to Duel of Ages, skip this section. Otherwise, we present the changes great and small...

Tower stacking

Page 4 - More than one character may enter a Tower at the same time.

Game Start

Page 6 - The map building of game setup has been streamlined. Read the Game Start section carefully.

Wrong age Hit penalty

Page 16 - The original Vast Horizons rules applied a -1 Hit penalty when a

character is using a weapon not of his age, standing on ground that is not of his age. This penalty no longer exists. The +1 Hit bonus for same age still applies.

Melee surrender

Page 17 - Surrender in melee now occurs before a Hit attempt, not at the beginning of melee.

OpFire trading kill

Page 19 - If a character is killed by OpFire in a space before he makes a trade, the trade still occurs, and the character is considered killed in the trading space.

Henchmen switching

Page 20 - Henchmen always switch sides when their master switches.

Team Vault

Page 24 - Characters may now take half the cards in the Vault (rounded up), instead of 1.

Adventure Age Bonus and Lith's Favor

Pages 25-26 - Characters gain bonuses against all adventures of the same age (not just the labyrinths). Lith's Favor gives an outnumbered team a bonus in Lith Alliance and Lith Strategica. Read the Adventure sections carefully.

The Age adventure bonuses should apply only when playing with the entire series - Sets 1 through 7.

Lith Alliance / Merc Camp / Ruins of Cany XII chaining

Pages 25-26 - Characters may now move past the team marker in these challenges. This allows a team to "wagontrain" the challenges as they do in labyrinths. In Lith Alliance, characters still may not enter the Tower of Ages until Goodwill is reached.

Field of Honor changes

Page 26 - Several changes have been made to the Field of Honor. Read the Field of Honor section carefully.

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