



DRUIDS

DRUID GAMES

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Every seven summers the druid games take place. In them, druids from different areas use their skills to command creatures in tactical confrontations.

(No animals or legendary creatures are harmed in the games).

Contents:

54 cards:

- 1 Cover | Link to rules
- 1 Help card
- 7 Terrains
- 12 Special cards
- 33 Creature cards

Setup:

- Place the help card within easy reach of the players so that it can check it if necessary.
- Divide and shuffle the cards according to their type: Terrains, special and creatures.
- Randomly remove two terrain cards, two special cards and three creature cards. They will not be used in this game.
- Place the five terrain cards in the middle of the table, between the two players.
- Divide in two the creature card deck and the special card deck. Place them in each player's area so that each one has fifteen creature cards and five special cards.
- Each player draws his initial hand: Four creature cards and two special cards.
- Determine the starting player at your will. Alternate the starting player in each game.

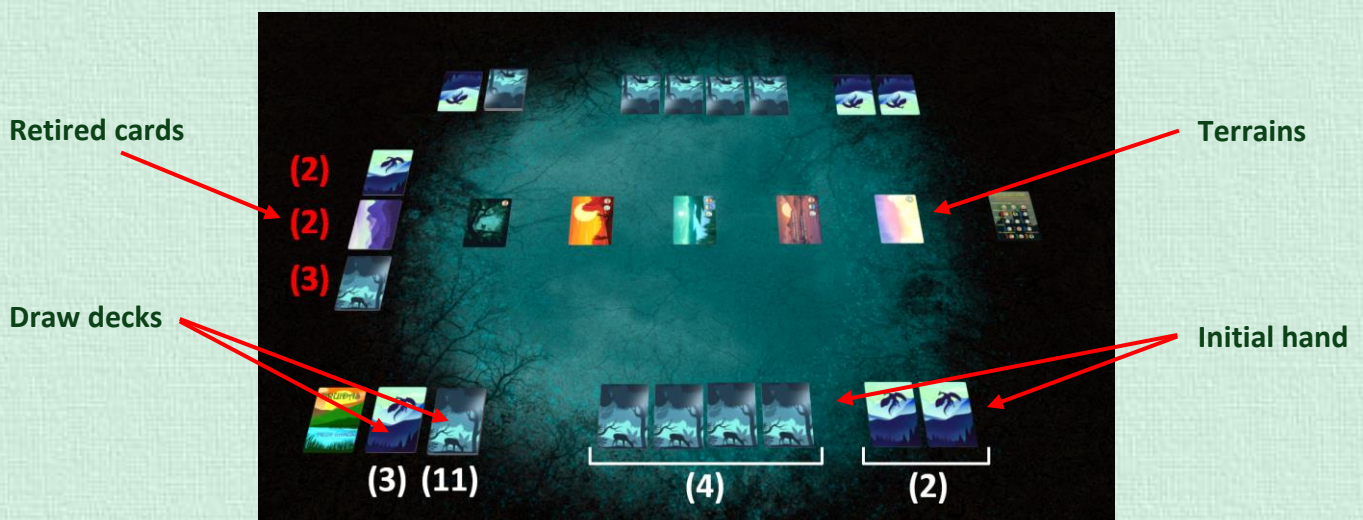


Figure 1: Setup example

The game:

On a player's turn he/she must:

- Play, from his/her hand, a creature card and place it in his/her side below a terrain (following terrain restrictions). This represents that the creature is competing for the Druid in this terrain. [See figure 2]
- Play, from his/her hand, as many special cards as desired (zero, one or two).

These cards can be played in any order, without limitations.

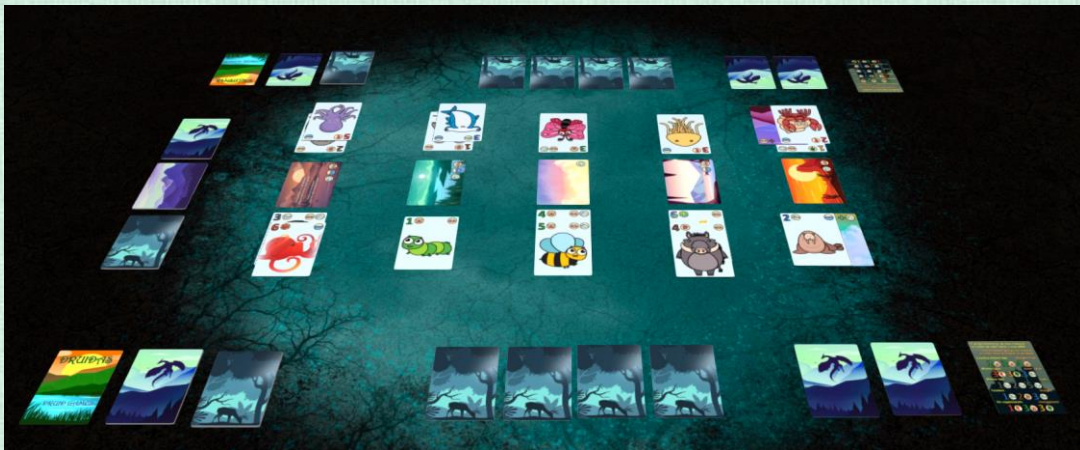


Figure 2: Placing of creatures example

To end the turn the player must:

- Draw until his/her hand is replenished with creature cards and special cards. Hand size is four creature cards and two special cards so this means drawing a creature card and up to two special cards. If there are no more cards in any drawing deck the game continues with the remaining cards.

Game end:

The game ends when both players have placed all of their creatures (15) in any terrain.

The winner is the player that has obtained the victory in three or more terrains.

Creatures:

Creature cards can be animals (six types with cards from 1 to 5) or legendary creatures.

Animal creature cards have the following design:

- Top left: A value from 1 to 5 and a type icon.
- Top right: One or two terrain icons in which the creature can be played.

In addition to the animals, the deck contains three legendary creatures (Unicorn, Phoenix and Kraken). These have a value of six and count as all types (indicated by a star (*) in their type).

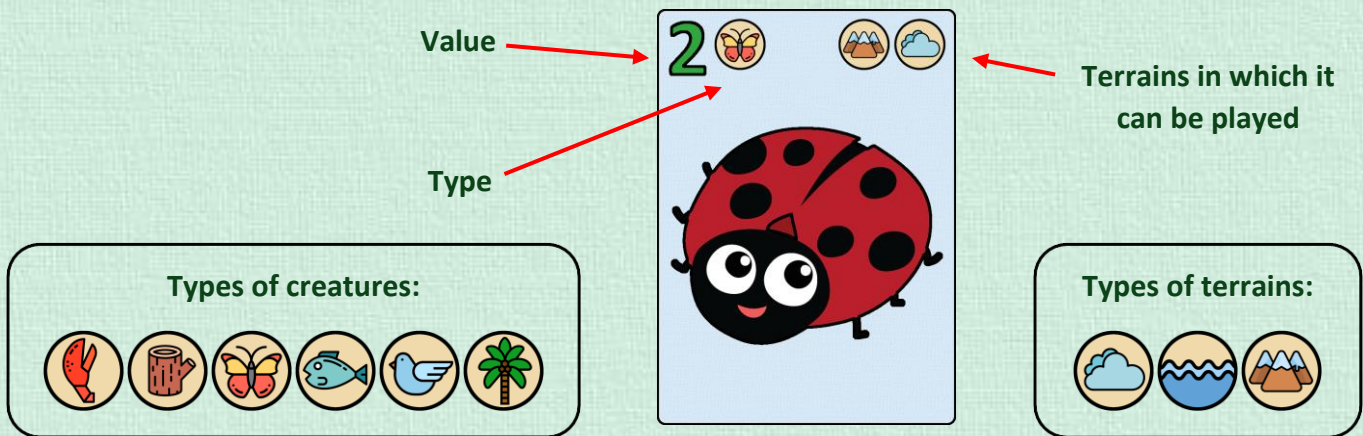


Figure 3: Creature example | Types of creatures and terrains

Terrains:

Terrains have their type shown in their lower right corner. A terrain can be of more than one type at the same time.

A creature cannot be played on a terrain if it does not have at least one of the terrain icons in its top right corner.

Note: A creature can acquire additional icons using special cards.

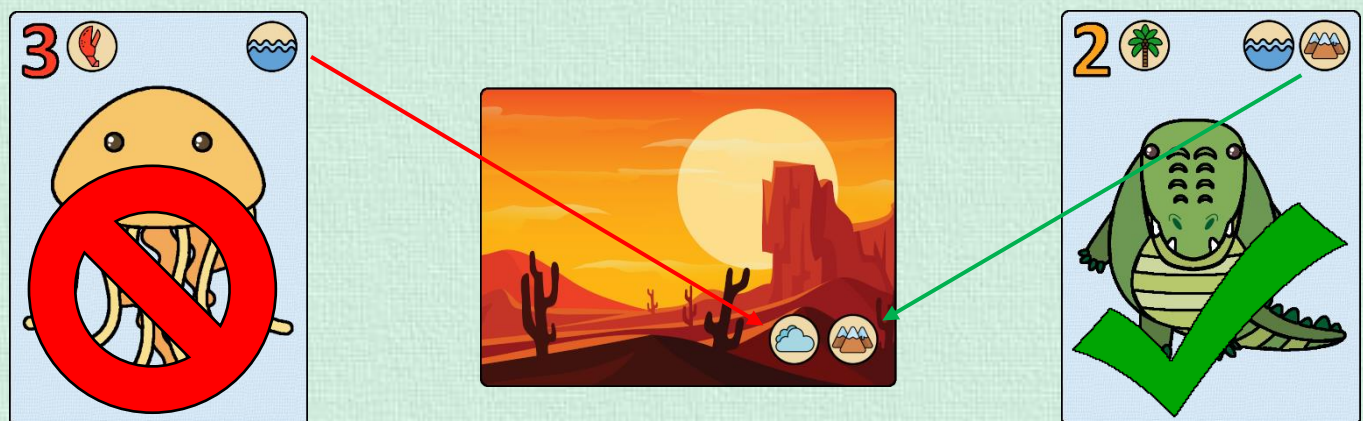


Figure 4: Example of the application of restrictions on a terrain

Special cards:

Special cards allow the druids to change the game. They can be played at any time during the player's turn (not during the other player's turn).

Playing special cards it is possible to modify the creature card being played in this turn so that it's legal to place it in a terrain in which it would originally not be possible (the druid can, with its druidic powers, grant wings to a walrus so that it can be played in the sky terrain).

It is also possible to modify a creature card that has already been played in a terrain.

It is possible to combine special cards to achieve more complex objectives (give an icon to an already played creature, play a creature in another terrain and then play the special card to exchange creature positions).

Special cards clarifications:

Special cards are distributed as follows:

- 6 cards to give additional terrain icons to creatures (place the special card below the creature card so that the right side is showing the icon).

- 3 Cards



- 2 Cards



- 1 Card

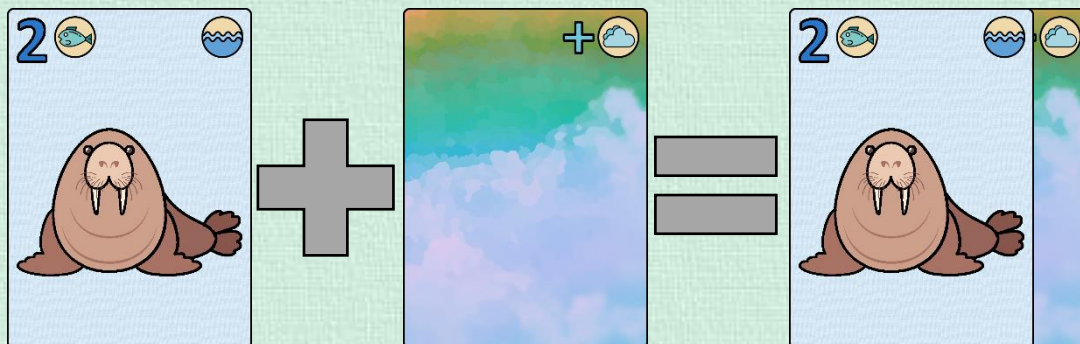


Figure 5: Example on how to place terrain modifier special cards

- 2 Cards to give additional types to creatures (place the special card below the creature card so that the left side is showing the modifier)

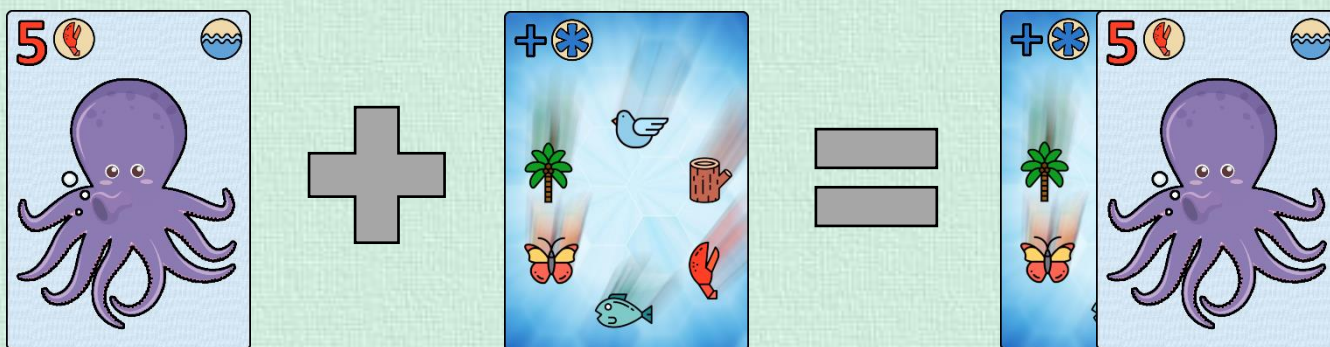


Figure 6: Example on how to place type modifier special cards

- 1 Card to give +1 or -1 to a creature (place this card below the creature so that the left side shows the desired modifier)

Note: After applying the modifier, it is possible and valid to have a 0 value creature.

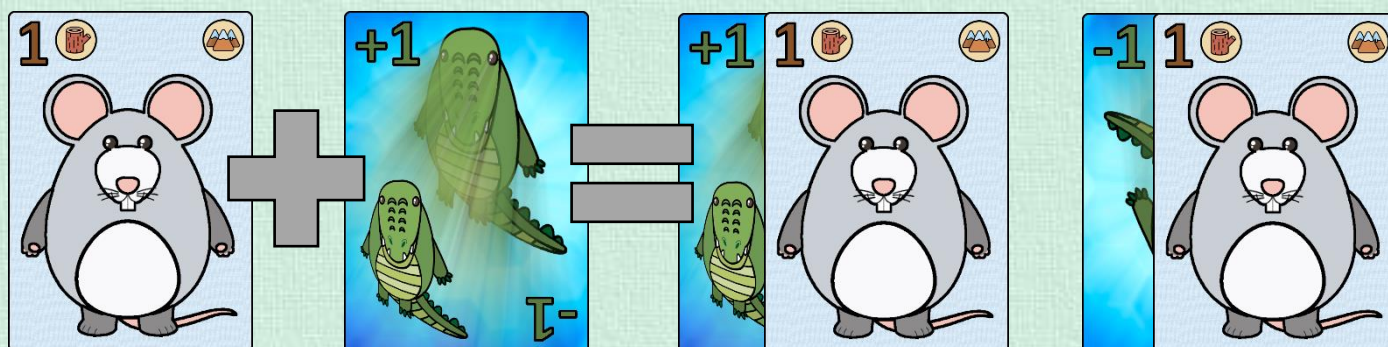


Figure 7: Example on how to place +1 / -1 modifier special cards

- 2 Cards that allow exchanging the position of two already placed creatures (honoring placement restrictions).

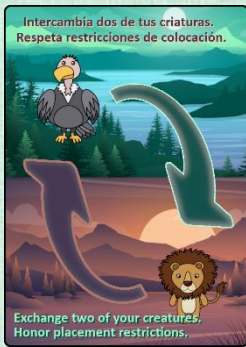


Figure 8: Example of creature exchange

- 1 Card to end an engagement (as long as there are at least three creatures played on each side). It will not be possible to play special cards affecting creatures in this engagement.

Terrain resolution:

In a terrain, the player with the strongest group wins.

The minimum group size is three creatures.

In order from strongest to weakest:

- Straight Flush



- All cards of the same value



- All cards of the same type



- Straight (cards of different types)



- Unorganized



In case both players have the same group, ties are broken as follows:

- The player with the highest card wins, with the exception of unorganized groups.
- For unorganized groups, the player whose sum of values is higher wins.

If both groups are identical, the winner is the first player that completed the group.

Note: It is possible to create groups of four or more creatures, but a group with more creatures will still lose against a group with fewer creatures if their highest card is inferior (a group with four deuces will lose against a group with three threes). This means that, in general, it is only interesting to play groups of more than three creatures to achieve a higher straight or to increase the value of unorganized groups.

Credits:

This game uses some of the fantastic resources from www.freepik.com and from www.flaticon.com

Credits Freepik:

Freepik, brgfx, macrovector, vector_corp, jcomp, upklyak, pikisuperstar, grmarc, Anggar3Ind, Terdpongvector

Credits Flaticon:

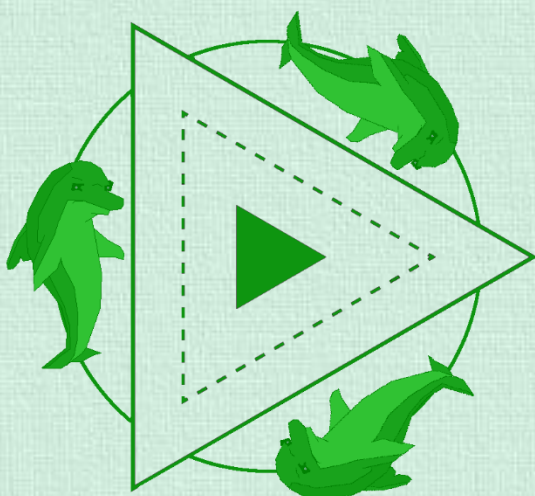
Freepik, turkkub, smalllikeart, srip, Nhor Phai, iconixar

Azkaban Juegos:

If you want to contribute with any suggestion or you want to give your opinion about something, feel free to write to info@azkabanjuegos.com (put "Druid Games" as part of the subject).

A newer version of these instructions might be available. You can visit <https://azkabanjuegos.com/Druid-Games> to access the latest update and additional information.

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