

# Forest Guardians

In this solo strategy card game, the player must fight the evil cat knights to avoid the destruction of the forest and its entire tribe.

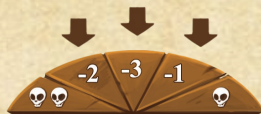
## SET UP

- Place your 3 Hero cards in a row in front of you.
- Pick up 5 of the 6 Enemy cards at random and discard the remaining one.
- Place the 5 selected Enemy cards in a half circle above your Hero cards.
- All Characters start with 6 Health displayed by the Health Bar, found along the bottom edge of each Character card. Use a paperclip or some other movable marker as a Health tracker.



## HERO'S TURN

- Each turn, the player chooses a Hero to battle, regardless of when or how many times each Hero was played. The chosen Hero is placed in the center of the half circle of Enemy cards.
- The Hero deals damage accordingly to its Battle Wheel, found at the top of each Hero card.



In this example, the Hero would deal two damage to the 2nd Enemy starting from the left, three damage to the 3rd Enemy and one damage to the 4th Enemy.

## ENEMIES' TURN

- The Enemies attack from left to right the Hero in the center and deal damage according to the number of Skulls on the Hero's Battle Wheel.



In this example, the Hero receives two damage from the Enemy on the far left, and one damage from the Enemy on the far right.

- Each Hero and Enemy has special Skills detailed in their cards. Depending on the amount of Health left, as indicated by the Health Tracker, the Character will apply the White Skill or the Black Skill. It is to be checked if the Health Tracker is on the white or on the black area of the Health Bar. Make sure to apply all Characters' Skills as indicated on their cards. Enemies' Skills will be applied from left to right.
- Bring the Hero back to your initial row.

When a Character gets damage and the Health Tracker reaches the Skull on the Health Bar, flip the card to show the dead state of the Character. A dead Character cannot attack or use their Skills, but it still occupies a space on the table and can be moved by others. Dead Characters may be revived during the game.

## END GAME

- The player wins when all enemies are dead, even if all Heroes die to achieve it.
- The player loses when not all enemies can be eliminated.

## CLARIFICATIONS

- Two Enemies cannot occupy the same space. If an Enemy is moved to the left, it is exchanged by the Enemy previously on its left.
- If an enemy is already on the far left and is moved to the left, it goes to the far right. The same applies in the opposite direction.
- Enemy #4: In case of a tie for the enemy with the lowest life or dead, follow the left to right principle.
- Enemy #5: Enemies protected by her are considered attacked even if they take no damage. If she is on the far left, it is considered that no one is at her left. The same applies in the opposite direction.

## ABOUT THIS GAME

This game was made by Marta Viader for the 2020 - 9 Card Game Print and Play Design Contest. Enjoy :)!