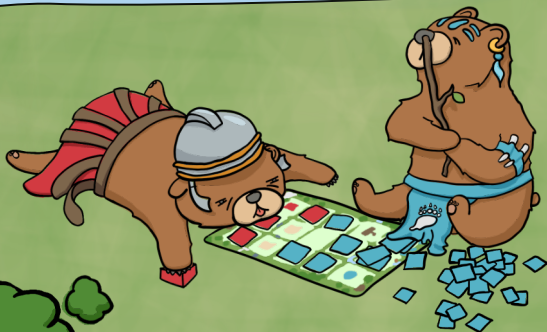


LEGION BEARS

*Lead your Army of Legion Bears or
BarBearians on the Battle field!*



Designed and illustrated
by Ryan Backstrom

WELCOME TO LEGION BEARS!



PREBEAR YOUR BEARS

Place your Bears face down in your play area as shown without looking at them .

After placing all of your Bears, flip the top Bear on your Commander and Guard Piles face up.

Recruit Deck: Leave the remaining Bears in a face down deck to the side to recruit new Bears.

YOUR GOAL

Empty the Enemy's Commander Pile to win!



YOUR TURN

On your turn you either:

Move a Bear

Recruit a Bear

1

SETUP



Recruit Deck

Commander Pile

Guard Pile

Guard Pile

Guard Pile

Guard Pile

Commander Pile

Recruit Deck



 = Number of Bears to place for setup

2

MOVE A BEAR!

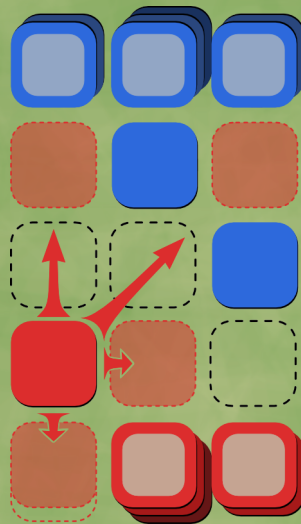
A Bear can move in a straight or diagonal line and may move 0 to 4 spaces.

Bears cannot move onto or over other Bears but they can move diagonally between other Bears.

When you move a Bear next to an Enemy Bear your Bear and all adjacent Enemy Bears flip Face up.



MOVE A BEAR



RECRUIT A BEAR!

Don't want to move a Bear? No problem!
Draw the top Bear from your Recruit Deck.

Without looking at it  place it face down
in an empty Recruit Slot.



If you have no more Bears in your
Recruit Deck, do not shuffle, you
cannot recruit any more Bears.

When you recruit a
Bear next to an Enemy
Bear your Bear and all
adjacent Enemy Bears
flip Face up.

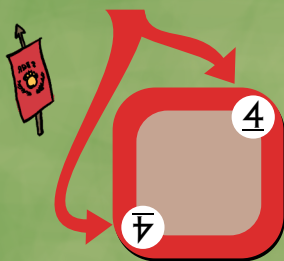


RECRUIT A BEAR



BEAR FIGHT!

When Bears are moved or recruited next to Enemy Bears, compare all the Bear Power shown in the corners of those Bears.



HIGHER POWER (FRONT/BACK)

Discard  the lower power card.

LOWER POWER (LEFT/RIGHT)

Discard  the higher power card.

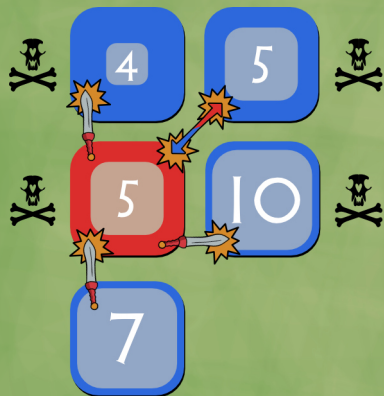
EQUAL POWER (ALL AROUND)

If Bears have equal power, discard  both. Front, side, and even diagonal!



WHICH BEAR FIGHT HAPPENS FIRST?

All of them! All Bear Fights take place at the same time.



BEAR PILES

Bear piles can only lose one bear in a Bear Fight. Leave any remaining Bears in the pile face down.



REMINDER

Bears can move 0 spaces.
Next turn your bear can move 0 spaces and fight the next bear in the bear pile.



OPTIONAL ASSASSIN BEARS

For a simpler game, remove the 0/13 Assassin Bears from the game.



This Bear is special and has a Bear power of 0, but you may choose for it to be a 13. If you choose for it to be 13 instead of a 0 the Assassin Bear is discarded.



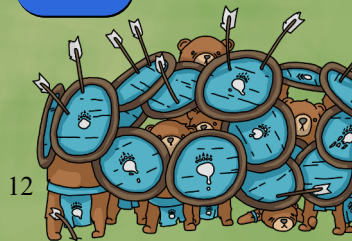
Recommended for professional Bears only!

For More Strategy

This replaces the standard Equal Bear Power rule.

When Bears fight on the front, back, or sides
and they are equal, nothing happens

Bear fights that are diagonal do happen and Equal bears in these fights are still discarded χ_{eq} .





OPTIONAL PEEK RULE

For Even More Strategy!



BEAR PILES

If a Bear on your Commander or Guard pile is discarded  in a Bear Fight, and there is a Bear below, you may peek at Bear below and decide one of the following options. Fight or Hide.

This does not take your turn and you will still take your normal turn.

FLIP FACE UP & FIGHT

If you flip the Bear face up. Have another Bear Fight immediately!

KEEP FACE DOWN & HIDE

If you choose to keep the Bear face-down, it stays face-down until you move it near an Enemy Bear or an Enemy Bear moves adjacent to this Bear.

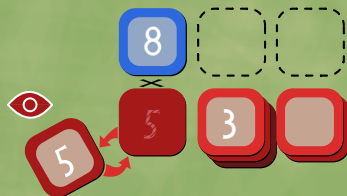
AFTER LOOSING...



PEEK & FIGHT



OR PEEK & HIDE



Designed and Illustrated by Ryan Backstrom

Cleanup Artist Rebecca Backstrom

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