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GAME MANUAL

Contents: 60 character cards

Objective: The player who accumulates the most points when the character deck is finished wins the game.

Game setup:

1. Shuffle all the cards and place the deck in the center of the game space.
2. Deal 5 cards to each player

Game start:

the oldest player will be the first one

1. Each player chooses 3 cards from his hand and places them in his table playing space face down. Then each player takes 1 additional card from the main deck and puts it in their hand.
2. All the players flip their table cards face up at the same time.

Cards in your hand keep them hidden



Turn phases:

1. **Deployment:** Take a card from your hand and place it face up next to the others, then take another card from the main deck to your hand.

2. **Attack:** attack with each card you have on the table, one time for each card against the player or player cards you choose if you can. Please note that each character can only remove the type of character illustrated below with a red x above it. If you do, take those defeated cards, turn them over, and place them behind your characters on the back where it says (1 point) this is called the score pile.



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3. **Emergency deployment:** if during your attack phase you leave a player with no cards on the table, he immediately deploys the 3 cards in his hand face down and takes another 3 from the main deck; This player cannot be attacked until his turn begins, then he turn his cards over and develop his turn phases.

4. **End of turn:** Count the cards in your points pile and give the turn to the player on your right.

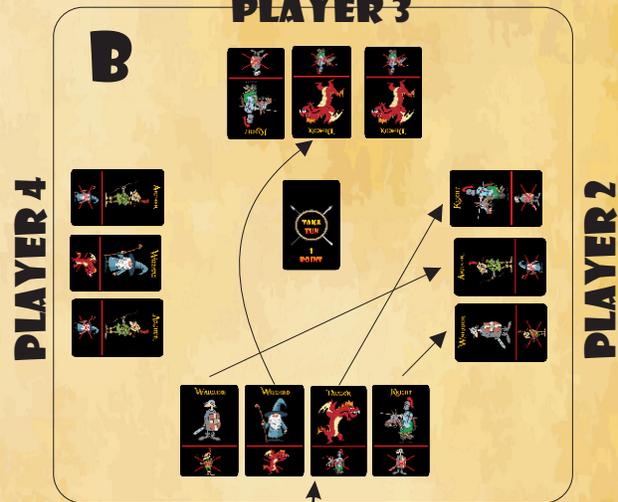
TURN PHASES

1. DEPLOYMENT



EXAMPLE PLAYER 1

2. PLAYER 1 ATTACK PLAYER 3



PLAYER 1



PLAYER 1 SCORE



PLAYER 2 EMERGENCY DEPLOYMENT



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End of the game:

When a player draws the last card from the center deck, the last battle round is performed. each player then places the cards in his hand on the table and the battle begins.

Score: The player who accumulates the most points after the final battle wins the game.

1. count the points in your score pile.

2. standing cards after the final battle:

+ for each Dragon you have standing add 5 points

+ for each knight you have standing add 3 points

+ for each wizzard you have standing add 3 points

+ for each archer you have standing add 2 points

+ for each warrior you have standing add 1 point

3. Use the counters provided by the game to finish your total score, the player with the highest score wins the game

END

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