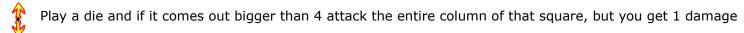
Destroyer of demonic hordes

- Watch your attack by throwing one dice to row and another to column
- When you destroy a demon, the square is empty
- Empty squares have no effect anymore
- You will receive 1 damage by attacking an empty square on the vertical or horizontal side of a living demon
- If your life reaches zero you lose
- An attack kills him, ear 1 coin
- Two attacks kill him, ear 2 coins
- An attack kills him and relives another demon, ear 3 coins
- An attack kills him and destroys another demon, ear 1 coins
- Play the given column that will suffer the effect
- Play the given line that will suffer the effect
- Direction of the square that will suffer the effect
- 20 hit points
- Starts with 0 coins
- Play a die and if it comes out bigger than 2 attack the entire line of that square, but you get 2 damage



MultiPlayer:

Players divide their lives by the number of participants.

Each demon other than coins gives points of the same weight.

Final score is adding up with remaining life, points received and 5 point bonus for each dead participant before you.

