

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



Play a die and if it comes out bigger than 4 attack the entire column of that square, but you get 1 damage

MultiPlayers:

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.

6	5	4	3	2	1	
						1
						2
						3
						4
						5
						6





Skills

Bought ☐



Val. 20 coins

Bought ☐



Val. 15 coins

Story

The great city Garnelia in her last sighs of despair, asks our hero magician to get rid of the great horde of demons that now marches towards the city.

It's up to you to destroy this danger, but remember, you do not know how to cast spells from a distance, so unfortunately you will have to teleport into the middle of the horde, but do not worry, this spell is weak, lasts no more than a few seconds, then You go back to the launching point, just avoid teleporting in empty places, it can make you stay there a little longer, and you know, I think the demons do not like you. There goes a wizard, in the worst case you die! Good luck!