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GAMERULES

"In the Trueshot Lodge" complies with the general terms of use required by Blizzard Entertainment while respecting the intellectual property rights related to World of Warcraft

"In the Trueshot Lodge" is registered in the *"Atelier 197"* initiative

This document presents the rules needed
for a game of *"In the Trueshot Lodge"*.

OBJECTIVE

Be the last player alive at the end of a round.

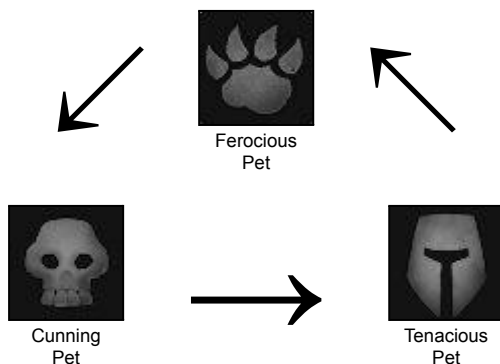
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PETS

"Pets are your animal allies from Azeroth and beyond, fighting for you to the death."

Each pet has a type, a rarity, an effect, an Attack value, and a Health value.

A pet has one of three available types: Ferocious, Cunning, or Tenacious. Each type has an advantage over another type, removing an additional point of Health when it strikes. Thus, a Ferocious pet has the advantage over a Cunning pet, which in turn has the advantage over a Tenacious pet, which in turn has the advantage over a Ferocious pet.

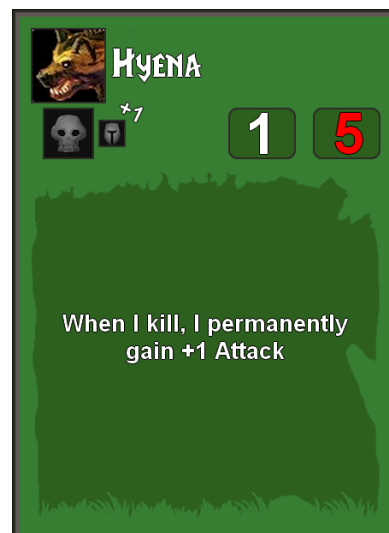


A pet has one of two available rarities: Common or Exotic. Common pets are available in two copies, while Exotic pets are available in only a single copy. Exotic pets are distinguished by the presence of a star on the card. However, Exotic pets have more powerful effects than Common pets.

Each pet has a unique effect. These effects may trigger when the pet is tamed, when it strikes, or upon its death, for example.

A pet's effect only triggers after it has been tamed

A pet has an Attack value, shown in white, and a Health value, shown in red.



WEAPONS

"The weapon is your only available equipment during this struggle for power."

Each weapon has an effect, an Attack value, and a Cost value.

A weapon has a unique effect. These effects may trigger when the weapon is equipped or when it strikes, for example.

A weapon's effect only triggers after it has been purchased

A weapon has an Attack value and a Cost value. The Attack value is the number shown in white on the left, while the Cost value is the number shown in yellow on the right.



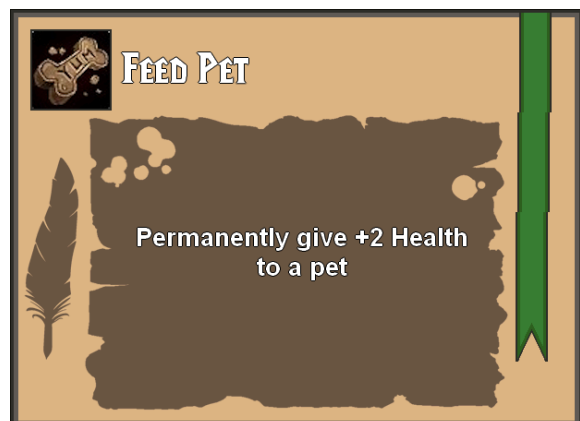
SPELLS

"Spells are single-use abilities that provide a strategic advantage over others."

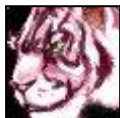
Each spell has a name and an effect.

A spell has a name which, unlike other cards, is important. Certain effects interact with specific spells. The spells in question are Aspect, Arrow, Bite, Trap, Sting, and Shot spells ; the list of these spells is available below.

Each spell has a unique effect. These effects vary in their uses and can be helpful at any point during the game.



ASPECT SPELLS



Aspect of the Beast



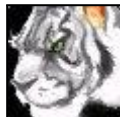
Aspect of the Cheetah



Aspect of the Hawk



Aspect of the Monkey



Aspect of the Pack



Aspect of the Wild



Rapid Shot



Tranquilizing Shot

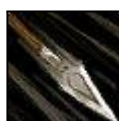


The Hound interacts with Shot Spells.

STING SPELLS



Scorpid Sting



Serpent Sting



Viper Sting



Wyvern Sting

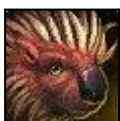


The Rodent interacts with Sting Spells.

BITE SPELLS

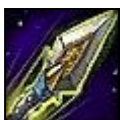


Mongoose Bite



The Rodent interacts with Bite Spells.

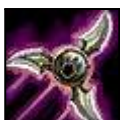
SHOT SPELLS



Arcane Shot



Scatter Shot



Multi Shot

TRAP SPELLS



Explosive Trap



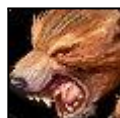
Freezing Trap



Frost Trap



Immolation Trap



The Bear interacts with Trap Spells.

A Trap spell can only be placed in a player's hand a number of times equal to the number of players.

Once this number is exceeded, the Trap spell is placed in the spell discard pile.

SETTING UP

"In the Trueshot Lodge" is designed between three and four players.

MATERIALS

You will need the game's basic cards, a counter that can go up to ten, and a minimum of five tokens per player.

The counter represents the players' Health. Each player starts with 10 Health at the beginning of the game.

The tokens represent the players' Coins. Each player starts with 5 Coins at the beginning of the game.

Coins are only used starting from the second preparation phase

GAME STARTING

At the start of the game, only the first preparation phase is different. The following preparation phases proceed normally.

Before handling the different piles on the board, they must be shuffled.

A player must have a pet.

Each player draws the first three cards from the pet pile. From these three pets, each player selects only one to be tamed. The other two pets are placed in the discard pet pile. Once all players have made their choice, they reveal them simultaneously.

If a player has an Exotic pet among the three pets offered, they place the Exotic pet back into the pet pile, shuffle it, and draw a new card.

A player must have a weapon ; a basic one with an Attack value of 2, no effect and no Coins in cost.

Additionally, the basic weapon cannot be discarded from the board or removed from the game by a card effect.

If a player loses their weapon due to an effect, the basic weapon is used until it is replaced.

The weapon shop is set up: the first two cards from the weapon pile are revealed. Purchases of these weapons will only be available starting from the second preparation phase.

Once these preparations are complete, players move on to the combat phase. The combat phase remains the same throughout the game.

The player who starts the first combat phase is the last one to have touched grass

Once this combat phase is over, players can proceed with the preparation phase normally.

PREPARATION PHASE

During a preparation phase, a player may perform three repeatable actions : purchasing a weapon, refreshing a weapon, or taming a pet.

The player who finished last in the previous combat phase begins the preparation phase. Play proceeds clockwise.

If a pile is empty during a preparation phase, the corresponding discard pile is reshuffled back into play.

PURCHASING A WEAPON

During the preparation phase, a player may purchase a weapon.

To buy a weapon, a player must spend a number of Coins equal to the weapon's Cost. If a player buys a weapon while already owning one, the old weapon is placed in the discard pile, and the player is refunded a number of Coins equal to the Cost of the old weapon minus one Coin.

REFRESHING A WEAPON

During the preparation phase, a player may refresh a weapon.

To refresh a weapon, draw a weapon from the weapon pile and replace one of the two weapons in the shop with the newly drawn weapon. The replaced weapon is placed at the bottom of the deck.

The weapon shop must always display two weapons

Any weapon that is discarded or destroyed is placed in the weapon discard pile

TAMING A PET

During the preparation phase, a player may tame a pet.

To tame a pet, the player draws the top card from the pet pile and reveals it to all players.

If the player decides to tame the pet, they place it in their area of their board.

If the player decides not to tame the pet, it is placed in the discard pet pile.

A player may tame only two pets at the same time. However, certain effects allow this limit to be exceeded.

If a player tames a pet while already at the maximum allowed limit, they must choose one of their pet to place in the discard pet pile.

It is impossible to tame more than three pets at once, and no more than one Exotic pet simultaneously

COMBAT PHASE

During a combat phase, a player has the option to strike with a pet and to cast a spell.

The player who finished first in the previous combat phase begins the combat phase. Effects that trigger at the start of the combat phase resolve in play order. Play proceeds clockwise.

STRIKE A PET

During the combat phase, a player may strike one of the pets belonging to an adjacent player.

The player chooses which of their pets will strike and which pet they wish to target.

The attacking pet deals damage equal to its Attack value to the targeted pet, reducing its Health accordingly. Once the strike is resolved, the player's turn ends.

When a pet has no Health remaining, it is turned face down and can no longer act for the rest of the round. However, the pet is fully healed and may act again in the next combat phase.

CAST A SPELL

During the combat phase, a player may cast a spell on any target, at any time, whether during their own turn or an opponent's turn.

As long as an effect has not been resolved during the combat phase, the phase is suspended until that effect is fully resolved.

WIN THE ROUND

A round is over when only one player remains with living pets, face up.

First, the winner of the round strikes the adjacent players with their weapon, dealing damage equal to the weapon's Attack value.

Regardless of the number of players who lose Health, only one strike is counted

Second, one spell from the spell pile is revealed for each player. Each player may add one of these spells to their hand. However, the selection must follow an order based on the round's ranking. First, the player who finished first in the round chooses their spell. Next, the player who finished last chooses their spell. Then, the remaining players choose in descending order of placement, from second-to-last up to second place.

Finally, the player whose pets all died first during the round begins the next preparation phase, and the player who won the round begins the next combat phase.

A new round may then begin.