

Azure Attack
By William Clark
2-4 players
Final Version

Needed Materials:

- 1 full piecepack

Setup:

1. Place 12 tiles in a 3X4 rectangle then place the hunter suit tiles at one end and the monster suit tile at the other end
2. Look at the numbers of the 12 tiles then place the according number to it with the tokens
3. Roll dice to determine turn order with aces low and the highest roll being the monster
4. Place players pieces at their suits

Objective:

- retrieve gold tokens to your suit until all gold tokens are in a suit

Play:

Monster's turn phase is after every 2 of the hunters' turn. After each successful attack from the monster it gets an extra turn that takes effect immediately

1 movement is a square on the tile

Monster:

- Movement is 6 spaces
- Move to an adjacent tile but you cannot backtrack in the same turn but can stay in an area instead of moving on

Hunters:

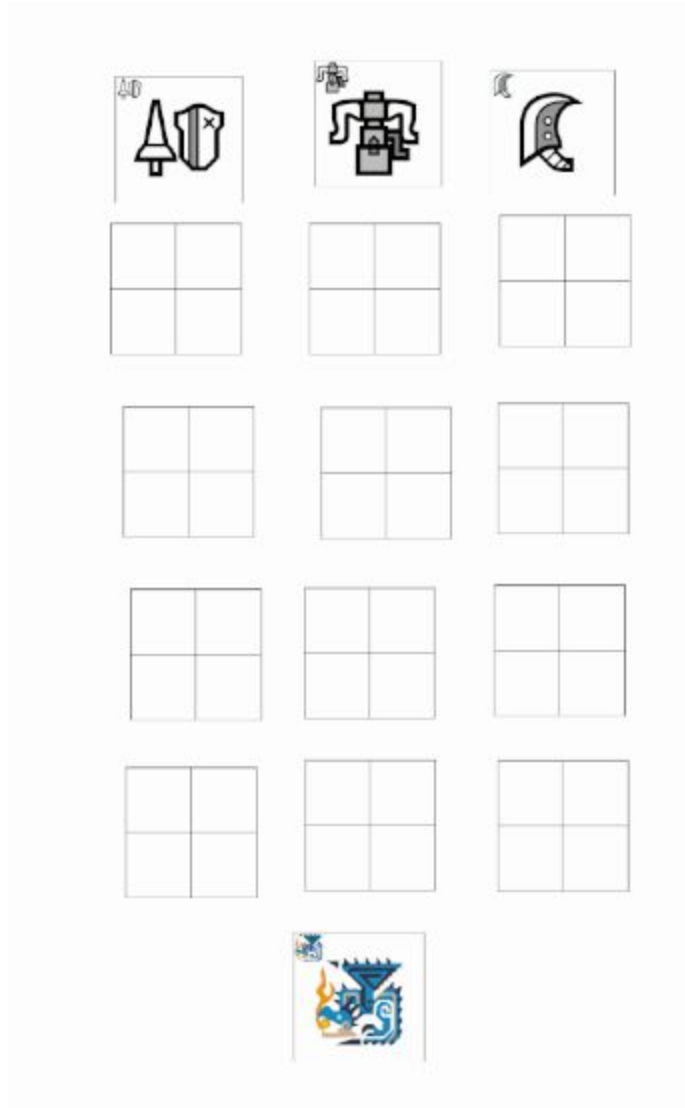
- Movement is 4 spaces
- Move to an adjacent tile but you cannot backtrack in the same turn but you can stay in an area instead of moving on

1. Pick up gold by passing over it and bring it back to your suit tile
2. When you have gold you move -2 your normal speed (this accumulates for every gold you have)
3. Attacking each other can make people drop their gold for you to pick up
4. Combat is a roll vs roll with the highest wins. Loser is sent back to their suit with no gold
5. In the event of a draw the monster wins but between hunters both go back to their suit tiles with no gold
6. When dropping off gold you forfeit the rest of your turn
7. Hunters cannot enter each other's suit tiles

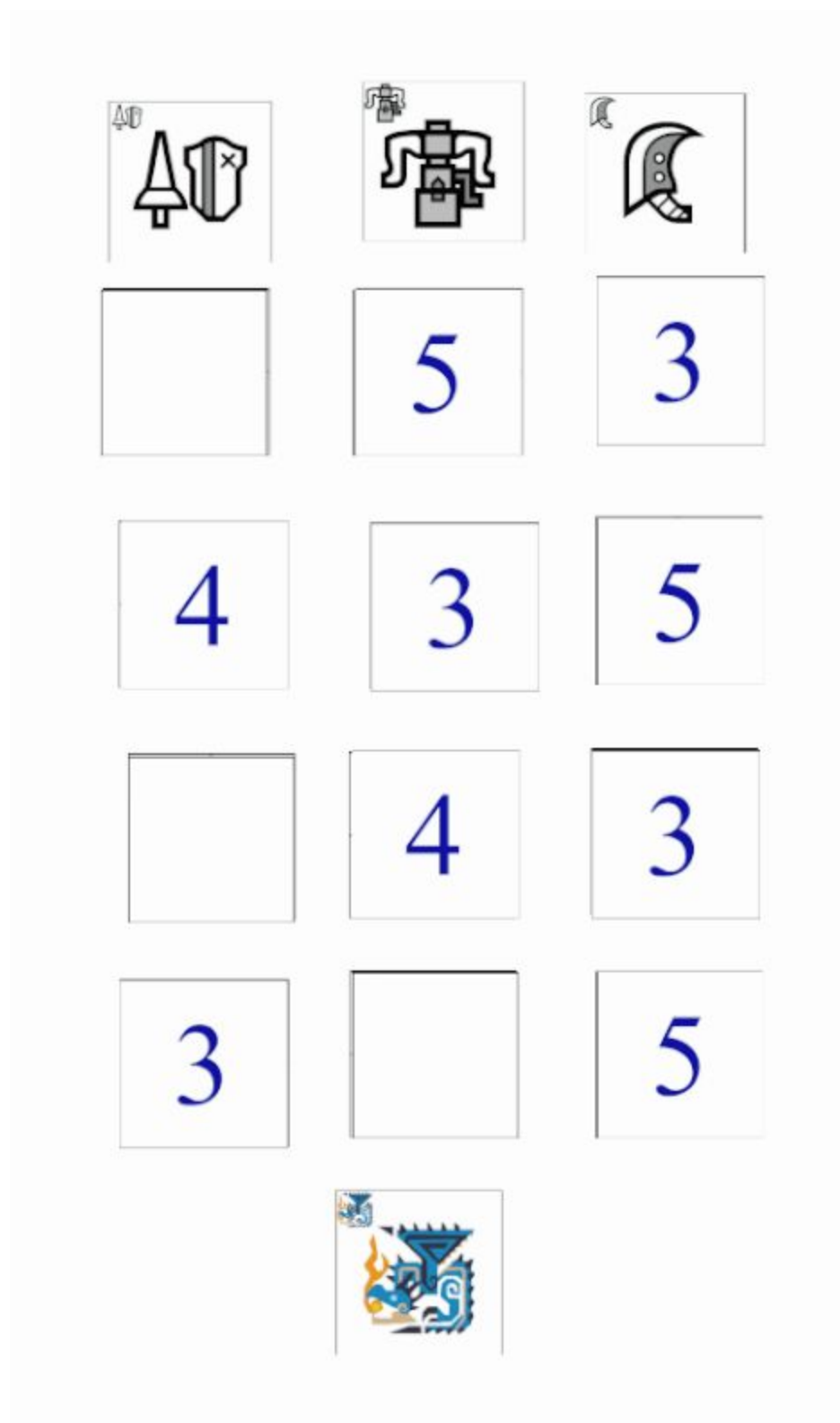
8. After each gold token has been taken to a suit tile the game is over. Hunters add up the values on the gold together for their score. Highest score is the top hunter. Monster does the same with its gold and the winner is the side with the highest gold value

Setting up map examples:

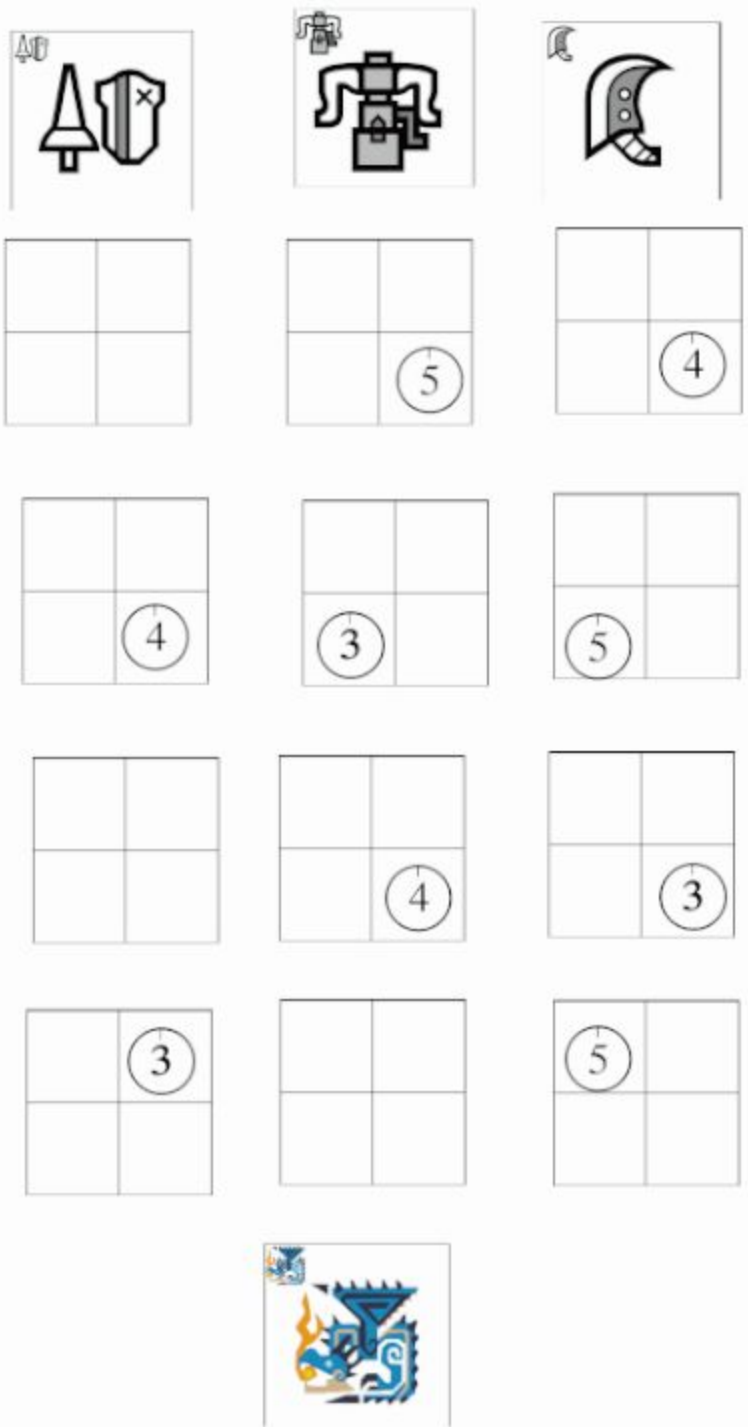
1. Making the board



2. Finding which gold tokens are needed



3. Final version of map to begin play



Bonus rules:

1. The map can be rearranged in any way the players choose
2. The map can have more or less tiles to play with (more or less than 12 regular tiles on the map)