

## Instruction

- 4 players
- 2 6-sided dice
- 1 4-sided die

## Objective

To win, one player must obtain all special weapons scattered around the board and be the last one on the board

## How to play

1. Players are placed to the corners of the board and equipped with 1 basic long-range and short-range weapon that does not count toward the objective
2. The player must roll the 6-sided die (or 2 6-sided dice for a faster match) and move in any direction that the path will allow
  - ◆ The player may not move back and forward within the same dice roll
3. If a player steps on a weapon tile, they will obtain that weapon,
  - ◆ A weapon can be used for combat with a multiplier of +1, +2, or +3 in a duel
  - ◆ The Mask of Greed can be picked up only after all weapons have been picked up at least once
4. After obtaining a weapon the player may decide to create a "connection" to another player
  - ◆ The connection can be done if both players:
    - Are in direct line of sight from the origin of the player that wants to form a connection
    - have at least one weapon of the same power or lower
  - ◆ A player may only establish a connection on their turn
  - ◆ The other player can't refuse another player connection
  - ◆ Connected players may not duel each other while still connected
  - ◆ A player may not have more than one connection at any given moment
  - ◆ The connected players will be able to share all their weapons that they have collected
  - ◆ If a player is defeated in combat the other player may be placed on the same tile the defeated player was on and rematch the opponent
5. if a player does not want to form a connection, or has already made one, to another player that is in line of sight they may decide to duel the opponent or to end their turn
  - ◆ If the player has decided to duel the two players must decide a weapon to use for the fight
    - All special weapons after being used cannot be used until the end of the next player turn
  - ◆ Only one weapon can be chosen in any duel
  - ◆ Only one duel can be initiated per turn either at the beginning or end of the turn
  - ◆ if the two players have 4 spaces or more in between them, the one who initiated the duel must use a long range weapon, but the one being attacked will be able to choose any kind of weapon
  - ◆ both players roll a 6 sided die and the one with the highest number wins the duel

- ◆ If the defeated player used a special weapon they have to drop it at the location of the defeat
    - If the defeated player did not use any special weapon but is in possession of one or more, they have to drop one of the more powerful ones.
  - ◆ If the defeated player was the one being attacked the connected one may decide to duel the enemy but he will not be able to use the weapon dropped by the previous fight.
    - After this duel the connected player of both players cannot re-engage with the winner
    - If the attacked party is defeated a second time a secondary special weapon must be dropped
  - ◆ After all weapons have been collected if a player has been defeated with a special weapon and does not own any to drop, the player is eliminated
    - If the defeated player is connected to another player, the other player can still play
6. If all weapons are in the possession of two connected players on the same side, the connection is severed and the weapons are split evenly
- ◆ The Mask of Greed is given to the one that picked it up

#### Weapon placement and effects

1. Basic short and long range weapon
  - ◆ +0 multiplier in combat
  - ◆ Already in possession of the player
    - Long range
      - Steel shuriken
    - Short range
      - Steel sword
2. Special weapons tier 1
  - ◆ +1 multiplier in combat
  - ◆ Closest weapon tile from spawn
    - Long range
      - Wooden bow
      - Crossbow
      - Spear
      - Throwing knife
  - ◆ Second closest weapon tile
    - Short range
      - Iron axe
      - Iron scythe
      - Greatsword
      - Crystal sword
3. Special weapons tier 2
  - ◆ +2 multiplier in combat
  - ◆ Green tiles surrounding center hill

- Long range
  - Golden shuriken
  - Ice spear
  - Dynamite
  - Snake scepter
- ◆ White tiles on top of hills
  - Short range
    - Dragon sword
    - Dragon scythe
    - Poison bone sword
    - Energy sword

#### 4. Mask of Greed

- ◆ +3 multiplier in combat
- ◆ On top of the center hill of the board
- ◆ Holder can only use this weapon
  - Counts only as a short range weapon
- ◆ Player must use a 4 sided die for combat
- ◆ Player that picks it up has to sever the connection with partner and split all shared weapons equally