

The Hero of Six Paths

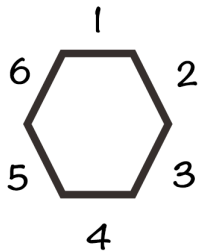
Game rules:

- The player puts the hero, demons, keys and the treasure chest on the board.
 - The player must collect all keys to open the treasure chest.
 - The player rolls two six-sided dices and chooses one of the following options.
 - + Make a move: choose one dice as the direction and the other as the number of steps.
 - + Reserve a magic point: choose one dice as the magic point. Put the corresponding skill token in the skill box on the left.
- The player can only reserve 3 skill tokens at a time. The only way to remove a skill token is attacking the demon.

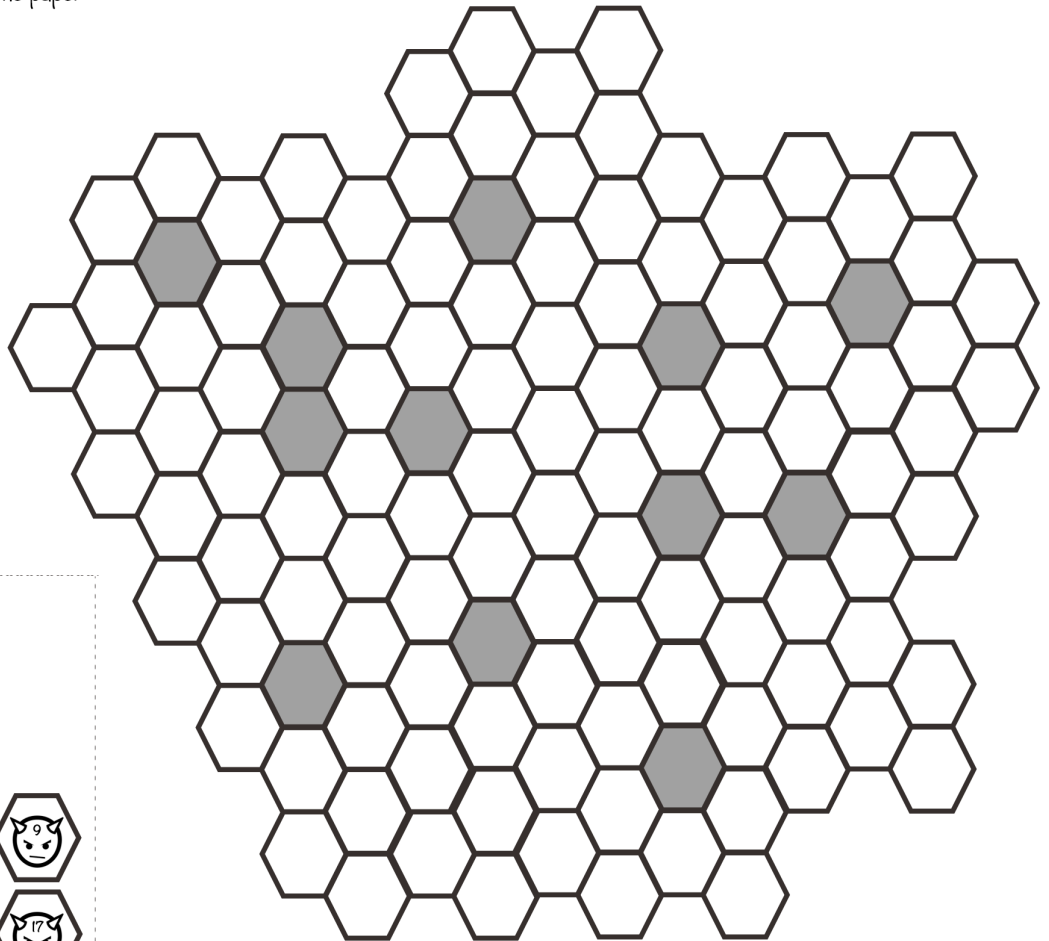
- No option can be repeated more than 3 times consecutively.
- The hero has 10 life points and must lose a life point if the player wants to skip a turn.
- The hero has to attack the demon if he wants to go across it.
- Each demon has a power value. The player can use multiple magic points at the same time to attack the demon. If the total points are greater than the demon power, the hero can kill the demon. Else, the hero loses a life point.
- The hero cannot move across the grey boxes.

Tips: Use the token at the bottom left of the paper

Directions of Six Paths.



Skill Box



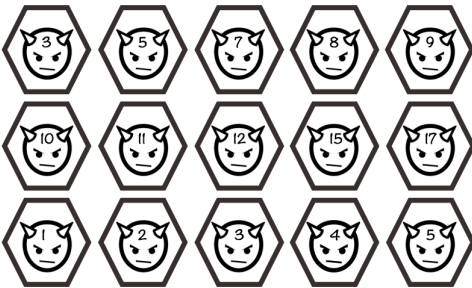
The Hero



The Treasure



Demons



Keys



Skill Sets

