

# The Hero of Six Paths

World rules:

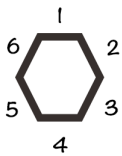
- The player puts the hero, demons, keys and treasure chest on the board at any position.
- The player must collect all keys to open the treasure chest.
- The hero must attack the demon to go across it.
- The hero can not go across the gray boxes or go out of the board.
- When the hero steps on a blackhole, he must swap to another blackhole with an extra dice roll. The dice result is the target blackhole.

Game rules:

- The hero has 10 life points and wins if he can open the chest before running out of life points.
- 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 right. The magic point will disappear after being used. 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 will lose a life point if the player wants to skip a turn.
- 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.

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

## Directions of Six Paths.



## Skill Box



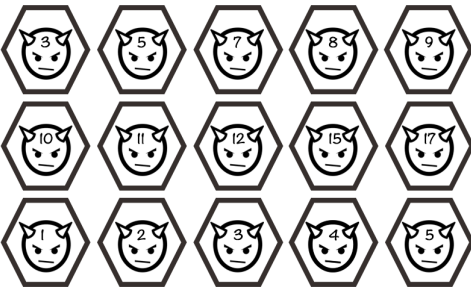
## The Hero



## The Treasure



## Demons



## Keys



## Skill Sets

