

Forest of Facades

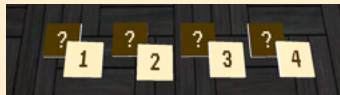
A battle of memory and logic

An asymmetric, competitive, puzzle game

2 players • 15 minutes • age 10+
32 cards • 21 tiles

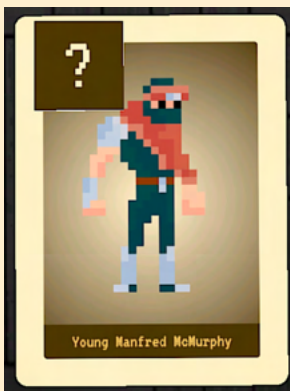
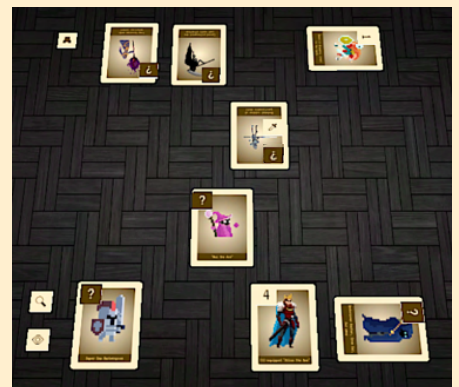
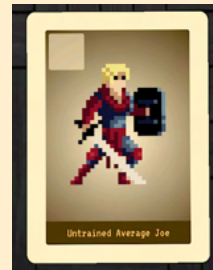
Monsters have attacked your village! You summon heroes to defend, but each character's stats are a mystery. You'll have to fight a few times to figure out which character defeats which from past experience alone.

1 Heroes and monsters have stat tiles 1-4 mixed and placed face down on each card. Each player also gets 2 skill bonuses to aid them.

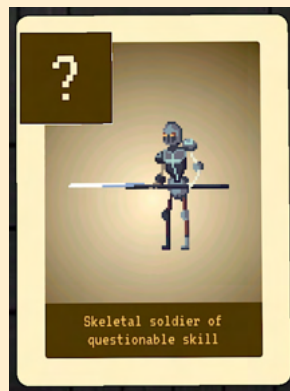


2 The monster player attacks, and the hero player chooses a hero to defend. The monster player peeks at each card's hidden stat tile and announces which character wins. This continues until all heroes are played.

3 If any monsters remain standing, the hero player loses a village tile, then the battle repeats.



The hero player must use what they learn from previous battles and from their skill bonuses to play their heroes against the correct monsters to stop them all and win.



The monster player must use what they know and their skill bonuses to play monsters in an order that reveals as little information as possible to the hero player. If they can outlast the hero player for 5 turns, they destroy the village and win.