

# Forest of Facades

## How to play

Monsters have emerged from the surrounding forests to attack your village! You summon heroes to defend. There's just one problem — each character's stats are a mystery! How will you stop the monsters?

You'll have to battle a few times to attempt to deduce the hidden stats and defeat all of the monsters before your village is destroyed.

## Components & Setup

16 monster cards  
16 hero cards

8 stat tiles  
5 village tiles

4 monster skill tiles  
4 hero skill tiles

1) Deal 4 monsters face up in front of one player, and 4 heroes in front of the other player.

2) Mix the stat tiles 1-4 face down and place one on each monster. Repeat for the heroes. **Do not look at the numbers.**

3) Mix and deal 2 monster skill tiles to the monster player and 2 hero skill tiles to the hero player. Each player may look at their own tiles.

4) Place 5 village tiles below the heroes, house-side up.



## Goals & Gameplay

In “Forest of Facades,” one player controls the monsters, and the other controls the heroes, each with different goals to win. The goal of the hero player is to play the right heroes against the right monsters to block them all before losing their whole village. The goal of the monster player is to win all five battles, thus destroying the whole village.



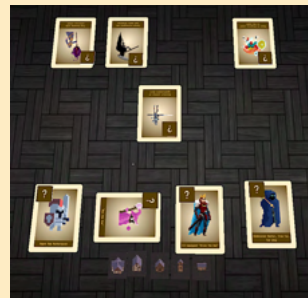
The monster player starts the battle by choosing one monster from the “monster camp” and pushing it forward to the center to attack, announcing its name.

The hero player must pick a hero from the “hero camp” to defend by pushing it to the center to meet the monster and announcing its name.

The **monster player** peeks at both face down stat tiles on the two fighting cards, then announces if the monster or hero character wins. **The higher number wins. In a tie the hero wins.**

**If the monster wins**, the hero card goes back to its camp, turned 90 degrees to indicate it has been defeated. The monster card stays where it is. The stat tiles stay face down on the cards. The hero player must choose a different hero to attempt to defeat the monster.

**If the hero wins**, the monster card returns to its camp, turned 90 degrees to indicate it has been defeated. The hero card must also return to camp, and is turned 90 degrees (to rest). The monster player then chooses a new standing monster to attack, and the hero player chooses a new standing hero to defend.



**Each hero only fights once**, whether they win or lose, while **monsters keep fighting until they are defeated**. The battle continues in this way until all heroes have fought.

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If all of the monsters have been defeated, the hero player wins and the game ends.

If any monsters remain standing after all heroes have fought, the remaining monsters destroy one of the village houses. Turn over one village tile to indicate it is destroyed. The hero player only loses one village tile regardless of how many monsters remain standing.

Then a new day begins, and the monsters regroup to terrorize the village again. Reset all heroes and monsters in their camps and battle again.



Each new battle, the hero player has more knowledge about which characters are stronger or weaker, and who can beat who. By carefully choosing when to play each hero, the hero player can piece together which heroes stop which monsters.



Similarly, the monster player has seen the hidden stats and can play monsters in an order that psychs out the hero player, or reveals as little information as possible. (The monster player must tell the truth about encounter outcomes though.)

**Important - you are not allowed to take notes!** The game plays smoother and quicker when you keep everything that you have learned in your head. Make up stories about the characters to help remember how weak or strong they seem and use your intuition. Even if you forget a few details, you can often figure it out, and that's part of the fun of the game!

### Special Skills

The special skills give each player some extra tools to help succeed at their goals, and add an extra layer of trickery to the game. Playing the right tile at the right time can be the key to winning — for either player. You can look at your own skills, but keep them hidden from the other player.



**Monster skills** — The monster player can play one monster skill on a monster before it leaves camp, but not after it has left. Discard after use.



**Elite** — Add 1 to the attacking monster's stat for 1 encounter. Discard after the encounter regardless of the outcome.



**Cloak** — The attacking monster automatically wins the encounter without revealing any stats. Discard after the encounter.



**Retreat** — After a hero joins the encounter, the monster player may swap the current monster with one that hasn't fought yet this round.



**Shapeshifter** — Swap the attacking monster with a defeated monster before leaving camp. (The first monster is now defeated, the second monster is now alive and attacking.)



**Hero skills** — The hero player may play one hero skill on a hero before it leaves camp. Discard after use.



**Shield** — Add 1 to the hero's stat. Discard after the encounter.



**Reveal** — Turn over any character's stat tile, which remains face up for the rest of the game. It can be on any monster or hero, standing or not.



**Unmask** — Turn over the stat tile on whichever character is defeated this encounter. It remains face up for the rest of the game.



**Charm** — Force the attacking monster to attack a standing monster of the hero player's choosing. The higher stat monster wins and remains in the center, the other is defeated. The hero returns to camp to rest.

### Final Face-off

If only 1 village tile remains, players have a final face-off. All monsters attack at once. The hero player positions the heroes to attempt to block each monster. Do not use any special skills this last turn.

Reveal all stat tiles. If the hero player successfully blocked all attacking monsters, the hero player wins. Otherwise the monsters get past and destroy the final village tile and the monster player wins!

