

uardians of Hue

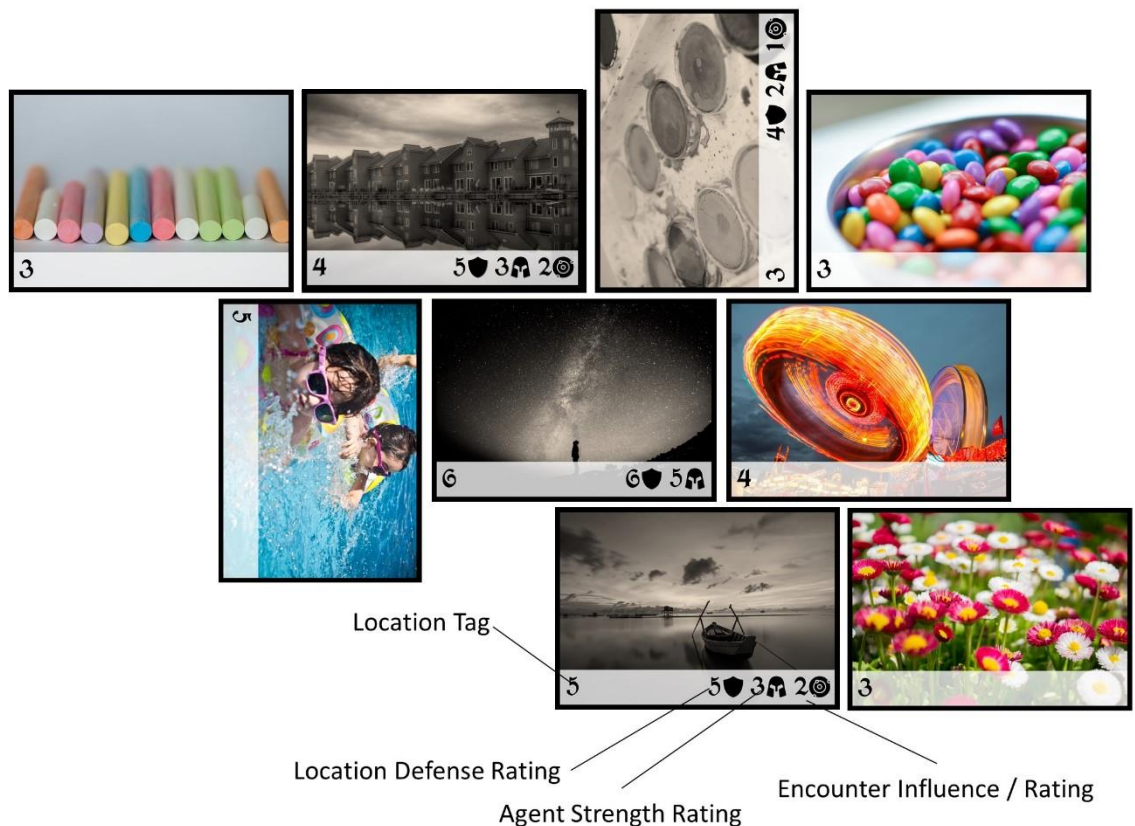
Guardians of Hue (GoH) designed by Ronald Villaver Free Print-to-Play. CC Attribution-NonCommercial (CC BY-NC)

The Agents of Sepia are ridding the world of color! Turning vibrant scenes of happiness into noire clips from the 60s! Guardians, save us from inappropriate artistic filters, only you can bring back the hue!

GoH is a cooperative game for 2 to 4 players. It uses 4 Dice[D6] (3 White, 1 Black), 9 location cards, and 8 meeples (Red, Blue, Green, Yellow, 2 Blacks, 2 Whites). Players win the instant they are able to put all the locations onto their light side. The players lose the moment all locations are on their dark side.

Setup:

Set the Location [6] card (*also referred to the center card*) dark side up on the play area. The rest of the cards, shuffle and play light side up one at a time. When playing cards, its side must be placed orthogonal in any orientation as long as, it's either flush to the center card, or it is adjacent to at least two other cards. *Sample setup for 2 player game shown below:*



1. Darkness Grows


- Roll the Black Die and choose any Location applicable for the value rolled. The locations with the tag [3] are applicable for roll values 1, 2 and 3. A roll of 4 is for location tag [4],

roll of 5 is for location [5] and a roll of 6 is for the center location. Once you've determined the location, turn that to its dark side. That location is now **sealed in darkness**. If all locations of that value are already sealed, spawn an Agent of Sepia (Black Meeple) on that location.

- b. Only during setup, repeat Darkness Grows step again, as much as the number of players. Each player chooses a meeple of their choice (Red, Blue, Green or Yellow). Starting player is the one with the most colorful outfit.
2. Put the Agents of Sepia and White Guardian Meeples aside as the reserve. For 3 to 4 players put an Agent of Sepia on the Center location during setup.


Game Steps:

1. Player Actions

- Players in turn order can do 4 actions in any combination:
 - **Move:** The current player can move their meeple to any adjacent location. Locations are adjacent if they share a side.
 - **Attack:** The current player can attack an Agent of Sepia in location they are in. The enemy agent's strength is equal to the  Agent Strength Rating on the card. The player results of the 3 white dice is added together, in an attempt to equal or exceed the **target value**. Target value is the **Strength Rating multiplied by 3**. If a player fails this attempt, exhaust their Meeple by laying it on its side. If a player defeats an enemy agent, the agent is sent back to the center location exhausted. Attacking an agent at a location on its light side has a target value of 0, so there is no need to roll, but it **still uses up an action**.

Example: Attacking an agent at Location [6] has a Strength Rating of 5.


*The **target value** becomes 15. Players must roll 3 dice totaling a value that equals or exceeds 15.*

- **Encounter:** If a location has no Agents of Sepia standing, a player may attempt an encounter at the location they are in. Target value is the  **Encounter Influence** rating on the card plus all other Encounter Influence ratings on adjacent cards, then multiplied by 3. If a player succeeds in defeating the encounter, put a White Guardian Meeple Spirit on that location. If you succeed another encounter, and you already have 2 guardian meeples active, move a guardian meeple of your choice to that location.

Resolution is similar to Attack. When an agent fails the attempt, they are also exhausted. *Example: A location has an influence of 2, beside it is an influence of 1. It means total rating is 3; the target value is 9.*

Total Encounter Influence	Enemy Encountered
1-6	Contrast Shadows
7-9	Pica Savage
10-14	Ins Tangram Spirit
15-18	VS Commander

- **Break Seal:** If a location has No Agents of Sepia standing and has a White Guardian Meeple Spirit, a player may attempt to break the seal of darkness. The

target value is the location's  Defense Rating multiplied by 3. If a player succeeds, flip location on to the light side, remove the White Guardian Meeple Spirit and put it back on the reserve. Players can only attempt to break the seal of the center location if all other locations are on their light side. At this time there is no need to make an encounter at the center location because there is no active Encounter Influence. At difficult settings and above, **every time a player fails to break the seal of the center location, remove a White Guardian Meeple Spirit from the game. If there are White Guardian Meeple Spirits left, players lose and darkness wins.**

- **Stand:** Players whose meeple are exhausted can not do any other action except to stand. Put their meeple upright. They can stand multiple times, as long as they still have an action for it.
- **Assist:** A player can use an action to stand another player's meeple as long as they are on the same location.
- **Support (Off Turn):** This is a free action of non-active players, during a player's turn, who are on the same location with that active player. Exhaust their Meeple to reduce any rating by 1. *For example: A player is attempting an encounter with the rating of 7, and two of their peers are on the same location. The peers can both exhaust their Meeples to reduce the rating for a sum of 2. The rating is now 5 which will have a target value of 15.*
Instead of reducing, another free action is to exhaust their meeple to reroll any number of dice before applying the result for the active player.

2. Agents of Sepia Actions

- For each agent standing, that agent moves to an adjacent location that's on its light side priority having the highest location tag / number. If there are multiple options, players decide which to move to. Active agents must move to a new location. If there are no cards on its light side adjacent to its current location, it will head towards its target following the shortest path, but it will still only move one location. If the new location is on its light side, the starting player for the current round rolls the black dice. If the roll exceeds or equals the location tag value, agent wins and puts that location to its dark side. Nothing happens if the agent fails its attempt.
- After each active agent has taken their action, stand each exhausted agent.

3. Darkness Grows

- Do the Darkness Grows step like the setup but only once for Easy. Twice for Difficult, and Thrice for Impossible.

4. Upkeep

- Check for the win condition, if all cards are on one side, the game immediately ends otherwise; the next player to the left is the new starting player, and a new round begins.

Variants

5th Player Variant.

The 5th player is Lord Sepia. He controls all the agents. Any decision or action to be taken must be decided by the Lord Sepia Player. He wins if all locations are on the dark side, and he loses if all locations are on the light side.

The Lord of Sepia is also the GM of the game and can tell stories and scenarios that the players are encountering as they face his minions and traps throughout the land.

Supporting Material

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Thanks!

I'd like to thank my wife for always supporting me in my geekiness. Checkout my other game designs, especially my game about sharing, called *Quotes & Verses*! Until next time, make your gaming count!