

RULES FOR SCHMACC

PLAY WITH 12 SIDED DIE

2,3,4 OR 6 PLAYER GAME

DIVIDE THE 12 SECTIONS OF LAND UP EQUALLY
among PLAYER

TYPES OF CARDS:

LAND CARDS: PLACE a LAND CARD ON a SECTION OF LAND TO DETERMINE WHAT TYPE OF LAND IT BECOMES

CREATURE CARDS: THESE CARDS ARE YOUR MEANS OF ATTACKING OTHER PLAYERS AND WINNING THE GAME.

- SACRIFICE - YOU MAY SACRIFICE YOUR CREATURE DURING YOUR BUILDING PHASE TO GAIN THE FOLLOWING AFFECTS*:

	FULL HEALTH:	NOT FULL HEALTH:
BASIC creat.	Random magic card.	Get one magic card chosen by another player.
Norm. creat.	Draw three magic cards Discard any two from your hand.	Draw three magic cards, pick one, discard other two on the bottom of the pile.
EL. creat.	Look at the top seven magic cards, pick one, discard other six on the top of the pile in any order you choose.	Look at the top seven magic cards, pick one, discard other six on the bottom of the pile in any order you choose.

*you may also sacrifice your creature and gain food equal to that creature's remaining HP. **1 HP = 1 FOOD**

MAGIC CARDS: may be used only on your turn unless the card indicates otherwise

BUILDING CARDS: may be placed on your sections of lands to provide support for your creatures.

TURNS:

COLLECTING: at the BEGINNING OF each turn COLLECT one magic card FROM THE TOP OF THE FACE DOWN PILE, role FOR your TRADING PORT IF APPLICABLE and role THE DIE TO DETERMINE HOW MANY NEUTERED RABBITS YOU GET THAT turn.

1 OR 2 THEN YOU GET 1 NEUTERED RABBIT

3 OR 4 THEN YOU GET 2 NEUTERED RABBITS

5 OR 6 THEN YOU GET 3 NEUTERED RABBITS

7 OR 8 THEN YOU GET 4 NEUTERED RABBITS

9 OR 10 THEN YOU GET 5 NEUTERED RABBITS

11 OR 12 THEN YOU GET 6 NEUTERED RABBITS

BUILDING: you can PURCHASE and PLAY any TYPE OF CARD DURING THE BUILDING PHASE, you may ALSO use YOUR NEUTERED RABBITS OR FOOD TO HEAL your creatures AND/OR BUILDINGS. 2 FOOD = +1 IN any creature STAT. 5NR = 1HP FOR BOTH creatures AND BUILDINGS.

ATTACKING: DURING THIS PHASE ONLY one attack IS ALLOWED, you may ASSIST THIS attack WITH an ASSIST creature BUT you can ONLY attack one PLOT OF Land PER turn. you must attack and KILL the creature on the Land BEFORE attacking the BUILDINGS. UNLESS NOTED on any card IN PLAY DURING an attack THIS rule HOLD TRUE FOR all Land and all attacks. when attacking the DEFENDER and the ATTACKER must ROLL the DICE TO DETERMINE their respective DEFENCE and attack. Depending on

THE number you role on THE DIE YOU WILL EITHER HAVE a BOOST or a DECREASE in your STAT OF INTEREST. THE BOOSTS and DECREASES are DETERMINED BY THE FOLLOWING CHART.

1 IS -6
2 IS -5
3 IS -4
4 IS -3
5 IS -2
6 IS -1
7 IS 1
8 IS 2
9 IS 3
10 IS 4
11 IS 5
12 IS 6

GAMEPLAY

STARTING CARDS:

THE amount OF BASIC creature, BUILDING, and LAND cards you receive IS equal TO THE amount OF LAND you HAVE AT THE BEGINNING OF THE game.

CLAIMING LAND AND WINNING:

TO win you must BE THE ONLY PLAYER WITH creatures and/OR BUILDINGS ON THE FIELD. once you no longer HAVE any BUILDINGS or creatures ON THE BOARD you are OUT PERMANENTLY. TO CLAIM LAND you must FIRST

DESTROY ALL CREATURES AND BUILDINGS ON A SPECIFIC SECTION OF LAND AND THEN PAY 2 NEUTERED RABBITS TO PURCHASE THE LAND. IF YOU OWN 5 OR MORE LAND SECTIONS, YOU WILL RECEIVE THE FOLLOWING BONUSES ON EACH OF YOUR TURNS:

Land owned:	Bonus:
5	2 NR
6	2 NR + 2 FOOD
7	4 NR + 2 FOOD + 1 MC
8	4 NR + 2 FOOD + 2 MC
9	6 NR + 4 FOOD + 2 MC
10	10 NR + 4 FOOD + 3 MC
11	12 NR + 8 FOOD + 4 MC

THE GRAVEYARD: ALL DESTROYED CREATURES GO TO THE GRAVE YARD AND STAY THERE UNLESS A MAGIC CARD OR ABILITY SAYS OTHERWISE.

DAMAGE CALCULATION: AFTER CALCULATING BOOST AND DROPS IN STATS THEN USE THIS EQUATION FOR CALCULATING DAMAGE: (HP OF DEFENDING CREATURE) - (THE VALUE OF THE ATTACK OF THE ATTACKING CREATURE MINUS THE DEFENCE OF THE DEFENDING CREATURE) IF THE VALUE OF THE DEFENCE MINUS THE ATTACK IS NEGATIVE THE DAMAGE DEALT IS ONE, AND THE

attacking creature loses 1 Health. Make sure you take weather and land effects into account when calculating damage.

SHOP:

Land card: 2 NEUTERED RABBITS. Resale: 1

Magic card: 2 NEUTERED RABBITS. Resale: 3 cards for 1 NR

Building card: 10 NEUTERED RABBITS. Resale: 5 if full Health, 2 if damaged

Basic creature: 5 NEUTERED RABBITS.

Normal creature: 8 NEUTERED RABBITS.

Elite creature: 14 NEUTERED RABBITS.

NEUTERED RABBITS = NEUTERED RABBITS

IMPORTANT: YOU CANNOT BUY OR RECEIVE ANY CREATURE, LAND OR BUILDING CARDS THAT YOU DO NOT HAVE THE LAND FOR