

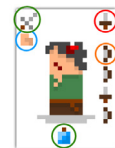
# Heroes of the Shores

A group of heroes delves through the dungeon, fights with Demon's minions to find him before he destroys the village of Shores.

## Preparation

When playing alone, you control all the heroes. In 2-player game every player controls two heroes.

- Everybody lay your hero's card with healthy side up in agreed order, right to left.
- Shuffle Minion cards, draw **four** of them and assign their loot to heroes.



## Axe and Bow

Those weapons are unique and **only one** of each can be in game at once. When you get another loot with Axe or Bow, you **must** chose an item instead.

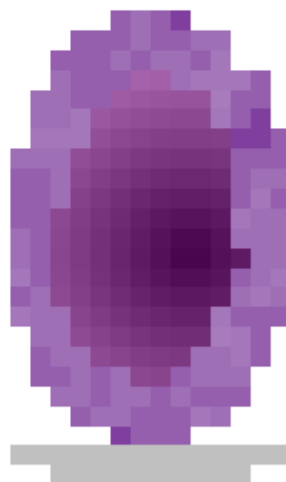
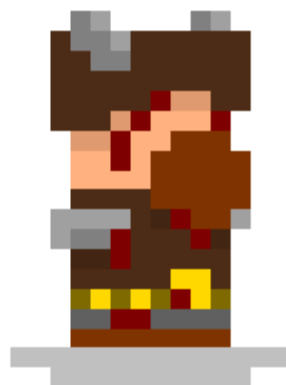
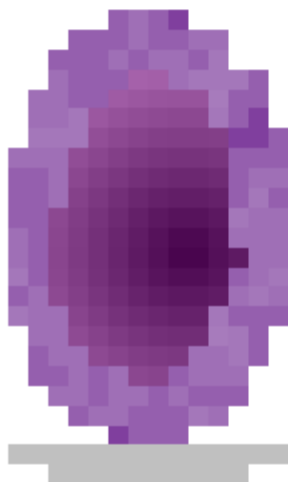
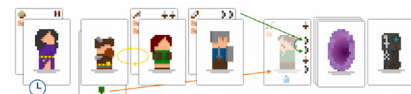
**LOOT=**  
weapon  
or item  
weapon  
one/two  
handed  
attack type  
match




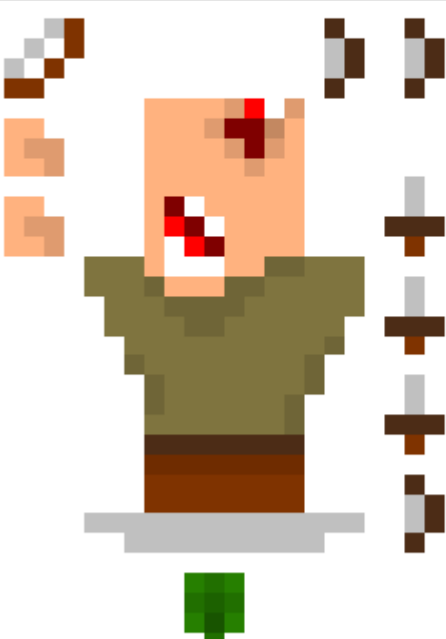

*If you play alone, you control whole group. In 2-player game every player controls two heroes and has final word of what action his heroes will play.*

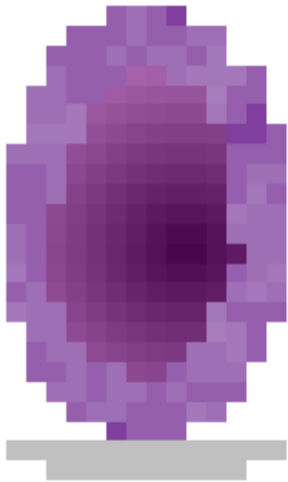
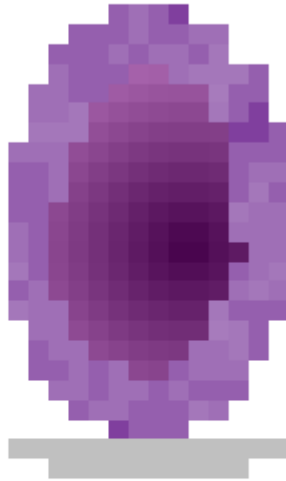
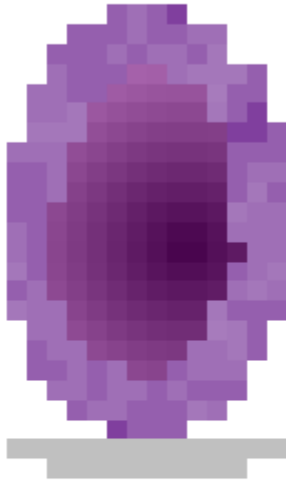
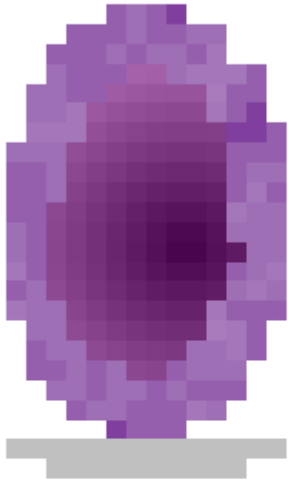
## Delving through the dungeon

First player on turn draws new minion card and point his finger to the first attack type to highlight, which attack type must be played first.

When you're on turn, you can call single action that your hero does.



|  |  |   |
|--|--|---|
|    |    |    |
|   |   |   |
|  |  | <p><b>Attack</b></p> <p>If your weapon's attack matches attack to be played, you hit the enemy. If you don't have suitable or no weapon, you may call a <b>reckless attack</b> – you always hit the enemy with it, but you will injure yourself too. After successful attack first player moves his finger to next attack.</p> <p><b>Swap order</b></p> <p>You can swap <b>your</b> position with another hero. If your hero carries a <b>tamburine</b>, playing a short song you can enforce to swap position of <b>two other</b> heroes instead of yourself.</p> <p><i>If you swap with hero behind you, next hero on turn will be the one on your former position. As you come on turn once again, your turn is skipped.</i></p> <p><b>Use the item</b></p> <p>Choose your item card and apply its effect. Then discard used item. Place a discard pile to the right of the Demon card.</p> <p><b>Wait and prepare</b></p> <p>If none of the previous actions seems to be useful right now, you can just <b>wait</b> and <b>prepare</b> for minion's attack. Then you can choose to <b>face</b> its attack or to <b>dodge</b> and let the minion hit the hero behind you.</p> <p><b>Item list</b></p> <ul style="list-style-type: none"> <li> <b>Torch</b> You can blind a minion that won't attack this turn.</li> <li> <b>Potion</b> Choose wounded hero and heal him.</li> <li> <b>Mask</b> Banish a minion (defeated immediately). You won't get any loot from it though.</li> <li> <b>Cloverleaf</b> You may use two reckless attacks with no risk.</li> <li> <b>Revive stone</b> Resurrect one fallen hero. He'll be wounded, but alive.</li> <li> <b>Campfire</b> Use immediately after a fight. Before next fight everybody can either heal himself, change his position, change his loot with other hero or use held item.</li> </ul> |

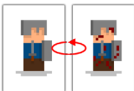


### Minion's turn

If a minion still lives after all of your actions, it attacks **first** hero that is still alive, within the reach and not dodging the attack.

### Fall of a hero

When your hero is hit, turn his card. If the hero is hit again, you are out. Let your hero lie on the table, so he can be resurrected or his loot can be picked up. After the loot was picked and hero mourned, remove hero from table and discard remaining loot.



### After a fight

If you defeated the minion, you get guarded loot. You can decide whether it is a weapon or an item.

*Weapons with double attack are unique. If you find unique weapon, but your party already carries the same, you have to choose an item as loot.*

Every hero can carry **one** item **per hand**. If you have no free space for next loot, choose one item or weapon and pass it to another hero or discard it.

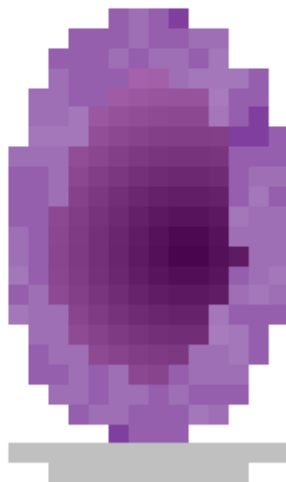
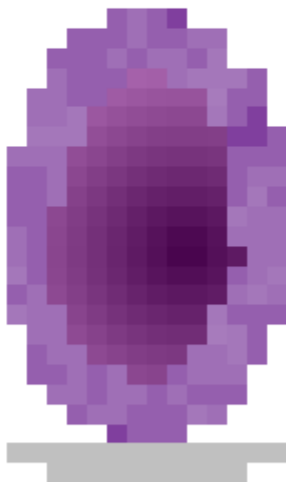
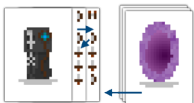
After dividing the loot continue to the next minion.



*Some weapons are double-handed. You cannot carry any other loot while holding those.*

### Demon fight

If you defeat every minion, first player draws two random cards from a discard pile and underlays the demon card with them, that only their attack line is visible. That's your last enemy's attack line. Defeat it and save the village of Shores!



Heroes of the Shores is a Marek Kolcun game created for 18 Card MicroGame Contest 2016 Attribution-NonCommercial 4.0 International