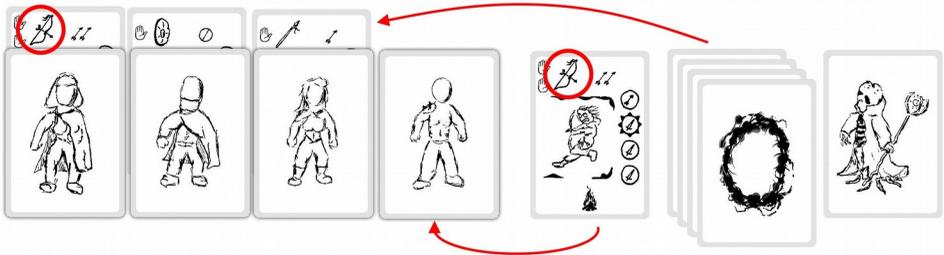


HEROES OF THE SHORES

Target and Preparation

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



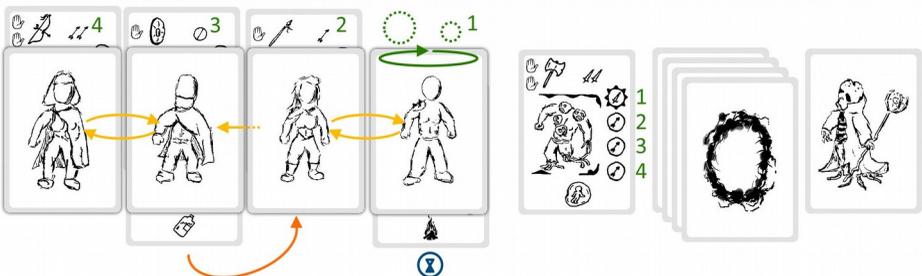
- Everybody lay your hero's card with healthy side up in agreed order (←).
- Shuffle Minion cards, draw **four** of them and assign their loot to heroes.

If you play alone, you control whole group. In 2-player game every player controls two heroes. In 3 & 4-player game everyone controls his own hero.

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.



Attack

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 **reckless attack** – you always hit the enemy with it, but you will injure yourself too.

After successful attack first player moves his finger to next attack.

Swap order

You can swap **your** position with another hero.

If your hero carries a **tamburine**, using a short song you can enforce to swap position of **two other** heroes instead of yourself.

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.

Use the item

Choose your item card and apply its effect. Then discard used item.

Place a discard pile to the right of the Demon card.

Wait and prepare

If none of the previous actions seems to be useful right now, you can just **wait** and **prepare** for minion's attack. Then you can choose to **face** its attack or to **dodge** and let the minion hit the hero behind you.

Item list

Torch You can blind a minion that won't attack this turn.

Potion Choose wounded hero and heal him.

Mask Banish a minion (defeated immediately). You won't get any loot from it though. Just throw it to the discard pile.

Cloverleaf You may use any single type of attack, even with a shield.

Revive stone Ressurrect one fallen hero. He will be wounded, but alive.

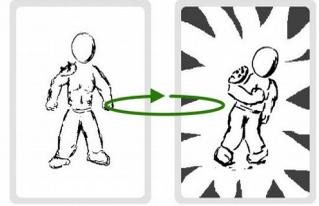
Campfire Use immediately after a fight. Before next fight everybody can either heal himself, change his position, change his loot with other hero or use held item.

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 ressurected or his loot can be looted again. Then remove your hero from the table and discard remaining loot before next fight.



After a fight

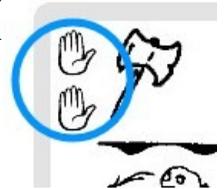
If you defeated the minion, you get guarded loot. You can decide whether it was a weapon or an item.

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.

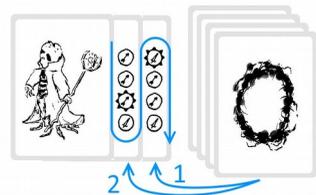
After dividing the loot continue to next minion.

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**
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