

1. HOW IT WORKS

DEFEAT



**ZERO TREASURES OWNED
AT THE END OF ONE'S TURN**

**AT THE START OF THE
GAME, EVERY PLAYER HAS**



TREASURES

**PLAYER CREATURES CARRY
TREASURES TO HIS TREASURY**

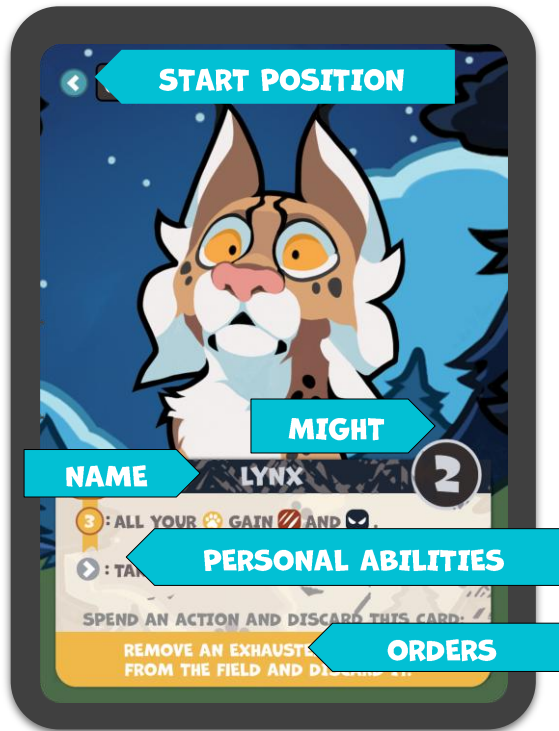


WIN



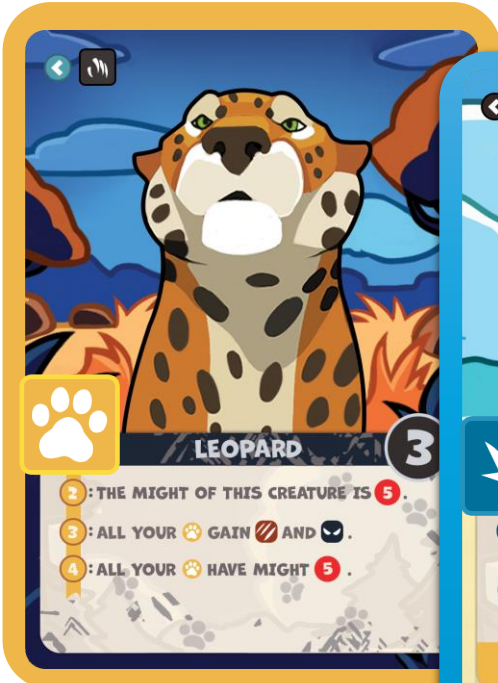
**COLLECT 12 TREASURES AND
KEEP THEM UNTIL THE
START OF YOUR NEXT TURN**

2. CREATURE



3. CREATURE GROUPS

FELINES



HAVE POWER "CATCH" WHICH ALLOWS THEM TO INTERACT WITH THE FLYERS

BIRDS



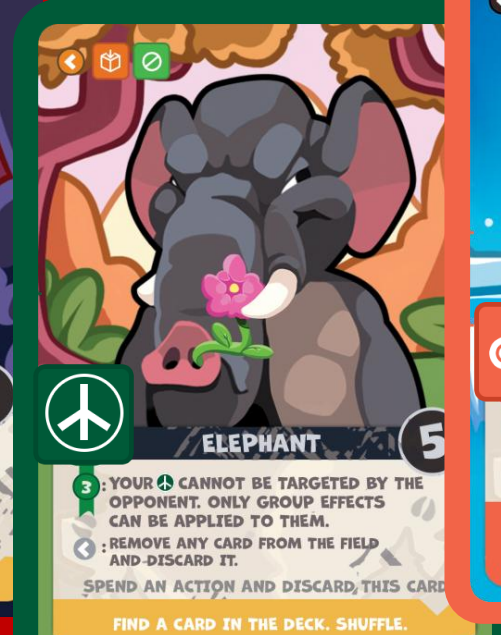
MOST OF THEM HAVE A "FLY" AND IMMUNE TO CREATURES WITHOUT "FLY" OR "CATCH"

BLOODTHIRSTY



PROVIDE EXTRA ACTION POINTS

PACIFISTS

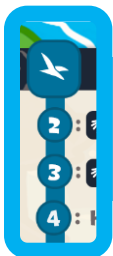


COLLECT AND CARRY MULTIPLE TREASURES; CANNOT ATTACK

ATTACHMENTS



CAN BE ATTACHED TO OTHER CREATURES AND MODIFY THEM



GROUP ABILITIES PROVIDE ADVANTAGES WHEN SEVERAL CREATURES OF THE SAME GROUP ARE UNDER THE PLAYER' CONTROL ON THE FIELD

4. CREATURE POWERS

FLY



CREATURES THAT DON'T HAVE THE "FLY" OR "CATCH" POWERS CANNOT INTERACT WITH THESE CREATURES

CATCH



CREATURES THAT HAVE THIS POWER CAN INTERACT WITH CREATURES THAT HAVE THE "FLY" POWER

TAUNT



BLOCKS THE INTERACTION OF THE OPPONENT CREATURES WITH THE CREATURES OF THE OWNER. CREATURE HAS TO BE IN THE CENTER AND NOT EXHAUSTED

INTERCEPT



THE CREATURE CAN INTERACT WITH OTHER CREATURES FROM ANY FIELD POSITION TO ANY FIELD POSITION

STEAL



THE CREATURE CAN STEAL ONE TREASURE PER TURN FROM THE OTHER PLAYER'S TREASURY OR CREATURE

HEAVY DUTY



THE NUMBER OF TREASURES THESE CREATURES CAN CARRY EQUALS THEIR CURRENT MIGHT VALUE

PEACE ADEPT



THE CREATURE CANNOT ATTACK OTHER CREATURES AND ONLY INTERACTS WITH THEM WHEN ATTACKED

AWKWARD



THE CREATURE CAN ONLY ATTACK AND CANNOT INTERACT WITH TREASURE

KEEN EYE



THE CREATURE ALLOWS ITS OWNER TO SEE AND INTERACT WITH CREATURES THAT HAVE INVISIBILITY

INVISIBILITY



THE CREATURE CANNOT BE ATTACKED BY ANOTHER CREATURE

5. ORDERS



PLAYER CHOOSES WHETHER TO PLAY THE CREATURE OR THE ORDER ON THE CARD, THEN EITHER PLACES IT ON THE FIELD OR DISCARDS IT

6.1 MODIFIERS

The diagram illustrates the process of attaching a card to another and applying a modifier. On the left, a card with a red gemstone illustration is labeled 'ACTION POINT' with a red circle containing the number '1'. A green arrow labeled 'CREATURE' points from this card to a central card. The central card is a 'HUMMINGBIRD' card with a green border, a cost of 1, and a choice mechanic: 'SELECT THE GROUP THIS CREATURE BELONGS TO: ♣ OR ♠'. Below it is a purple 'MODIFIER' box with the text: 'IF THE OPPONENT PUTS A TREASURE ON A CREATURE, PLACE ONE TREASURE ON THIS CARD. AT THE START OF YOUR TURN, COLLECT IT.' To the right, a 'POLAR BEAR' card with a blue border, a cost of 5, and an 'ACTION POINT' of 1 is shown. It has a modifier attached that reads: '2: ADDITIONAL ACTION POINT EACH TURN. CREATURES OF THE OPPONENTS AND MODIFIERS ATTACHED TO THEM LOSE ALL THE TREASURES THEY CARRY. ALL OPPONENT CREATURES MOVE ONE FIELD BACK.'

PLAYER CHOOSES WHETHER TO PLAY THE CARD OR TO ATTACH IT TO ANOTHER CARD

! ATTACHED CARDS STOP BEING CREATURES

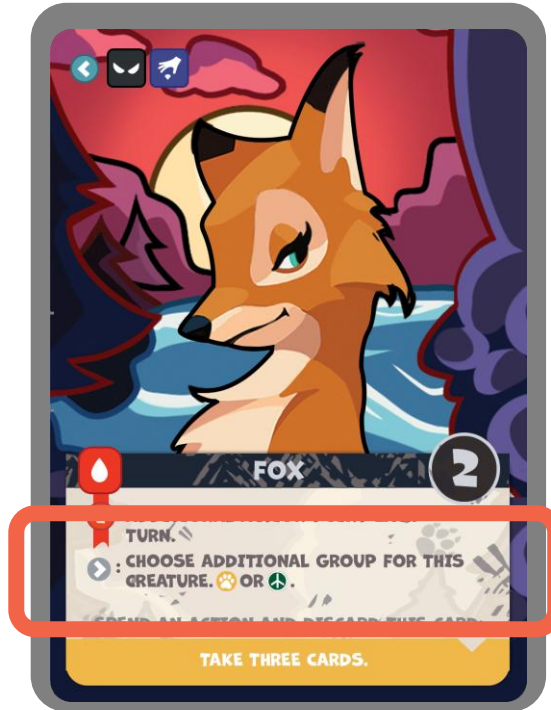
6.2 MODIFIERS



! REATTACHING OF A CARD DOES **NOT** SPEND ACTION POINT

! YOU CAN REATTACH EACH CARD ONCE PER TURN

7. PERSONAL ABILITIES



TRIGGERS AUTOMATICALLY WHEN THE CREATURE ENTERS THE FIELD



INTENTIONALLY EXHAUST THE CREATURE AT YOUR TURN TO TRIGGER THE ABILITY. EXHAUSTION FROM ATTACK, COLLECTING, OR OTHER ACTIONS DOES NOT TRIGGER THE ABILITY.



ACTIVATES WHEN THE CREATURE IS LEAVING THE FIELD



PASSIVE. WORKS CONSTANTLY WHILE THE CREATURE IS ON THE FIELD

8. FIELD



STARTING FIELD

THE SLOWEST CREATURES START HERE

BUSHES

CREATURES ARE INVISIBLE HERE

CENTER

ONCE A CREATURE ENTERS THIS FIELD, IT CAN

TAKE TREASURE

ATTACK

CREATURES IN THE STARTING FIELD AND IN THE BUSHES CANNOT ACT (ATTACK OR COLLECT TREASURES) UNLESS THEY HAVE SPECIAL ABILITIES OR POWERS THAT ALLOW THEM TO DO SO

9. PLAYING CREATURES

A CREATURE IS PLAYED ON THE FIELD ACCORDING TO ITS STARTING POSITION

THIS CREATURE CANNOT BE PLAYED ON THAT FIELD

BOAR 2

- 2: IF YOUR CREATURES DO NOT BELONG TO ♠ AND CAN CARRY TREASURE THEY RECEIVE 🍵.
- 3: YOUR ♠ CANNOT BE TARGETED BY THE OPPONENT. ONLY GROUP EFFECTS CAN BE APPLIED TO THEM.

ALICIA 2

- 4: YOUR ♠ CANNOT BE AFFECTED BY ♠.
- ♠: STEAL THE NUMBER OF TREASURES EQUAL TO THIS CREATURE'S MIGHT FROM ANOTHER PLAYER.

SPEND AN ACTION AND DISCARD THIS CARD:
RETURN ONE CREATURE FROM THE FIELD TO ITS OWNERS' HAND.



A CREATURE CANNOT MOVE IN THE SAME TURN IT WAS PLAYED



CREATURES CAN ACT THE SAME TURN THEY WERE PLAYED

10. ACTIONS AND ACTION POINTS



1

A CARD IS IN THE HAND

SPENDS ACTION POINT

PLAYING A CREATURE

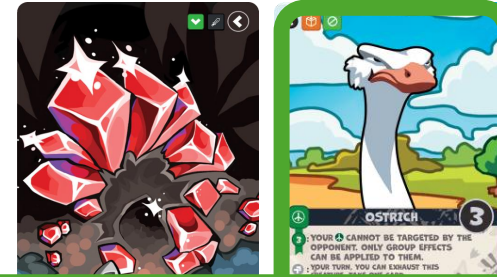
ORDERS

MODIFICATION

AVAILABLE ACTIONS



PLAYER CAN ACT ONLY IN THEIR TURN



A CARD IS ON THE TABLE



DOESN'T SPEND ACTION POINT

CREATURE MOVEMENT

TAKING TREASURE

ATTACKING

REATTACHING

AT THE START OF THEIR EVERY TURN, PLAYERS RECEIVE

2

ACTION POINTS

11. CREATURES ON THE FIELD. READINESS FOR THE ACTION

DOES NOT BECOME EXHAUSTED WHEN

PLAYED

MOVED

ATTACHED



READY

BECOMES EXHAUSTED WHEN

ATTACKING

TAKING TREASURE



EXHAUSTED

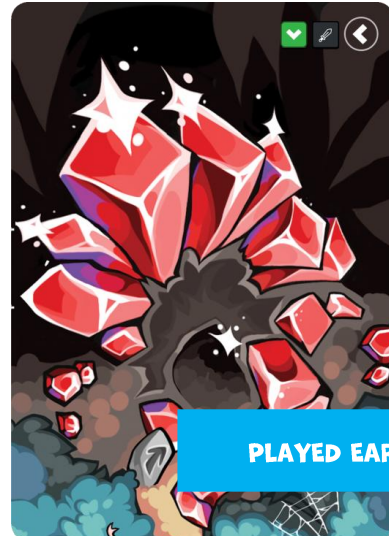
THIS TURN, THE EXHAUSTED CREATURE CANNOT ACT ANYMORE



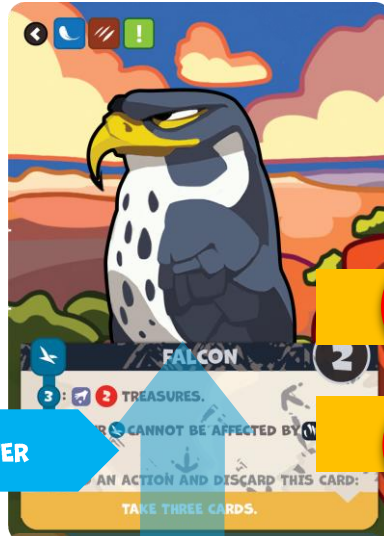
EVERY START OF THE TURN, CREATURES OF THE PLAYER WHO IS STARTING THE TURN BECOME READY, UNLESS SOME RULES ARE OR ANOTHER CREATURE'S PROPERTIES THAT APPLY ARE FORBIDDING IT



12. MOVING THE CREATURES



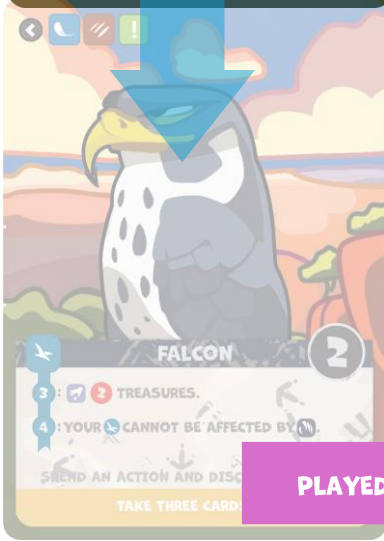
PLAYED EARLIER



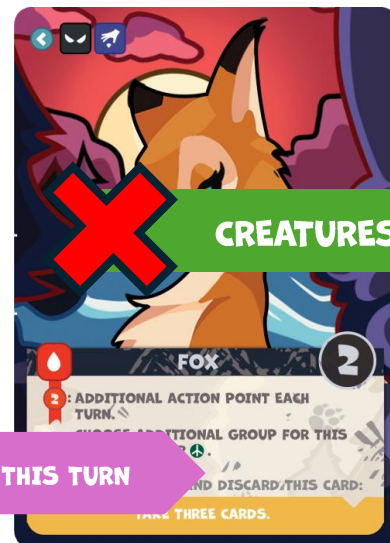
CREATURE CAN BE MOVED BETWEEN THE FIELDS ONLY ONCE PER TURN (IF THERE ARE NO RULE MODIFIERS)

MOVING CREATURES IS NOT OBLIGATORY

CREATURES CAN MOVE FORWARD AND BACKWARD



CREATURES WHICH WERE PLAYED THIS TURN CANNOT MOVE



PLAYED THIS TURN

13.1 GETTING THE TREASURE

PLAYER TREASURY

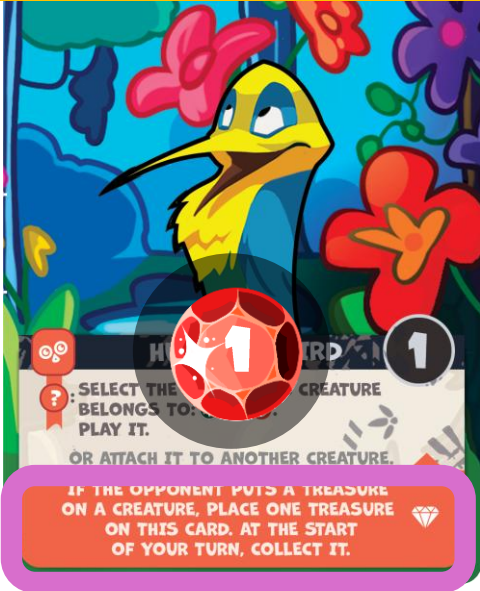


1

CREATURES GET THE TREASURE AND BECOME EXHAUSTED



PLAYER CAN RECEIVE TREASURES DURING OPPONENT'S TURN IF A CARD ALLOWS IT



2

PLAYER CREATURES BECOME READY AND PASS TREASURES TO THE OWNER

3

TREASURE, ON MODIFIER CARDS IS ALSO GIVEN TO THE PLAYER



13.2 CREATURE INTERACTION WITH TREASURE



The Lion card features a lion illustration, a red gem icon with the number 1, a paw print icon, and a might of 5. The text on the card reads: "3: ALL YOUR GAIN AND REMOVE ANY NUMBER OF YOUR CREATURES FROM THE FIELD. FOR EACH ONE, REMOVE ONE OTHER CREATURE FROM THE FIELD. DISCARD THEM. SPEND AN ACTION AND DISCARD THIS CARD: TAKE CONTROL OF A CREATURE ON THE FIELD. PLACE IT ON THE START FIELD WITH ALL ATTACHMENTS."

CREATURES CAN TAKE ONE TREASURE AT A TIME



The Elephant card features an elephant illustration, a red gem icon with the number 5, a treasure icon, and a might of 5. The text on the card reads: "3: YOUR CANNOT BE TARGETED BY THE OPPONENT. ONLY GROUP EFFECTS CAN BE APPLIED TO THEM. 4: REMOVE ANY CARD FROM THE FIELD AND DISCARD IT. SPEND AN ACTION AND DISCARD THIS CARD: FIND A CARD IN THE DECK. SHUFFLE."

SOME CREATURES CAN TAKE TREASURE NUMBER EQUAL TO THEIR MIGHT



The Swallow card features a swallow illustration, a blue gem icon with a hand symbol, and a might of 1. The text on the card reads: "2: 2 TREASURES. 4: YOUR CANNOT BE AFFECTED BY SPEND AN ACTION AND DISCARD THIS CARD: RETURN YOUR CREATURE FROM THE FIELD TO YOUR HAND. PLACE ANOTHER CREATURE AT ITS POSITION."

SOME CREATURES CAN STEAL FROM PLAYERS AND OTHER CREATURES



AT THE BEGINNING OF THE NEXT TURN, CREATURES GIVE ALL THE TREASURE TO THE OWNER

14. CREATURE VS. CREATURE INTERACTION

! DURING ATTACK, THE MIGHT OF OPPOSITE CREATURES IS COMPARED

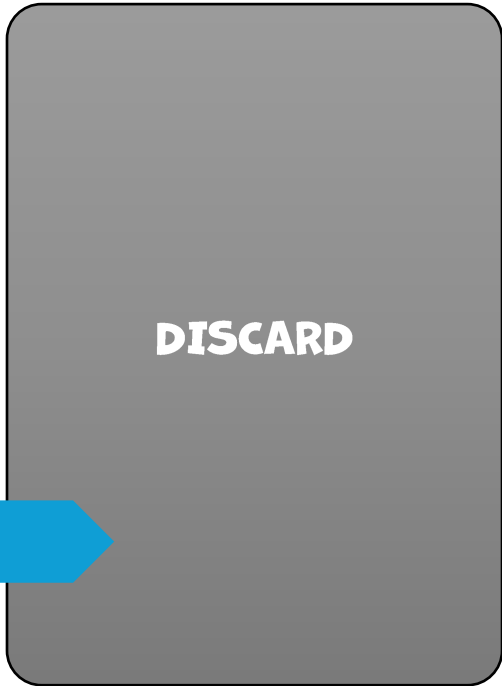


1 CREATURE WITH MORE MIGHT WINS

2 IT DOESN'T TAKE DAMAGE. EACH FIGHT IS FULL MIGHT IS COMPARED



3 THE WEAKER CREATURE GOES TO DISCARD



15. CREATURE VS. CREATURE INTERACTION



PLAYER CAN ATTACK A CREATURE WITH MORE THAN ONE CREATURE AT A TIME

GRIZZLY
4
3
7

POLAR BEAR
5
5

1 CREATURE MIGHT IN THIS CASE IS COMBINED.

2 THE OWNER OF THE CREATURE WITH HIGHER MIGHT SELECTS ONE OF THE OPPONENT'S WEAKER CREATURES TO BE DISCARDED.

DISCARD

16. GAME START

FRIST PLAYER



1

SELECT THE FIRST PLAYER BY ANY METHOD YOU LIKE

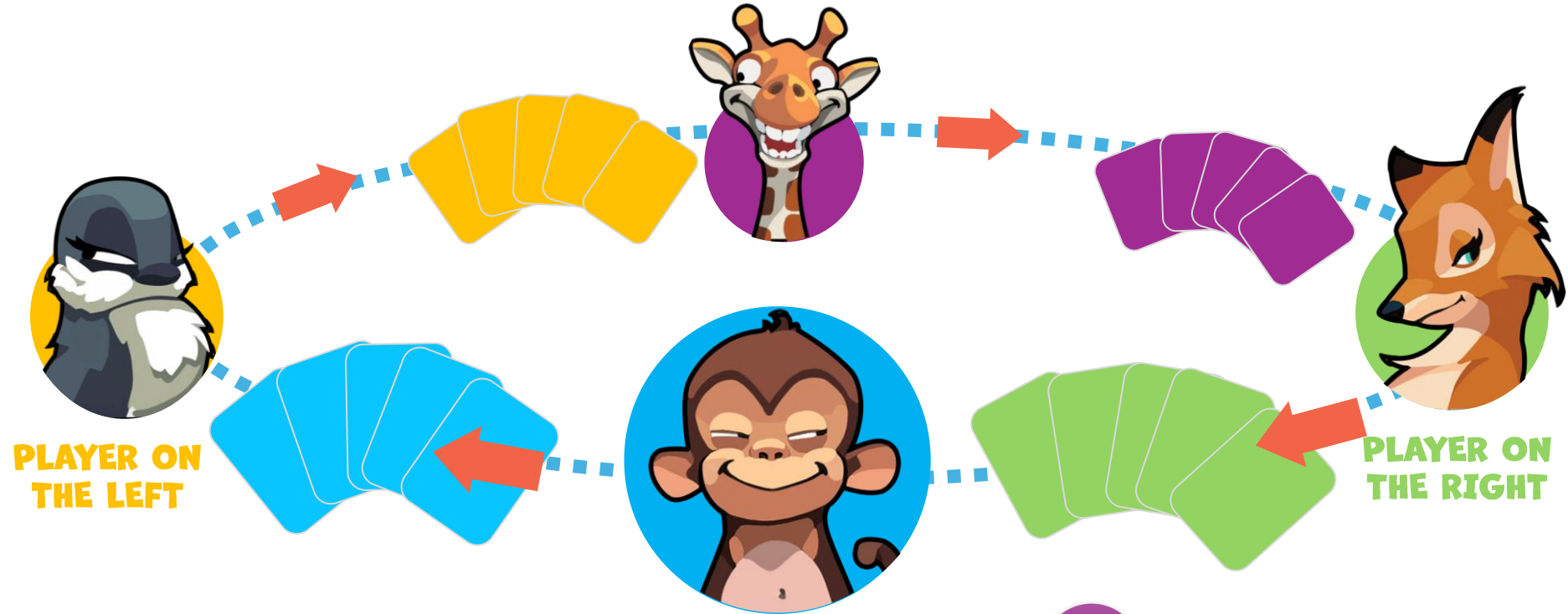
2

SHUFFLE THE DECK. EACH PLAYER TAKES 6 CARDS IN TURN

3

DRAFT: TAKE TURNS PICKING ONE CARD TO KEEP FOR THE START OF THE GAME, PASS OTHER CARDS TO THE OPPONENT. REPEAT

17. DRAFT. RULES



1

EACH PLAYER PICKS A CARD AND GIVES THE REST OF THE HAND (5) TO A PLAYER ON THE LEFT OF HIM

2

RECEIVES THE HAND OF PLAYER ON THE RIGHT (5)



REPEAT UNTIL THE LAST CARD

18. TURN



- CREATURES BECOME "READY"
- PLAYER RECEIVES EARNED TREASURES
- GET **2** ACTION POINTS
- TAKE **1** CARD

- PLAY CARDS
- MOVE CREATURES
- ATTACK
- TAKE TREASURES

- NO ACTION POINTS LEFT
- ALL CREATURES MADE ACTIONS
- OR
- PLAYER WILL



IF NO CARDS IN HAND – TAKES **2** CARDS



ACTION POINTS ARE NOT TRANSITIONING TO THE NEXT TURN



IF MORE THAN 6 CARDS IN HAND - DISCARD UP TO **6**