



15'



2



8+

GOULET n°6
created by Léandre Proust

**GAME
RULES**

ASSEMBLY INSTRUCTIONS



CUT



FOLD AND STICK



GAME OBJECTIVE

To win the game, you must defeat the 3 enemy units by performing dice combinations.

GAME COMPONENTS

One cardboard sheet with the following components:

- 6 Unit tokens (3 grey and 3 purple)
- 6 tokens that form the Initiative Track.
- 6 Hit Points markers.
- 1 Hit Points Gauge

Note: you'll need 5 6-sided dice to play

SETUP

Each player takes the 3 Unit tokens of the same color (grey or purple). Place them face to face, as shown below. Each Unit occupies a unique position, numbered from 1 to 3. Place the Hit Point gauge and all Hit Points markers in front of the 10 number. Then, shuffle the 6 tokens to form the Initiative Track.



HOW TO PLAY

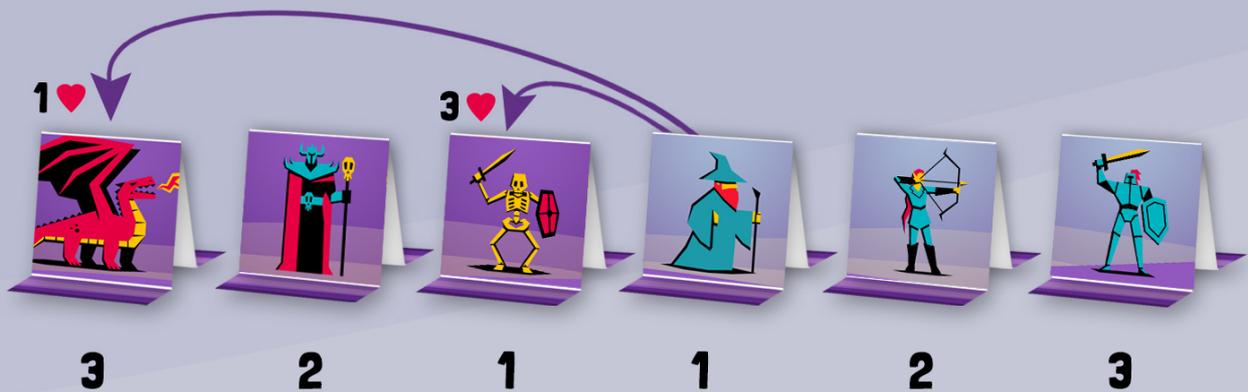
The Initiative Track sets the turn order for each player. If the "Wizard" Unit is the leftmost on the Initiative Track, then the grey player will play first.



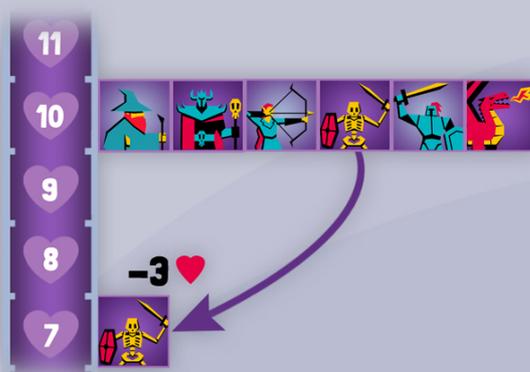
On its turn, the player rolls 5 dice. After his roll, the player can keep some results and discard some others. During his turn, a player can perform up to 3 rolls. Once all rolls have been performed, the player must resolve the result of each die, in any order. Then, he places the Unit token of the Unit he played on the rightmost end of the Initiative Track.



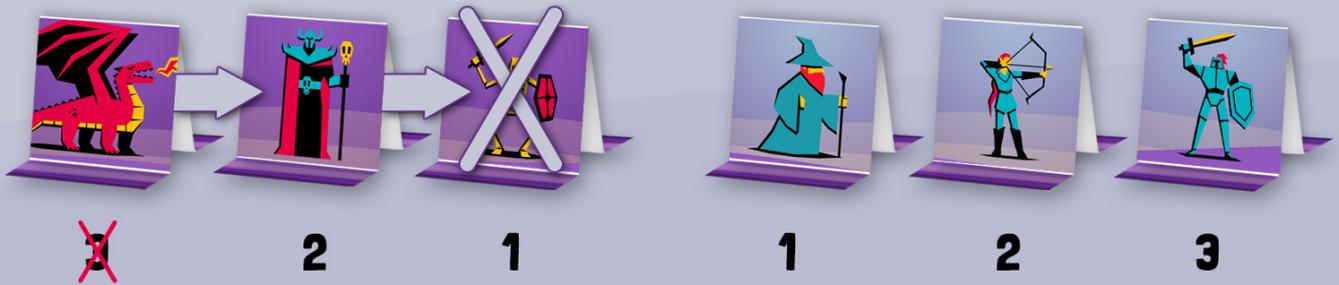
1-2-3: these dice results must be paired. One of the results is the Attack Value, and the other is the Attack Range. For example, if the "Wizard" gets 1 and 3, he can choose to inflict 3 damages to the "Skeleton" Unit (range 1), or 1 damage to the "Dragon" Unit (range 3).



When a Unit suffers damages, adjust its marker's position on the Hit Points Gauge.

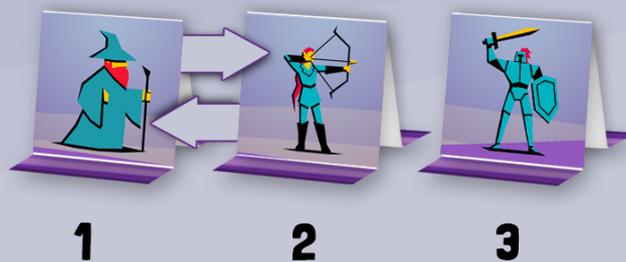


When a Unit reaches 0 HP, remove its Unit token, its marker and its token from the game. When a player loses one Unit, he cannot use the position 3 anymore. If he loses another Unit, he cannot use position 2. In the example below, the "Skeleton" has 0 HP and is removed from the game. The purple player loses position 3. The "Sorcerer" is now in position 1 and the "Dragon" in position 2.

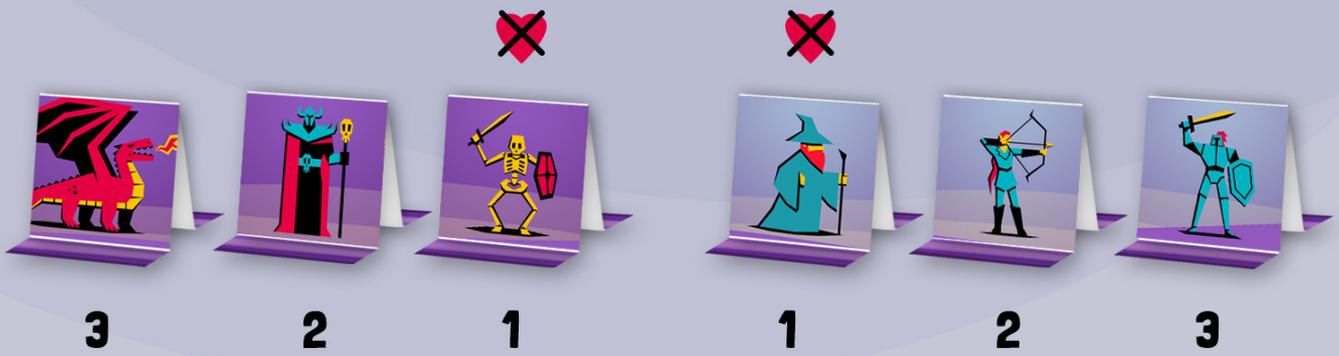


When a player owns more Units than the other, he rolls one die less. A player can perform two attacks on the same turn with four dices.

4: with this die result, the player can move the selected Unit one position. When a Unit moves, its swaps places with another allied Unit.



5: with this die result, heal one HP to the Unit played. When one Unit heals itself, move its Hit Point marker on the Hit Points Gauge accordingly. One Unit cannot have more than 12 HP. If a Unit is on position 1, it cannot heal itself.



6: with this die result, a player can make a Unit play faster. Instead of placing the Unit's token on the rightmost position of the Initiative Track, place it accordingly to the total of 6 rolled. For example, if the "Wizard" got two 6, place it on the second to last position, i.e. between the "Archer" and the "Skeleton". If you rolled only one 6, nothing occurs.



VICTORY CONDITIONS & END OF PLAY

The game ends as soon as one player has defeated all the opposite Units. He as won!

