

SEAL HUNTERS

THE CHALLENGE

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RULES

1

RULES

PLAYERS: 2, 3, 4.
DIFFICULTY: MEDIUM.
AGE: FROM 8 +.

AIM OF GAME

PLAYERS DEFY ONE ANOTHER THROUGH CARDS WITH THE AIM OF ORGANIZING ONE OR MORE GROUPS OF HUNTERS TO TRY TO CAPTURE THE "STRENGTH", "MAGIC" AND "ABILITY" SEALS AND THE OPPOSING HUNTERS, SO AS TO OBTAIN A TOTAL "ABILITY POINTS" GREATER THAN THE ADVERSARIES'. THE ABILITY POINTS ARE OBTAINED FROM THE HUNTERS CARDS AND FROM THE SEALS TO BE CONQUERED. PLAYERS FIGHT TO TRY TO CONQUER THE OPPOSING HUNTERS, THROUGH ACTION CARDS, CONSTITUTED BY WEAPONS, MAGIC, ETC.

THE STRENGTH POINT OF ATTACK/DEFENCE INCREASES ALSO THROUGH DICES. THE GAME IS DIVIDED INTO MORE CHALLENGES: ONE CHALLENGE CLOSES WHEN ONE OF THE PLAYERS CONQUERS 3 SEALS; THE PLAYER WHO FIRST GETS 1000 ABILITY POINTS, WINS (THE ABILITY POINT IS OBTAINED FROM THE SUM OF THE ABILITY POINTS OF EACH CHALLENGE).

GAME COMPONENT

"BASIC GAME": COMPOSED OF 84 CARDS DIVIDED INTO: 64 HUNTERS CARDS (4 TEAMS OF 8 HUNTERS FOR 2 COPIES); 14 ACTION CARDS (7 TYPES OF CARDS FOR 2 COPIES); 6 CARDS SEAL (3 TYPES OF CARDS FOR 2 COPIES); 4 STRENGTH SCOREKEEPER PIECES; 4 SCORECARDS; 2 DICES; THE RULES.

"EXPANSION PACKET": EXPANSION PACKET WITH 21 CARDS (8X2= 16 HUNTERS, 1 SEAL, 2X2= 4 ACTION).

PLAYING OF THE GAME AND RULES

PLAYERS THROW THE DICES AND DECIDE WHO THE DEALER IS. EACH PLAYER CHOOSES THE COLOR OF HIS OWN TEAM, THEN TAKES A SCOREKEEPER PIECE AND THE CARD OF STRENGTH POINT OF THE COLOR CHOSEN FOR HIS OWN TEAM.



IF PLAYERS ARE 4, THEY PLAY IN PAIRS; THE PLAYERS OF A COUPLE PLACE THEMSELVES ONE IN FRONT OF THE OTHER SO THAT THE ADVERSARIES ARE AT THEIR LEFT AND RIGHT; EACH PLAYER OF THE COUPLE CAN FORM GROUPS OF HUNTERS OF HIS OWN COLOR AND/OR OF THE COLOR CHOSEN BY HIS PARTNER; SO HE CAN CONTINUE HIS OWN GROUPS AND/OR HIS PARTNER'S; THE ABILITY POINTS ARE ASSIGNED TO THE COUPLE.

IF PLAYERS ARE 3, EACH PLAYER CHOOSES A COLOR FOR HIS OWN TEAM; THE FOURTH COLOR, THE ONE THAT HAS NOT BEEN CHOSEN BY ANY OF THE PLAYERS, CAN BE USED BY EACH PLAYER TO FORM GROUPS OF THAT COLOR TOGETHER WITH GROUPS OF HUNTERS OF THE COLOR THAT HE HAS CHOSEN.

IF PLAYERS ARE 2, EACH PLAYER CHOOSES 2 COLORS FOR THIS OWN TEAM OF HUNTERS, SO HE CAN FORM GROUPS OF HUNTERS ACCORDING TO THE 2 CHOSEN COLORS.

THE "TEAM" IS A WHOLE OF MORE "GROUPS":

A GROUP CAN BE FORMED ONLY BY HUNTERS OF THE SAME COLOR.

THE DEALER SHUFFLES UP THE CARDS AND DISTRIBUTES 5 OF THEM TO EACH PLAYER, STARTING FROM HIM AND CONTINUING IN A CLOCKWISE DIRECTION. THE PACK IS THEN PLACED AT THE CENTRE OF THE TABLE WITH COVERED CARDS. THE PLAYER THAT IN THIS PHASE RECEIVES ONE OR MORE SEAL CARDS, MUST PLACE THESE CARDS UNCOVERED AND PILED ONE ON THE OTHER NEXT TO THE PACK OF CARDS CREATING IN THIS WAY THE SEAL PACK (ONE ONLY PACK FOR ALL THE PLAYERS); THEN THE PLAYERS TAKE FROM THE PACK OF CARDS, A CARD FOR EACH SEAL CARD THAT HAS BEEN REMOVED FROM HIS OWN 5 CARDS, UNTIL THERE ARE NOT ANY MORE SEAL CARDS AMONG HIS OWN 5 CARDS.



SEAL PACK



CARD PACK



DISCARD PACK

ONCE THE PLAYER HAS ORGANISED HIS OWN CARDS, THE PLAYERS, STARTING FROM THE DEALER AND CONTINUING IN A CLOCKWISE DIRECTION, TAKE IN TURN A CARD FROM THE PACK OF CARD OR FROM THE DISCARD PACK THAT HAVE BEEN CREATED DURING THE TURNS SUCCESSIVE TO THE FIRST ONE; THE PLAYERS, INSTEAD OF PICKING OUT FROM THE PACK OR THE DISCARD PACK, CAN TAKE THE UPPER CARD OF THE SEAL PACK ONLY AT THE BEGINNING OF THEIR TURN AND ONLY IF THEY HAVE A GROUP ALREADY FORMED ON THE TABLE WHOSE POINTS OF TOTAL STRENGTH, SUMMED UP TO THE STRENGTH POINTS OF THE SEAL, GETS TO THE

"SEAL" POINTS INDICATED ON THE SEAL; ALSO, IN THE GROUP WHERE THE SEAL MUST BE PLACED, THERE MUST BE AT LEAST 1 HUNTER THAT CAN REFER TO THE SEAL, THAT IS, ON A HUNTER CARD OF THE SAME GROUP THERE MUST BE THE SEAL ICON EQUAL TO THE SEAL THAT THE PLAYER WANTS TO PICK OUT. THE SEAL JUST PICKED OUT MUST BE PLACED IN THE GROUP, AS FIRST MOVE OF THE SAME TURN. IF THE SEAL JUST PICKED OUT IS THE THIRD SEAL OF THE SAME TEAM OF HUNTERS, THEN THE PLAYER IN TURN CLOSES THE CHALLENGE, HAVING THE RIGHT TO COMPLETE HIS TURN WITH ATTACK TO THE ADVERSARIES AND/OR COMPLETING HIS GROUPS. WHEN THE TURN IS FINISHED THE CHALLENGE IS COMPLETED AND PLAYERS COUNT THEIR ABILITY POINTS, THAT HAVE BEEN MADE ON THE BASIS OF THEIR OWN CARDS PLACED ON THE TABLE AND THE ONES CAPTURED TO THE ADVERSARIES:

1 HUNTER CARD = 10 P.A. (ABILITY POINTS);

1 HUNTER CARD CAPTURED TO THE ADVERSARIES = 20 P.A.;

1 SEAL CARD = x2 P.A. GROUP (THAT IS, IT MULTIPLIES BY 2 THE TOTAL OF THE ABILITY POINTS OF THE GROUP WHERE IT IS PLACED).

TURN OF THE PLAYER: AT HIS OWN TURN THE PLAYER PICKS OUT A CARD (FROM THE PACK OF CARD OR DISCARD CARD OR, IF HE CAN, FROM THE SEAL PACK); IF HE PICKS OUT FROM THE PACK OF CARD A SEAL CARD, HE PUTS IT BESIDES THE PACK OF CARDS (ON THE SEAL PACK IF IT HAS BEEN FORMED) AND PICKS OUT AGAIN A CARD, CHOOSING TO DO IT FROM ONE OF THE PACKS (EVEN FROM THE SEAL PACK IF HE CAN); HE ORGANIZES HIS OWN CARDS, PUTTING THEM ON THE TABLE, SO THAT TO CREATE AND/OR CONTINUE HIS OWN GROUPS OF HUNTERS; IF HE WANTS, HE ATTACKS ONE OR MORE ADVERSARIES WITH THE "ACTION" CARDS; HE DISCARDS A CARD CLOSING HIS OWN GAME (BUT NOT HIS TURN) AND TAKES OUT AGAIN, FROM THE CARD PACK OR DISCARD PACK, THE NUMBER OF CARDS NECESSARY FOR HIM TO HAVE ONLY 5 (IF HE TAKES A SEAL CARD, HE DISCARDS IT ON THE SEAL PACK AND PICKS OUT THEN ANOTHER CARD); THEN HE PASSES THE TURN TO THE OTHER PLAYER.

IMPORTANT RULE:

PLAYERS AT THEIR OWN TURN, WHEN THEY PICK OUT FROM THE CARD OF PACK, MUST ALWAYS SHOW TO THE ADVERSARIES THE CARDS THAT THEY HAVE PICKED OUT.

GROUPS OF HUNTERS:

THE GROUPS OF HUNTERS CAN BE FORMED ONLY BY HUNTERS CARDS OF THE SAME COLOR PUT IN NUMERIC SUCCESSION (EX: 4,5,6...); FOR EACH GROUP OF HUNTERS THERE CAN ONLY BE A SEAL CARD THAT MUST BE PLACED BELOW THE GROUP; THE GROUPS, TO BE PLACED ON THE TABLE, MUST BE FORMED AT LEAST BY 2 HUNTERS; GROUPS WITH ONLY 2 HUNTERS CANNOT BE ATTACKED BY THE ADVERSARIES; AT THE PLAYER'S TURN, OTHER HUNTERS OF THE SAME COLOR CAN BE ADDED TO THE GROUPS PLACED ON THE TABLE.



ON THE LEFT AN EXAMPLE WHERE THE SKILL (DESTREZZA) SEAL HAS BEEN PLACED BECAUSE THE SUM OF THE STRENGTH POINTS OF EACH HUNTER OF THE GROUP AND OF THE STRENGTH POINT OF THE SEAL (TOT=1250) REACHES THE MINIMUM INDICATED BY THE SEAL POINTS OF THE SEAL CARD (1200 IN THIS CASE). ALSO THE STRENGTH POINTS OF THE HUNTERS 3 AND 4, IF ATTACKED, CAN BE REPLACED BY THE STRENGTH POINTS OF THE SEAL BECAUSE THESE HUNTERS RECALL THE SEAL AND SO ARE INFLUENCED BY THIS ONE (THIS CAN BE NOTED BY THE SEAL ICONS OF THE HUNTERS THAT FOR THE CARDS 3 AND 4 COINCIDE WITH THE ONE OF THE SKILL "DESTREZZA" SEAL).

A GROUP OF HUNTERS CONTINUES TO HAVE THE SEAL EVEN IF THE STRENGTH POINTS, OF A GROUP OR OF A SEAL, BECOME LOWER THAN THE SEAL POINTS OF THE SEAL CARD AND EVEN IF IN THE GROUP THERE ARE NOT ANY MORE HUNTERS WITH ICON OF THE SAME SEAL.

MOVING BETWEEN THE GROUPS:

AT HIS OWN TURN, A PLAYER CAN CHOOSE TO SKIP HIS TURN TO TRY TO MOVE A HUNTER FROM HIS GROUP TO ANOTHER GROUP OF HIS; AFTER THIS MOVE, THE TURN PASSES TO THE SUCCESSIVE PLAYER. THE MOVE CAN BE MADE ONLY IF THE NUMERIC SUCCESSION INTO THE GROUPS IS NOT JEOPARDIZED , SO ONLY THE UPPER AND LOWER HUNTER OF THE GROUP CAN BE MOVED. THE HUNTER BELONGING TO A GROUP WITH A SEAL CAN BE MOVED. THE SEAL CANNOT BE MOVED FROM A GROUP TO ANOTHER. HUNTERS THAT ARE IN GROUPS THAT HAVE ONLY 3 HUNTERS CANNOT BE MOVED (THERE MUST BE MORE THAN 3).

ATTACK - ACTION CARDS (AZIONE):

IN ORDER TO USE THE ACTION CARDS, THE PLAYER MUST HAVE PLACED ON THE TABLE AT LEAST A GROUP OF HUNTERS. THE "ACTION" (AZIONE) CARDS CAN BE USED, AT HIS OWN TURN, TO ATTACK ONE OR MORE HUNTERS OF THE OPPONENT GROUPS THAT HAVE BEEN PLACED ON THE TABLE. THE ATTACKED ADVERSARY CANNOT PLAY "ACTION" CARDS, EXCEPT FROM THE CARD "RECOVERY POTION" (POZIONE DI RECUPERO) THAT HE CAN PLAY ONLY BEFORE HIS STRENGTH POINTS FINISH.

THE ATTACKED ADVERSARY, IF HE PLAYS THE "RECOVERY POTION" CARD, SOON AFTER, MUST PICK OUT ANOTHER CARD FROM THE PACK, SO THAT HE HAS AGAIN 5 CARDS.

THE "ACTION" CARD THAT HAVE BEEN USED, MUST BE DISCARDED AT THE END OF AN ATTACK AND PUT UNDER THE DISCARD PACK.

THE PLAYER CAN ATTACK ONLY THE HUNTERS PLACED BELOW OR ON THE UPPER PART IN A GROUP (HE CANNOT INTERRUPT THE SUCCESSION). HE CAN'T ATTACK A HUNTER IN A GROUP WHERE THERE ARE ONLY TWO.

THE ATTACKED HUNTER, IF HE LOOSES THE ATTACK, IS CAPTURED AND PLACED UNDER THE "STRENGTH POINTS" CARD OF THE PLAYER THAT IS IN TURN AND THAT ATTACKS. PLAYER CAN ATTACK A SEAL, INSTEAD OF A HUNTER, ONLY IF THE "ACTION" (AZIONE) CARD HAS THE ICON SHOWING THE SAME SEAL THAT HE WANTS TO ATTACK.

THE ATTACKED SEAL, IF IT LOOSES THE ATTACK, IS CAPTURED AND PLACED IN A GROUP OF HUNTERS OF THE PLAYER THAT IS IN TURN AND THAT ATTACKS, IF HE CAN DO IT FOR A GROUP THAT IS ALREADY ON THE TABLE; OTHERWISE THE SEAL MUST BE PLACED AGAIN IN THE SEAL PACK TO CREATE A NEW SEAL PACK IF THIS IS NOT ON THE TABLE.

ATTACK TO A HUNTER:

IF THE PLAYER WANTS TO ATTACK A HUNTER, HE MUST PLAY AN "ACTION" CARD TO ATTACK, THAT IS, OF THE "ACTION" CARD, THE PLAYER USES THE "ATTACK POINTS" THAT IT INDICATES (ATT.); THE ADVERSARY WILL DEFEND HIMSELF WITH THE "STRENGTH POINTS" INDICATED BY THE HUNTERS CARD THAT HAS BEEN ATTACKED. OR, IF THE HUNTER IS INFLUENCED BY THE SEAL PLACED IN THE SAME GROUP TO WHICH IT BELONGS (ON THE CARD THERE IS THE ICON OF THE SAME SEAL), THEN THE ADVERSARY WILL DEFEND HIMSELF WITH THE "STRENGTH POINTS" INDICATED BY THE SEAL. SO THE PLAYERS PUT A PIECE ON THEIR OWN "STRENGTH POINT" CARD, IN CORRESPONDENCE OF THE CIRCULAR SQUARE THAT INDICATES THE SAME SCORE OBTAINED FROM THE "ATTACK POINTS" FOR THE PLAYER IN TURN THAT ATTACKS AND FROM THE "STRENGTH POINTS" FOR THE PLAYER THAT DEFENDS HIMSELF.

8



THE PLAYER IN TURN CHOOSES TO ATTACK THE NO. 4 ADVERSARY'S HUNTER.

HE PLACES A PIECE ON HIS OWN "STRENGTH POINTS" CARD ACCORDING TO THE "ATTACK POINTS" OF THE ACTION CARD.

THE ADVERSARY THEN PUTS A PIECE ON HIS OWN "STRENGTH POINTS" CARD ACCORDING TO THE "STRENGTH POINTS" OF THE HUNTER CARD THAT HAS BEEN ATTACKED.

THEN THE ACTION TAKES PLACE THROUGH THE THROWING OF THE DICES FROM BOTH PLAYERS.

THE PLAYER THAT ATTACKS THROWS A DICE; THE PLAYER THAT DEFENDS HIMSELF THROWS THE OTHER DICE. THE POINT DIFFERENCE OBTAINED FROM THE DICES SETS THE NUMBER OF "STRENGTH POINTS" THAT THE PLAYER HAS LOST.

EX: THE PLAYER THAT ATTACKS MAKES 5 (WITH A DICE), THE PLAYER THAT DEFENDS HIMSELF GETS 3 (WITH THE OTHER DICE); THE PLAYER THAT ATTACKS HAS THE ADVANTAGE OF THE DIFFERENCE OF 2 (5-3), SO THE HUNTER OF THE ATTACKED PLAYER LOOSES 200 "STRENGTH POINTS", THAT IS 100 "STRENGTH POINTS" FOR EACH POINT OF DIFFERENCE.

THE PLAYER THAT HAS LOST THE 200 "STRENGTH POINTS" MUST MOVE THE PIECE ON HIS CARD OF 2 POSITIONS, REMAINING, IN THE EXAMPLE, WITH ONLY 100 "STRENGTH POINTS", BECAUSE HE STARTED FROM 300.

SO THE DICES ARE THROWN AGAIN UNTIL ONE OF THE PLAYERS FINISHES HIS OWN "STRENGTH POINTS" OF THE CARD.

IF THE PLAYER THAT ATTACKS MAKE 2 WITH DICES AND THE PLAYER WHO DEFENDS HIMSELF MAKES 5, THEN THE DIFFERENCE ($2-5=3$) IS FOR THE DEFENDED PLAYER, SO THE PLAYER WHO ATTACKS WILL LOSE THE 300 "STRENGTH POINTS". IN CASE OF PARITY, DICES ARE THROWN AGAIN. IF THE PLAYER THAT HAS BEEN ATTACKED LOOSES, THE HUNTER IS CAPTURED BY THE PLAYER IN TURN WHICH WILL PUT IT UNDER HIS OWN "STRENGTH POINTS" CARD. INSTEAD IF THE PLAYER IN TURN WHO HAS ATTACKED LOOSES, NOTHING HAPPENS.



THE "AZIONE" (ACTION) CARDS USED DURING THE ATTACK, MUST BE PLACED UNDER THE DISCARD PACK.

A PLAYER CAN MAKE, AT HIS OWN TURN, EVEN MORE THAN ONE ATTACK, PLAYING OTHER "AZIONE" CARDS (ONE FOR EACH ATTACK).

LIBERATION OF A HUNTER:

THE PLAYER, AT HIS TURN, CAN RELEASE A HUNTER PLAYING AN "AZIONE" (ACTION) CARD AS ATTACK ON HIS OWN HUNTER CAPTURED BY THE ADVERSARY: THE ADVERSARY WILL DEFEND HIMSELF WITH THE "STRENGTH POINTS" OF THE HUNTERS CARD ATTACKED INCREASED OF 100 (BONUS OF CAPTURE).

IF THE ATTACKED ADVERSARY LOOSES, THE FREE HUNTERS CARD COMES BACK TO THE PLAYER AND CAN BE PLACED IN ONE OF THE PLAYER'S GROUPS , IN THE SAME TURN OR IN THE SUCCESSIVE ONES.

A HUNTER CAN BE RELEASED ALSO PLAYING THE "AZIONE" CARD AS ABILITY THAT IS WITHOUT HAVING TO ATTACK; THE "AZIONE" CARD MUST SHOW, IN THE SPACE INDICATING THE ABILITY, THE WRITING "LIBERAZIONE" (LIBERATION) THAT IS ALSO RECALLED BY THE SKILL ICON OF THE CARD.

THE "AZIONE" CARD PLAYED AS "LIBERAZIONE" (LIBERATION) CARD CAN BE USED ONLY IF THE HUNTER THAT THE PLAYER WANTS TO RELEASE HAS THE SAME SEAL ICON THAT IS SHOWN ON THE "AZIONE" CARD USED TO RELEASE IT. THE "AZIONE" CARD USED IS DISCARDED AND THE FREE HUNTER COMES BACK TO THE PLAYER WITHOUT HAVING TO MAKE ANY ATTACKS.

DIRECT ATTACK TO THE SEAL:

THE PLAYER CAN MAKE AN ATTACK DIRECTLY TO THE SEAL ONLY IF ON THE "AZIONE" CARD THE ICON OF THE SAME SEAL THAT HE WANTS TO ATTACK IS SHOWN.

THE SEAL THAT IS ATTACKED ALWAYS STARTS FROM 700 "STRENGTH POINTS" REGARDLESS TO THE TYPE OF SEAL.

THE ATTACK TO THE SEAL IS MADE IN THE SAME WAY ALREADY DESCRIBED FOR THE ATTACK TO A HUNTER.

IF THE ATTACKED PLAYER LOOSES ALL THE STRENGTH POINTS OF THE SEAL, ALSO LOOSES THE SEAL THAT GOES TO THE PLAYER IN TURN.

THE PLAYER IN TURN, WHEN HE CONQUERS THE SEAL, MUST NECESSARILY PLACE IT IN ONE OF HIS GROUPS ALREADY PLACED ON THE TABLE (IF THE GROUP IS IN THE CONDITION TO CARRY THE SEAL); IF HE CAN'T DO IT, HE MUST PLACE THE SEAL NEXT TO THE PACK OF SEAL, THAT IS ON THE SEAL PACK IF ALREADY FORMED.

IF THE PLAYER THAT HAS BEEN ATTACKED WINS, NOTHING HAPPENS (HE KEEPS THE SEAL).

PACK OF CARDS:

WHEN THE CARDS OF THE PACK OF CARDS (THAT IS THE ONE COVERED) ARE FINISHED BECAUSE THEY HAVE ALL BEEN PICKED OUT, PLAYERS TAKE THE CARDS OF THE DISCARD PACK. THEY LEAVE ON THE TABLE THE LAST DISCARDED CARD ON THE DISCARD PACK (IN CHRONOLOGICAL ORDER), THEY SHUFFLE THE REMAINING CARDS OF THE PACK PUTTING THEM COVERED ON THE TABLE SO THAT THEY FORM A NEW PACK. THIS OPERATION IS MADE WHENEVER THE COVERED PACK FINISHES, UNTIL ALL CARDS OF BOTH PACKS (PACK OF COVERED CARDS AND DISCARD PACK) ARE FINISHED. THE GAME ENDS ALSO WHEN THERE ARE NO MORE CARDS TO BE PICKED OUT.

SUMMARY OF THE PHASES OF GAME:

5 CARDS TO EACH PLAYER ARE DISTRIBUTED. SEALS ARE DISCARDED AND FORM THE SEAL PACK (WITH ALL THE DISCARDED CARDS).

THE GAME STARTS IN A CLOCKWISE DIRECTION, STARTING FROM THE DEALER:

1) PLAYERS PICK OUT A CARD FROM ONE OF THE 3 PACKS (PACK OF CARD, OF DISCARDED CARDS OR SEAL IF THEY CAN DO IT);

2) PLAYERS ORGANIZE THEIR OWN GROUPS (OR THEIR OWN PARTNER'S IF THEY PLAY IN 4); IF THEY WANT THEY PLAY ONE OR MORE ACTION CARDS AS "ATTACK" OR AS "ABILITY" TO TRY TO CAPTURE HUNTERS OR SEALS FROM THE ADVERSARIES. IN THE SAME TURN PLAYERS CAN ATTACK ALSO MORE THAN ONE PLAYER;

3) PLAYERS DISCARD A CARD (END OF THEIR GAME);

4) PLAYERS PICK OUT FROM THE PACK OF CARD OR FROM THE DISCARDED PACK THE NUMBERS OF MISSING CARDS IN THEIR HAND SO THAT THEY ALWAYS HAVE 5 AT THE END OF THEIR TURN (THIS MOVE MEANS THE END OF THE PLAYER'S TURN);

5) THE TURN PASSES TO THE SUCCESSIVE PLAYER.

THE PLAYER OR COUPLE THAT FIRST CONQUERS 3 SEALS CLOSES THE CHALLENGE; SO THE ABILITY SCORES MADE BY THE PLAYERS ARE COUNTED.

HUNTERS CARDS:



ICON THAT DISTINGUISHES THE COLOR AND NUMBER OF SUCCESSION OF THE HUNTERS.



ICON THAT DISTINGUISHES THE TYPE OF SEAL TO WHICH THE HUNTER IS LINKED (SEAL ICON).



HUNTER'S "STRENGTH POINTS". THEY ARE USED WHEN THE PLAYER IS ATTACKED; IF IN THE GROUP THERE IS THE SEAL THAT INFLUENCES THE HUNTER, SO THE "STRENGTH POINTS" WILL BE USED.

SEAL CARDS (SEAL):



ICON THAT DISTINGUISHES THE TYPE OF SEAL (SEAL ICON).



"STRENGTH POINTS" OF SEAL. IF IN THE GROUP WHERE THERE IS THE SEAL, A HUNTER WITH THE SAME SEAL IS ATTACKED, THE HUNTERS USES THE "STRENGTH POINTS" OF THE SEAL.





"SEAL POINTS". THEY INDICATE THE TOTAL OF "STRENGTH POINTS" NECESSARY IN THE GROUP TO PICK OUT THE SEAL.


ACTION CARDS:

THE ACTION CARDS CAN BE USED AS ATTACK OR AS ABILITY. FOR EACH ATTACK ONE ONLY "ACTION" CARD CAN BE USED (THAT IS THE ACTION CARDS CANNOT BE COMBINED TO INCREASE THE "STRENGTH POINTS" OF THE ATTACK).



 "LIBERATION" ICON

 "MOVE" ICON

 "CONFUSION" ICON



SEAL ICON: IT DISTINGUISHES THE TYPE OF SEAL THAT CAN BE ATTACKED WITH THIS CARD. IF THE CARD IS USED AS "LIBERATION" ABILITY, THE ICON INDICATES THAT THE HUNTER THAT THE PLAYER WANTS TO MAKE FREE MUST HAVE THE SAME SEAL ICON.



TYPE OF ABILITY OF THE ACTION CARD. THE DESCRIBED ABILITY IS ALSO RECALLED WITH THE "ABILITY" ICON.



ATTACK POINTS OF THE ACTION CARD. THEY ARE USED ONLY WHEN THE CARD IS USED AS ATTACK AND NOT AS ABILITY.

THE ATTACK CAN BE MADE ON WHICHEVER ADVERSARY'S HUNTER. WHEN THE PLAYER DECIDES TO ATTACK A SEAL "THE STRENGTH POINTS" OF THE SEAL ALWAYS START FROM 700, FOR WHICHEVER TYPE OF SEAL THAT RECEIVES THE ATTACK. THE "ACTION" CARD USED MUST RECALL THE ICON OF THE SAME SEAL THAT THE PLAYER WANTS TO ATTACK.



"LIBERATION" ABILITY:

THIS ABILITY ALLOWS TO FREE A HUNTER AMONG THOSE CAPTURED BY THE ADVERSARIES (THE PLAYER CAN CHOOSE WHICH ONE), WITHOUT HAVING TO ATTACK. THE HUNTER TO BE MADE FREE MUST NECESSARILY HAVE THE SAME SEAL ICON INDICATED BY THE SAME "ACTION" CARD PLAYED AS ABILITY.



"MOVE" ABILITY:

THIS ABILITY ALLOWS TO MOVE A HUNTER FROM THE PLAYERS' OWN GROUP TO ANOTHER GROUP (THE PLAYER'S OR THE PARTNER'S), WITHOUT HAVING TO SKIP THE TURN.



"CONFUSION" ABILITY:

THIS ABILITY ALLOWS TO SHUFFLE UP THE CARDS OF THE PACK OF CARDS AND THE ONES OF THE DISCARD PACK. THE DEALER SHUFFLES UP THE CARDS INCLUDED THE "ACTION" CARD JUST PLAYED.

RECOVERY POTION (RECUPERO):

IT IS THE ONLY CARD THAT PLAYERS CAN PLAY WHEN THEY ARE ATTACKED. IT IS USED TO REGAIN ALL THE HUNTER'S "STRENGTH POINTS" OR OF THE SEAL ATTACKED BY THE ADVERSARY.

THE CARD "RECOVERY POTION" MUST BE PLAYED BEFORE THE PLAYER'S "STRENGTH POINTS" ARE FINISHED (THAT IS THE ONES INDICATED BY THE PIECE PLACED IN THE "STRENGTH POINTS CARD" USED DURING THE ATTACK PHASE). THE CARD JUST PLAYED, MUST BE DISCARDED BELOW THE DISCARD PACK AND THE PLAYER THAT HAS USED IT MUST PICK OUT FROM THE PACK OF CARD, SO THAT HE HAS AGAIN 5 CARDS IN HIS HAND. SO HE CONTINUES WITH THE ATTACK PHASE.



THE AUTHOR, SERGIO FERSINI, WISHES YOU A GOOD FUN!

PRODUCED BY: SERFER GIOCHI

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ORGANIZE YOUR TEAM OF HUNTERS AND TRY TO
CONQUER THE MAGICAL SEALS;THE CHALLENGE STARTS!