

Truth of the Ancient Forest

Truth of the Ancient Forest is a survival wooden card and dice-based game where villagers face off against the forces of nature as well as those around them. villagers must discover the truth of the ancient temples along their journey.

Villager Guidelines:

- During each villager's turn, they must decide what character skill to activate before rolling and must roll a dice to move their character inside the forest.
- Only **2 character skills** can be deployed per turn.
 1. **Suppliers**
 - **Naturalist**
 - ☐ Gather **food** from hunting or vegetation.
 - **LumberJack**
 - ☐ Gather **Shelter** from trees or logs.
 2. **Specialist**
 - **The Jack**
 - ☐ **Doubles production** of any other character role in the game but can only be assigned to one character skill at the start of the game.
 - **Castor**
 - ☐ Studies **Ancient Magic** and can use **spells** to aid other character skills.
- Each villager must monitor their **Durability**.
 - ☐ **Durability**
 - You can increase your Durability by having the **LumberJack** bring in wood to make the shelter and the **Naturalist** bring in food.
- Villagers have to account for the **durability** of food and shelter, **Death**, The **Ancient Temples**, **Flash Stars**, **The Unlockable Forest** consider **trading** with other villagers, The Jack, and discovering **magic** with the castor:
 1. **Durability System**
 - Durability can be tracked using the meter provided to each villager using **F and S** dots.
 - Each villager **starts** with 5 units of **shelter durability** and **food durability**.

- The **Max food and shelter durability** a villager can have is 10 units while the **minimum food and building durability** is 1 unit.
- If a villager loses either of their durability, they die.
- **Each villager loses 1 food durability each day.**

2. Death & Revival

- If a player dies, they must roll a **3 or higher to learn** the spell, **Episkey**, in order to revive themselves **if it's the spell pulled from the deck**.
- A player can also revive themselves by **rolling a lighting-Die**.
- If a player is **revived**, **they return the starting area with 5 durability**.

3. The Ancient Temples & Temple Paths

- To reach the ancient temple, a villager must use **Apparition** and **Arresto Momentum** to open the temple path represented by the longer tile spaces.
- A villager must **discover 4 temple paths before finding the ancient temple** (the 5th unknown path inside the temple path).
- When a villager reaches the Ancient Temples, they must activate the **Alohomora** to enter the Ancient Temple and win the game.
- **The Alohomora** Spell is very rare and can be a burden to the villagers.
- If a villager has the spell, **Alohomora**, **they can not gain food/shelter**.
- **The Alohomora spell can .**

4. Flash Star

- If anyone in the game at any time **rolls the lighting-Die**, **a new flash star will be flipped** by that villager.
- **If all the flash stars are flipped**, the **villager who flipped the last star** by rolling will **unlock a temple path nearest to them**.

5. The Unlockable Forest

- The forest you venture in is no ordinary forest, it was a forest created by the gods to keep mortals from entering the celestial realm.
- The path of the forest is decided with the roll of dice to move their character. The forest can only be navigated by paths created by the forest and villagers can only move in directions that are not blocked by the forest.
 - ☐ **Lighting-Die:** move as many spaces as you want in a know direction, then role again. If the space you move to is unknown, then only move one space into the unknown and place a numbered space of your choosing. Can also be used to revive villagers. Addes 2 food and shelter to durability
 - ☐ **2:** Move up to 2 spaces in the known or 1 space in the unknown and place the 2 tile down in that space.
 - ☐ **3:** Move up to 3 spaces in the known or 1 space in the unknown and place the 3 tile down in that space.

- ☐ **4:** Move up to 4 spaces in the known or 1 space in the unknown and place the 4 tile down in that space.
- ☐ **5-6:** Your turn is forfeited

Each villager can **roll only once per turn** to move characters through the forest.

6. Trading System

- Keep your friends close and your enemies closer.
Each villager can **request** a trade from another villager.
- This request can be accepted or denied.
- However, during a trade villagers may agree upon what to trade **via preferred communication**, but are to exchange the **cards upside down**.
- **Trades can consist** of character skills, Magic Items, and food/shelter.
- Each leader cannot view the traded item before the start of the next day.
- If cards have been **traded**, villagers are to add or subtract to their durability **before sending character roles to work**.

7. The Jack

- **Doubles other character skill production.**
 - ☐ Naturalist
 - +1 food
 - ☐ Castor
 - +1 Magic spell.
 - ☐ LumberJack
 - +1 shelter

8. Magic Items -- The Castor

- The Castor allows villagers to **acquire magic items**.
- After magic items are used, **they must be returned to the bottom of the deck**.
- The villager must **roll 3 or higher to acquire magic items** when using the Castor character skill.
- The Castor can only know and hold **3 spells at once**.
- Spells must be **placed in front to symbolize they are being used**.
- There are 6 types of magic items:
 - ☐ **Disillusionment** 2 in pile
 - Creates a barrier around the villager who casted the spell.
 - Last 2 turns.
 - ☐ **Apparition** 2 in pile
 - Teleports the villager up to 2 spaces ahead of their position
 - Can be used to get around destroyed paths.

- ☐ **Alohomora** 2 in pile
 - Used to unlock the Path to the Ancient Temple.
- ☐ **Fohkuss** 2 in pile
 - Allows the villager to deploy 3 units at once
- ☐ **Episkey** 4 in pile
 - Allows the villager to revive themselves or others if they choose to.
- ☐ **Confringo** 2 in pile
 - A self-destruction spell that destroys the space that the card is used on or any adjacent space from the casters position.
 - Kills the villager if in a space that is being destroyed.
- ☐ **Arresto Momentum** 1 in pile
 - Stops time for all villagers except the caster for 1 turn
 - Does not affect villagers who have activated **Disillusionment**.

Getting Started

Steps:

- Step 1: Organize all of the game pieces by their matching pairs
- Step 2: Organize all of the lighting-di by color.
- Step 3: Place the large 2 tile in the middle of the playing area.
- Step 4: All villagers start on the large 2 tile.
- Each villager receives 1 of each character skill and Durability meter
- villagers must roll to see who goes first (highest number wins-- Lighting-Di always wins.)
- After the order has been decided, Game Start!

Remember These Rules!

- You are a village leader who directly gives orders to four characters: Two suppliers, Naturalist (Food) and LumberJack (Shelter). Two specialists, Castor (Magic spells) and Jack (Doubles production of one other chosen character).
- Begin with 5 food/shelter, but you can hold up to 10 of each. Each turn, remember to -1 food/shelter.
- Only two character skills can be used per turn, and must be decided before rolling to move. When rolling a 5 or 6, your turn is forfeited.
- You can only hold 3 spells at a time.
- Magic spells unlock new mechanics. For example, Fohkuss allows the villager to deploy 3 character skills at once. See full game rules for the list of spell mechanics
- The Lightning Die can move a villager any number of known spaces, give a villager an extra turn, revive a villager when dead, and flip flash stars to unlock ancient temples.
- Ancient temples are unlocked by combination spells: Apparition + Arresto Momentum.
- The person who unlocks the last Flash Star also unlocks the closest temple corresponding to the number on the die.
- villagers must venture into 3 unknown spaces when inside a temple and the 4th unknown space will be the ancient temple. Dark spaces are walls you can't pass through!