

# Rules

- 2-3 players, 3 ideal
- Approximately 1 hour

## Turn flow

- Players start in their own base with 1 goblin and 2 coins
- The board consists of few pieces with grids
- Players get an income of 1 gold each turn, which they can use to buy cards.
- There are markers on the map that have either some amount of gold or a mask in them.
- The player draws 3 cards from the deck. The player then chooses which of those card(s) to buy if any.
- The player plays monster cards on the table.
- The player moves on the board and looks for the masks.
- Each of the monsters on your table have one move and one action on each round.
- The monsters can fight enemy monsters by moving to the slot next to the enemy and using fight action. While using fight action the player cannot look for gold or masks on the same turn.
- If the player's monster is attacked the player can use a healing card if they have it in their hand. The player cannot retaliate when it's not their turn.
- The monsters have health and attack points. Some of them may also have special attributes.
- If the player's monster defeats the enemy monster, it disappears from the board and drops a mask if wearing one. The mask stays on the slot it drops on and can be picked up by any of the monsters.
- The monsters don't regenerate health unless wearing a mask of regeneration.
- Each of the monster cards have a cost. They can have a maximum sum of 10G.
- The players can attack the enemy players base. If the base is destroyed, the player is eliminated.
- The game ends if all the enemy players are eliminated or the player has all the masks.