

King of Wolves Has Come For Me (Dorn Zero)

Motto:

*Whose woods these are I thought I knew,
my house is in the village near.
King of wolves has come for me,
But alas for him, his end is near.*

Basic concept:

One player represents prehistoric heroes who must live until morning in the darkest night of the year while guarding their sheep. The second player plays the King of Wolves and his wolf pack and aims to eat the heroes and the sheep before sunrise.

Heroes begin around the Bonfire, which gradually burns out. If heroes fight in the light of the Bonfire, they have advantages. To keep the fire burning, the heroes need to go collect wood in the bushes nearby. It is possible to light up the Bonfire, so that it illuminates a larger area of the woods. However, more wood is needed to sustain bigger Bonfire.

Components:

1 Game board

4x Hero cards

1x Bonfire card

1x King of Wolves card

16x Event cards

12x Bush card

4x Hero figures

3x King of Wolves tokens (double-sided)

17 x wolf token (double-sided)

5 x sheep token (double-sided)

12x explored bush token

12 x wood token

20 x blood token

4 x level marking token

1 x time marking token

Preparation of the game:

The player who plays for heroes places 4 hero figures and five sheep tokens to a distance of maximum 2 spaces around the fire. Hero cards indicate the number of blood tokens each hero has.

Place one wolf token on the marker of hours on the position 6 p.m.

Place one wood chip to the upper left space on the Bonfire Card.

The player who plays the King of Wolves then places seven wolves and wolf 1 King on the red spaces on the edges of the game board.

Randomly draw one Event Card, which is placed in the position of "prospects" on the game board. In the first round there is no active Event card.

THE GAME:

1. KING OF WOLVES

King of Wolves starts the game.

Wolves start the game with two lives - flip their tokens to the appropriate side. If a wolf loses one life, flip his token. If he loses one more life, he dies and his token becomes a trophy for the heroes.

1.1 Movement of wolves

Each wolf can move and attack in one turn. Each wolf and King of Wolves can move up to 5 spaces. If the wolf enters the space adjacent to any hero, he must stop his movement. Wolves can not pass through each other. All wolves move simultaneously, ie. it is possible that one of the wolves moved part of their movement, another wolf played his entire movement and the first wolf then completed his move.

1.2 Attack of wolves

Each wolf has 1 attack per turn. The King of Wolves has 2 attacks. Each wolf attack automatically draws one blood token from the hero under attack. Each hero or a sheep standing on a space lit by the Bonfire can block 1 wolf attack per turn.

If a hero loses her last blood token, they are removed from the game.

1.3 Blood pool

All blood tokens taken from heroes are placed in the Blood pool on the game board.

1.4 New wolves

At the beginning of each turn of wolves, there appears one wolf in one of the red spaces on the edge of the game board.

1.5. Wolf lives

King of Wolves as well as regular wolves have 2 lives. If they lose their second life, they are removed from the game.

If there are blood tokens in the Blood pool, three wolves appear.

If a red space is occupied by a hero, the new wolf can appear on any space adjacent to it.

1.6 Clearing the Blood Pool

Immediately after new wolves appear, remove all blood tokens from the Blood Pool..

1.7 Midnight

In the turn when the token marking time moves to 12 a.m., King of Wolves appears instead of a regular wolf.

1.8 King of Wolves

King of Wolves counts as a wolf. However, he has two attacks per turn and blocks one attack of the Heroes during their turn.

2. HEROES

2.1 Movement of Heroes

Heroes can also move and attack in each turn. Every hero has basic motion of 5 spaces. Heroes do not have to stop when they enter a space adjacent to a wolf. Heroes or sheep can not pass through each other. Heroes move simultaneously, ie. it is possible that one of the heroes makes a partial move, then another hero completes his whole turn and then the first hero finishes his move.

2.2 Attack of Heroes

After his movement ends, each hero can attack an adjacent space. Each attack hits a wolf automatically. If the hero stands on a space illuminated by the bonfire, he gains an extra attack as long as both attacks are aimed at wolves standing also on space illuminated by the Bonfire.

If a Hero kills a wolf, he can automatically move to its space.

2.3. Trophies

Slain wolf token are collected by each Hero on her card as a trophies. If he collects three trophies, remove the wolf tokens and gain one level by moving the level marker to higher level on the Hero Card. The King of Wolves counts as two trophies. If a Hero reaches the third level, he does not collect any more trophies.

2.4. Hero Abilities

Each Hero has a special ability. The abilities become stronger on higher levels.

Warrior

Level 1: 2 attacks. Level 2: 3 attacks. Level 3: 4 attacks.

Bloodpoints: 5

Healer

Level 1: heal an adjacent hero or sheep for 1 life, instead of attacking. Level 2: 2 heals lives. Level 3: heals 3 lives.

Bloodpoints: 4

Walker

Level 1: moves 6 spaces instead of 5. Level 2: moves 7 spaces. Level 3: moves 8 spaces.

Bloodpoints: 5

Archer

Level 1: Can attack also wolves at range of 3 spaces. Level 2: Range increases to 4. Level 3: Range increases to 5.

Bloodpoints: 4

2.5. Ranged attack

For ranged attack to be possible, you need to be able to draw a direct unobstructed line from any part of the space of the attacker to the middle of the target field. Disputed cases are judged in favor of the archer.

Ranged attack can shoot through other Heroes, bushes, Bonfire and sheep. Ranged attack is not possible through rocks and wolves.

3. SHEEP

Sheep tokens have two sides. Each sheep starts the game with two lives. If it loses one life, flip the token to the other side. If it loses another life, the sheep is dead and becomes a trophy of the King of Wolves.

3.1 Movement of sheep

If the hero is adjacent to the sheep, she can use 1 point of her movement to kick the sheep. The sheep can then move 1 or 2 spaces. Sheep can pass through other sheep, but not through Heroes nor wolves.

3.2. Sheep defense

Each sheep has two lives, and if it is on a space illuminated by the Bonfire, it can block 1 attack of a wolf per turn. Sheep cannot attack.

4. WOOD AND FIRE

Wood is hidden in the bushes on the game board.

4.1 Wood in the bushes

If a hero enters an unexplored space with bushes, immediately turn one Bush card. If there is any wood on the Bush card, place the appropriate number of wood tokens on the space with the bush.

Heroes spend 1 movement point for each wood token they collect from the bush. The hero can carry any number of wood tokens.

Heroes can pass wood tokens to other Heroes. To pass a wood token, the giving Hero must spend 1 movement point.

Hero can drop a wood token on the ground without cost of movement points.

Place an Explored bush token on a bush space that has been already explored. This bush can no longer be explored.

4.2 Stoking the Bonfire

The space with the Bonfire cannot be entered. If the hero is on a space adjacent to the Bonfire and carrying a wood token, he can use 1 movement point to stoke the fire. Place the wood token in the highest row of any free column on the Bonfire card. If there is no column free, put the wood token to the top row of any column and remove any wood tokens from this column.

4.3 Illumination by the Bonfire

Fire is alight as long as there is at least one wood token on the Bonfire card. Such Bonfire illuminates 2 spaces around itself.

If there are two wood tokens in two separate columns of the Bonfire Card, the Bonfire illuminates 4 spaces around itself.

If there are three wood tokens in three separate columns of the Bonfire Card, the Bonfire illuminates 6 spaces around itself.

4.4 Torch

If a Hero with a wood token stands in a field adjacent to the Bonfire or on a space adjacent to a hero with a torch, he can spend 1 movement point and start using the wood as a torch. Wood token is then placed it on his Hero Card at the highest row of the torch. Hero carrying a torch illuminates the space on which he stands and all the spaces adjacent to it even if he is out of reach of the illumination by Bonfire.

4.5 Using torch as fuel

Torch can be placed to the Bonfire like any other wood token. However, place the former torch token to the Bonfire only as high as the corresponding indicator field on the Hero card (the torch is partly used).

5. END OF TURN

5.1 Wood burns out

At the end of the turn of heroes, move all wood tokens in the Bonfire and all wood tokens used as torches one space down. If there is no more space beneath, remove the token away from the game - the wood burned out. If there are no other wood tokens in the Bonfire, it died out and no longer illuminates. The Bonfire can be reignited by placing burning torches on its space.

If there is no wood token in column 1 (guard fire), move tokens from column 2 and 3 to the 1

If the wood token moves down from the torch indicator on the Hero Card, the torch burned out.

5.2 Move the time token

At the end of the turn of the heroes, move the time token one space to the right.

5.3 Event Cards

At the end of heroes turn, remove the Active Event card. Move the Event Card from the position of "prospects" into Active Event card. The card becomes active immediately at the start of the next turn. Draw a new Event card and place it in the position of "prospects".

Text on the Event cards has priority over standard rules.

6. GAME OVER

The game ends after the King of Wolves finishes his last turn.

The player for the Heroes gets as many points as there are surviving heroes and sheep taken together.

The player for the Wolves gets as many points as there are killed sheep and heroes.

6.1 Replay

Players should then play again and swap sides. The winner of the two-game sequence is the one who won most points for the Heroes.

7. Game Board

Spring

If a hero or a wolf ends his move on the space with a spring, he immediately heals one life or blood token. On the field with a spring, a Hero can block one more attack of the wolves per turn.

Boulder

If a hero or a wolf end their turn on a boulder, they gaining one extra block. Ranged attacks over boulders are possible.

8. Playing with younger players

If you are playing with someone who is younger than you, use this table for the appropriate **starting position**:

King of Wolves player is:

4 or more years younger: 6 wolves, King and his King brother

3 years younger: 7 wolves plus the King

2 years younger: 6 wolves plus the King

1 year younger: 5 wolves plus the King

No age difference: 4 wolves plus the King

1 year older: 3 wolves plus the King

2 years older: 2 wolves plus the King
 3 years older: 1 wolf plus the King
 4 years older: King of Wolves alone

Overview of game sequence:

1. New wolves
2. Clearing of Blood Pool
3. Movement of wolves
4. Wolves attack!

5. Movement of heroes
6. Heroes attack!

7. Fire burns down
8. Activate new Event cards
9. Move time marker

EVENT CARDS

<p>1. Missing link No new wolves are spawned this turn.</p>	<p>2. Brother of the King Instead of a new spawned wolf, King of Wolves appears.</p>	<p>3. Lightning The whole game board is considered illuminated.</p>
<p>4. Fog The whole game board is considered NOT illuminated.</p>	<p>5. Healing Fire Heroes can move through the the Bonfire (they cannot end their turn on it). Each Hero who does that heals 1 Bloodpoint.</p>	<p>6. Sheep panic King of Wolves player can move each sheep up to three spaces.</p>
<p>7. Pastoral help Hero player can move each sheep up to three spaces.</p>	<p>8. Sheep revenge Hero player can move each sheep up to two spaces and attack any adjacent wolves with one attack.</p>	<p>9. Bloodlust All wolves move an extra 1 space.</p>
<p>10. Defiance All successful attacks hit wolves for 2 lives instead of one.</p>	<p>11. Earthquake All who finish their turn next to a rock, lose one life.</p>	<p>12. Fatigue All Heroes move one space less than usual.</p>
<p>13. Magic spring If a Hero ends his turn on a Spring, he heals 4 lives.</p>	<p>14. Bountiful bush If a Hero draws a Bush card, there is one more wood on the</p>	<p>15. Frenzy Wolves do not have to stop their movement when they come to a</p>

	space	space adjacent to a Hero.
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BUSH CARDS

1. One wood	2. One wood	3. One wood
4. One wood	5. Two woods	6. Two woods
7. Three woods	8. Nothing	9. Wolf appears on an adjacent space