



FANTASY

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Imagine a little corner of woodland tucked out of sight of humans, bustling with pixies, hobgoblins and fairies. One day, the whimsical little folk decide they need a leader. The would-be chiefs have gathered and are competing for votes in a magical hubbub!

Who will rally the biggest clan?

COMPONENTS

- 56 cards: 8 characters from each of 7 species.
- 1 rulebook

SETUP

- Shuffle the cards facedown.
- Deal 5 cards to each player, then form a draw pile with the remaining cards.



GAMEPLAY

Whoever took a stroll in the forest most recently begins; play then proceeds clockwise.

On your turn, begin by drawing a card. Then play a card from your hand onto the table in front of you, immediately applying the special ability shown on it.

Play then passes to the next player.

NOTES

- Each card represents a character from one of the woodland species. Every species has a special ability.
- The characters in front of each player form their **clan**.
- If a character's ability cannot be applied, simply ignore it.

CLAN LAYOUT

Arrange the cards that make up your clan in columns in front of you (one column per species).

Example :



SPECIAL CASE: FAIRIES

You can protect yourself against an opponent's ability by playing a Fairy immediately on being targeted, even if it is not your turn. Your Fairy can also be countered by another Fairy... and so on and so forth...



END OF THE GAME

- The game continues until the draw pile is empty.
- Players then continue with the cards they still have in hand.
- When any player has played the last card in their hand, the game ends after that round, when everyone has played the same number of turns.
- The winner is the player with the largest clan (i.e. the most character cards in front of them).
- In the event of a tie, all tied players win together.



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