

		6,1		6,2		6,3		6,4		6,5		6,6		6,7		6,8		6,9		6,10
		5,1		5,2		5,3		5,4		5,5		5,6		5,7		5,8		5,9		5,10
		4,1		4,2		4,3		4,4		4,5		4,6		4,7		4,8		4,9		4,10
		3,1		3,2		3,3		3,4		3,5		3,6		3,7		3,8		3,9		3,10
		2,1		2,2		2,3		2,4		2,5		2,6		2,7		2,8		2,9		2,10
		1,1		1,2		1,3		1,4		1,5		1,6		1,7		1,8		1,9		1,10

The Eight

A quick, strategic, solo game for the most virtuous of Avatar, to be played with the Virtue D8s.

Setup

Cut out all of the tokens and reference tiles on the provided card. There are eight Virtue Reference Tiles, five Creature Reference Tiles, four Wall, two Crawler, two Imp, two Ghost, two Zombie, one Boss, and one Meeple Token(s); if you bought a pack, you may have more.

Place the Meeple Token anywhere on the grey space on the left side of the board (flip this card over), they have no coordinate values in the square.

Roll an eight-sided Virtue die (D8V) twice. Each time, grab the Virtue Reference Tile that correlates to the virtue rolled. If both are the same, you may pick the second Virtue.

For each of the other tokens (creatures and walls), roll a six-sided die (D6) and a ten-sided die (D10) and place them on the board according to the dice values. The D6 is the y-axis (bottom to top) and the D10 is the x-axis (left to right), read in an y,x fashion. For example, if you roll a 3 on the D6 and an 8 on the D10, the token would be located on the 3,8 square. The coordinates are shown on the bottom left of each square.

If the same coordinates are rolled, place the new token one square closer to the Avatar start position.

Place a four-sided die (D4) next to the Boss Token with the 4 as the current value, this is the Boss' hit points.

Place a twelve-sided die (D12) next to the Meeple Token with the 12 as the current value, this is your hit points.

All other creatures only have one hit point.

Gameplay

The objective is to clear the map of all nine of the creatures by moving onto, or striking, the square they currently occupy causing damage.

The player will always go first, taking both actions, followed by each of the creatures taking their actions.

On a turn, the player will roll the D8V, marking the virtue scored on a sheet of paper (see Growth), then, the player and creatures will all do the following same things.

1. If in a strategic position, attack the opponent. Player attacks are based on the Virtue Reference Tiles they currently own. See Attacks.

2. Move one square closer to the opposite side of the board. This can never be done diagonally; only up, down, left, or right. The player is able to move freely to better position themselves as needed however, the creatures will only move closer to the Meeple's grey area and may need to move around obstacles, always taking the shortest path.

Each time a token is landed on or struck, that token receives one damage. If the player's Meeple Token takes damage, lower the value on the D12 by one and reset the token back on any square in the grey area (not 4,10). The Boss will need to be hit four times; each time lowering the value of the D4 and relocating it back to square 4,10 and the Meeple Token back to the grey area. When the Meeple or enemy tokens are moved onto, using the basic move action, it becomes a dice-off. Roll 1D6 for each, high number wins.

If the creatures reach the Meeple's grey area, they will turn around and head back towards the Meeple.

Once the board is cleared or the player has lost all hit points, the game is over.

Scoring

The score of the game is based on how many hits the Avatar has left on their D12. A player who's Avatar receives no damage will get a full 12 points.

Attacks



Slide - This attack will move the Meeple Token any of the directions indicated. Any Token along the this path will be struck. When a "+X" is shown, that indicates that the movement can continue in that direction X more squares than is shown on the reference tile.



Shoot - This is a ranged attack. The Meeple Token will stay were it is and any token in the target square will be struck. When a "+X" is shown, that indicates that the shot range can reach further in that direction X more squares than is shown on the reference tile.



Jump - This attack will move the Meeple Token to the target square and any token in that square will be struck. Any token that is passed through will not receive any damage.

Attacks are always made in the forward direction.

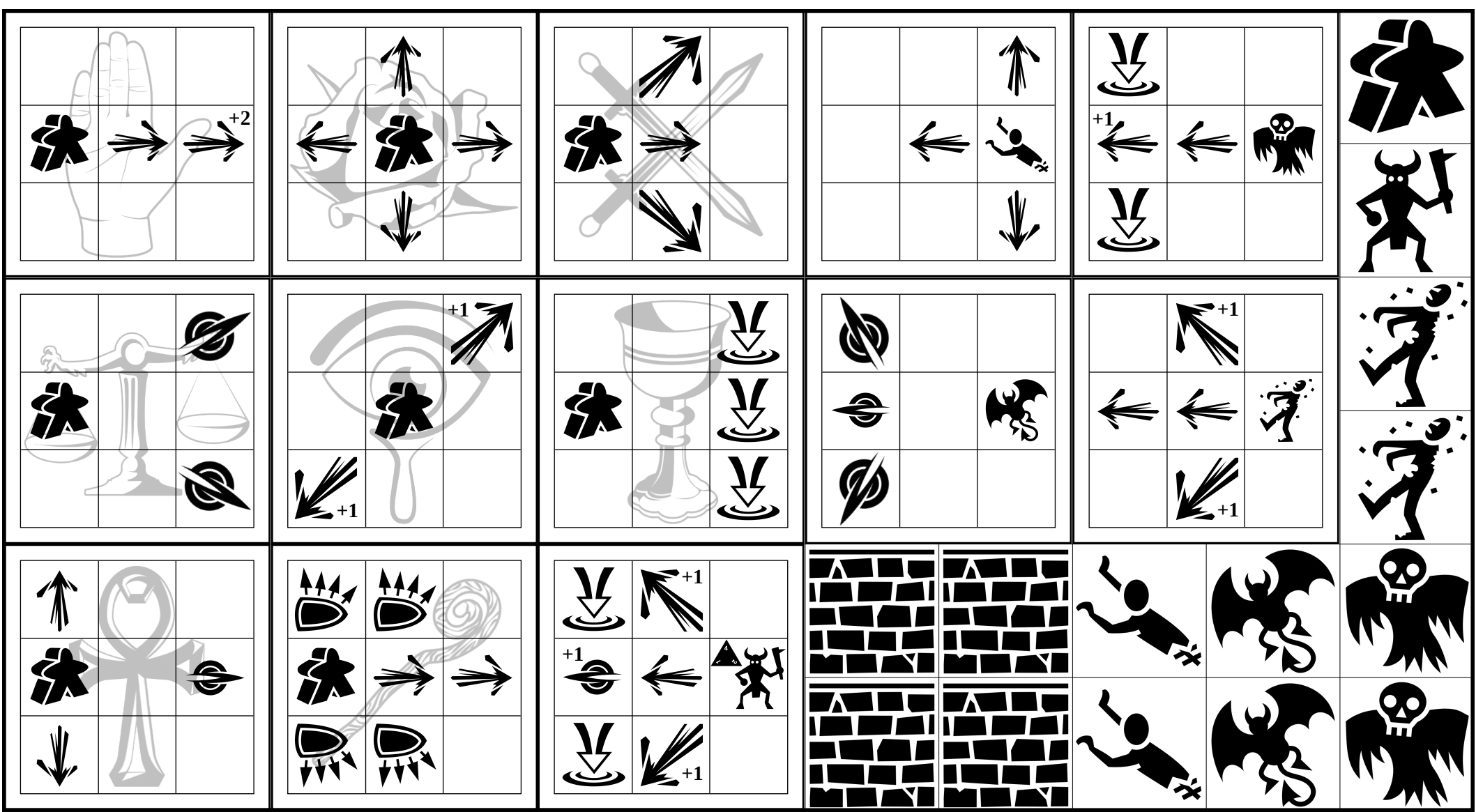
Defense



Shield - This means that the player's Meeple Token cannot receive damage from this direction when hit by a slide or a shoot, a jump will still hit.

Growth

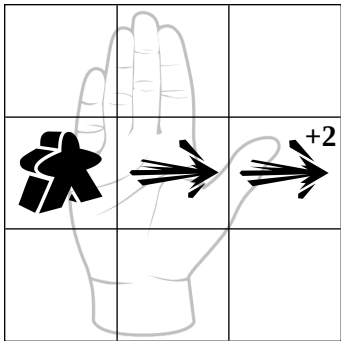
At the start of the round, the player will always roll the D8V and mark the virtue scored on a sheet of paper. When a player rolls the same virtue eight times, they are awarded that Virtue Reference Tile. If they already have that virtue, they will regain one hit point.

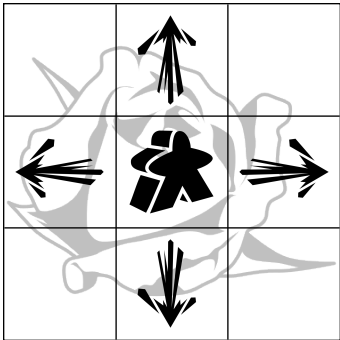


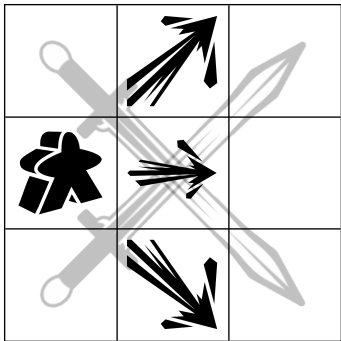


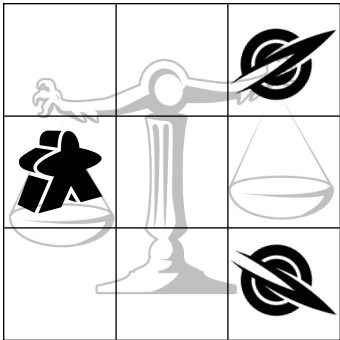
The Eight

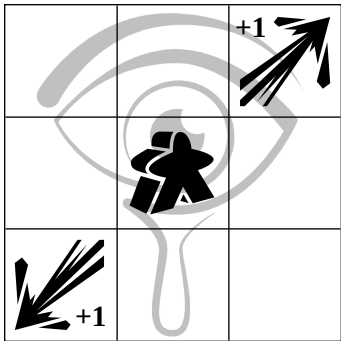


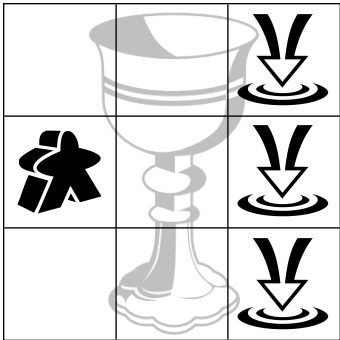


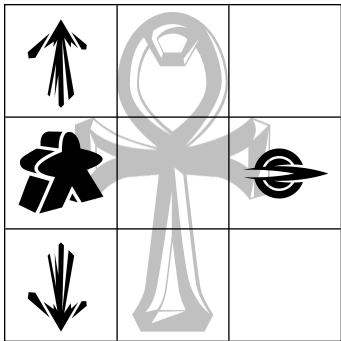


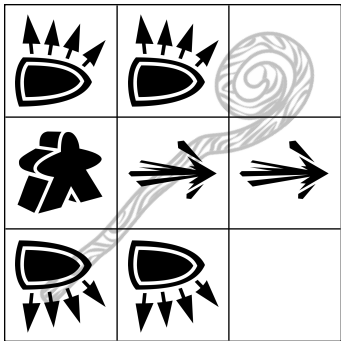








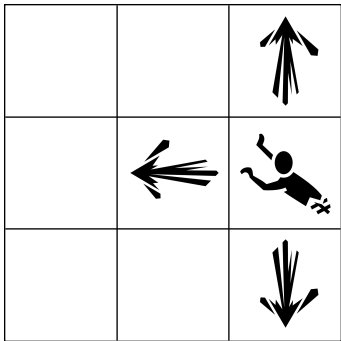






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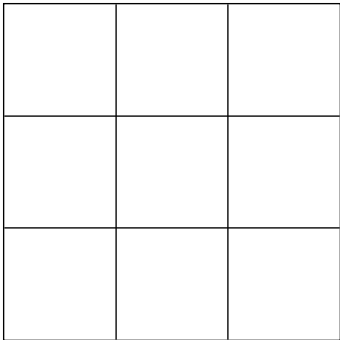


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[REDACTED]

[REDACTED] [REDACTED] [REDACTED] [REDACTED]

[REDACTED] [REDACTED] [REDACTED] [REDACTED] [REDACTED]

[REDACTED] [REDACTED] [REDACTED] [REDACTED]

[REDACTED] [REDACTED] [REDACTED] [REDACTED]

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