

## Game Rules:

### Backstory:

On the abandoned planet Galastia, a group of interstellar bounty hunters arrives with a single goal: to capture the healer, Tree Trunks, a forest troll with healing abilities. The players must battle each other while defending against trees that guard the healer. The bounty is high, but only one can claim it.

### Game Goal:

To win, players must carry Tree Trunks back to their starting hex while surviving attacks from other players and the planet's defensive trees. The first player to complete this task wins.

### Components:

**Game Board:** 1 board with designated terrain zones and tree markers

**Trees:** 9

**Healer (Tree Trunks):** 1 token

**Dice:** Includes one each of 1d4, 1d6, 1d8

**Rule Book**

**Day/night & Weather sheet**

### Game Setup

#### Place Trees

Look for the X marks on the game board and place the trees on each X. White trees on the bottom, orange in the middle, and black on top.

#### Position the Healer

Put the healer, Tree Trunks, in the center of the board, known as the pit.

#### Choose Starting Points

Each player picks a starting spot along the outer edge of the game board.

#### Decide Who Goes First

Each player rolls a 1d6. The player with the highest roll goes first.

## Game Mechanics

### Starting Points & Movement

Each player begins on the board's outer edge. Movement happens across three terrain levels:

1. Top Tier (Difficult): Roll 1d4 for movement; characters here take +1 damage from any attack.
2. Middle Tier (Normal): Roll 1d6 for movement.
3. Pit (Center) (Easy): Roll 1d8 for movement.

To move up or down between tiers, players need to be next to a tier edge.

Moving costs 1 HP during the day and 2 HP at night.

Moving down and up counts as a basic move.

You may only move up or down once per turn.

You may not move down on the first round.

Tiers prevent flying or teleporting up or down.

## Healer

### When carrying:

Place healer next to character sheet off the board.

You can't attack other players.

Movement rolls are reduced by 1 hex.

Trees deal 1 additional damage to the carrier.

To activate healing, players must place the healer next to their current hex, any player adjacent may attempt to pick it up. If multiple players are in range, each rolls a 1d6, with the highest roll claiming the healer.

If a player dies while holding the healer, the healer returns to the center, and the player revives at their starting point.

If a player reaches another carrying the healer, they can either attack or attempt to steal. Roll a d6, stealing succeeds on an odd roll and fails on an even roll.

## Trees

Trees are placed on X markers and attack when players enter adjacent hexes on the same tier.

To block, roll 1d6: odd rolls take damage (based on tree type), even rolls block successfully.

### Tree types:

Clear Black; tier 1 (top) ] 3E

Clear Orange; tier 2 (middle) 2E

Solid White; tier 3 (bottom) 1E

## Weather and Day/Night Cycle

In each game, the weather and day/night cycle will change each turn

At the start of each round, roll a 1d6 to determine the weather:

1 = Sunny

2 = Windy

3 = Rainy

4 = Freezing

5 = Meteor Shower

6 = Solar Flare

General Weather (Sunny, Windy, Rainy, Freezing): No direct gameplay effects, but player-specific weather abilities can still apply.

Meteor Shower: All player's movement is reduced by 1 hex.

Solar Flare: All players take 1 damage, and tree attack power is reduced by 1 HP.

The day/night cycle also alternates throughout the game, affecting movement costs between tiers (1 HP during the day, 2 HP at night).