

A NOOB'S GUIDE TO THE GAME

Welcome in the world of Reddya. You are a noble and like all nobles, you argue about what could have been combination of skill and equipment could have made up the best possible hero to have defeated the Demon Lord 999 years ago.

The curse that holds the Demon Lord in chains is about to run out and the Lord will be freed. You are responsible for creating a team of three heroes with the best combination of skills, wit and power to send the Demon Lord to his grave.

Each character is allowed to use different equipment and skill, which they will choose from a 30-card deck of your choosing - one for each of your three heroes. These decks are to be designed around the skills available to that character, only.

For instance, there are 12 different sets of skills in the cards and each skill card is numerated with a level. Each character class card is illustrated with their specific skill category and skill level. Each character may only use their designated skill category and level.

Note: You can permanently trade cards with other player of the game. This provides you the opportunity to stack your card deck to the skill you most prefer to use. For example if you decide to play your Sorcery using Ice Magic skill, you may consider trading skill cards with another player to gain Freeze or Blizzard cards.

Last but certainly not least, you must select your heroes' weapon(s) and two artefacts. Two may be selected, depending on the character, as noted on the class card.

After all has been decided, it is time to calculate their Hit Point (HP) and speed, and set this on the board. Pay close attention to each of your character's class cards and artefacts as each may affect your character's HP and speed stats. See Terminology and Reference Guide for more on HP and Speed.

Example: You have a Warrior with a Two-Handed Sword and the ring of speed. Alone, the Warrior has a speed of 10 points. The Artefact gives and increases their speed by 4 points. The Warrior has a total speed of 14 points.

Once your character's speed has been calculated, place a Speed Token on the board corresponding with each character's total speed points. Each character is then assigned a Turn Chip. The fastest player will be awarded the 1st Turn Chip, 1st chip; the second fastest will receive the 2nd Turn Chip, and so on until all characters are assigned Turn Chips. This determines the order in which the characters will play.

GOAL OF THE GAME

To win the game you must prove that your hero's combination of skill, weapon and artefact was the best combination to defeat the demon Lord. To prove this, you must defeat your opponent's team of heroes.

You can build your character decks by selecting 30 skill cards. Those card must be playable by the character. See character cards for reference.

What is needed to be able to play

You will need

- Paper and Pen to keep track of HP & Speed (you can download the board from www.forgottenfight.com)
- 1D6
- 1D100 (2D10)

HOW TO PLAY – GENERAL GUIDELINES

1. Select three character decks.
2. Make sure each hero have their weapon(s) and artefacts if playing 5A.
3. Place each deck behind each hero.
4. If you are familiar with the game, follow option 5A for a complete version of the game. You may also decide to only choose weapons, ignoring all artefacts.
5. If you are new to the game, follow option 5B for a simplified version of the game.

5A. Create your starter (9 card) deck by:

- i. Choosing 6 cards from any character deck and not at random.
- ii. After you create your starter deck, reshuffle each deck separately.
- iii. After you have selected your first 6 cards, choose the top card from the top of each deck.

5B. Create your starter deck by selecting the top 3 cards of each character deck.

6. Assign the turn token based on the speed of the player. See Speed under the Terminology and Reference Guide for more details.
7. To complete a round, each players plays based on their Turn Chip until each player no longer holds a token. Every time a token is played, and after the player uses their card, that player is allowed to pick one card from their deck.
8. After a round is complete, re-assign the turn-token based on speed.
9. Each player picks 2 cards from the top of any deck.
10. Start another round following steps 7-9 until one team is eliminated.

Note: When a character dies, discard 3 cards of your choice if your hand holds more than 6 cards. That discard cannot bring your hand lower than 6 cards. For example, if you hold 8 cards and your character dies, discard 2 cards.

TURN

A round is played starting with the character holding the 1st Turn Chip, followed by the 2nd and 3rd through to the 6th Turn Chip. After all six players have made played/decided to action, the rotation reversed starting with the 6th Turn Chip holder back to the 1st for anyone who decided to pass. A complete round would look like this: 1-2-3-4-5-6-6-5-4-3-2-1, but each character is only allowed to play once by turn.

The main reason for this is if a player decided to pass, they would play last. If none of the character's speed totals were affected, then that player would go first on the next turn. The significance is that that player could play two cards in a row.

Having a team built on speed can be devastating. For instance, if one team's characters are assigned Turn Chip 1, 2 and 3, and they each decide to pass their turn, they would be the last three characters to play in the first turn, and they could be the first three characters to play in their second turn to complete the round. This would amount to six Offensive Skill actions in a row from the same player's team of heroes that could destroy their opponents! Note that a character's turn cannot be passed twice in a row.

If you do an action put your turn chip in the middle, your turn is done. After your chip is discarded you pick a card from the deck of the character that just played. If you decide to pass on your turn, keep your Turn Chip to play it later. Do not discard it.

After each character has used their turn chips, the round is complete and Turn Chips are reassigned based on each character's new speed – determined by the effects of the actions played. Each character also selects 2 cards from the top of any deck.

GRAVEYARD PILE / SHAREABLE DECK

Whenever you play a card, a buff is dispelled or a debuff is cured, place your card into the graveyard pile – a pile of accumulated cards off to the side of the playing board. If a character's entire deck is used, reshuffle the pile and that becomes a shareable deck for any character within your own team. As the game continues, build a new graveyard deck pile for use within your team. You can only build one shareable deck at a time.

TERMINOLOGY AND REFERENCE GUIDE

HIT POINT (HP)

Hit Points in this game work differently than any other.

Every time your character suffers damage, your HP is reduced. Once your HP falls below 100, your character is in the Danger Zone. If a character goes into the Danger Zone, you must roll the D100 dice and you must roll higher than your remaining character's Hit Points.

Example: Warrior has 230 HP. Being 130 HP above the 100 HP Danger Zone indicator, there is no chance that the Warrior will die. The only exception to this would be if a Grim Reaper Spell is actioned against them. The Warrior then receives a hit from the Paladin who used Two-Handed Mace worth 30 Damage (dmg) plus a Power Attack Card worth +10 dmg, totaling a combined 40 dmg points. After the Damage has been played, the Paladin rolls for a Miss or Crit and they roll a Crit (i.e. Critical) which multiplies their Damage by 2.

Therefore the Paladin does 80 points worth of dmg, and the Warrior failed his Armor Save. The Warrior is now down to 150 HP. Next up is the Enemy Mage who cast a regular Lava Bolt worth 100 dmg against the Warrior. The Warrior's Armor Save does not stop the Magical Damage cast against him, therefore the Lava Bolt cast brings their HP down to 50.

The Warrior is now in the Danger Zone and risks death. With only a 50% change of survival, the Warrior must roll the D100 and roll less than 50. If they roll 50 or above they lose their remaining HP and perish.

SPEED

Speed can never go above 20 points or below 1 point. If two characters have the same total speed points, refer to the base speed noted on the Class card. The character with the highest base speed will go first. If both characters have the same speed, roll the dice and whoever rolls the highest number goes first.

PHYSICAL DAMAGE & MAGIC DAMAGE

There are two main types of damage: Physical and Magical.

Physical Damage is influenced by the opponent's weapon, and each character can use their Armor Save to avoid it.

Magical Damage occurs when a player uses a Magic Card (e.g. Fire, Ice, Death and so on). A character's weapon has causes no Magical Damage unless otherwise stated on the Weapon Card. To avoid damage or the effect of the card, the opposing player must roll a Magic Save.

ARMOR SAVE (AS)

After someone deals Physical Damage onto your character, you roll a D6 dice to determine the affect – if any, of the damage. If the roll is equal or higher than an Armor Save, the Physical Damage attack is avoided. Armor Save will always be a fail on a 1. If you dont have any Armor Save and get something that give you +1 to your Armor Save, then your Armor Save will be 6+.

MAGIC SAVE (MS)

After someone deals Magical Damage or a Spell that targets one of your characters, roll a D6. If your roll is equal or greater than Magic Save, all Magical Damage is avoided. Magic Save will always be a failed on a 1. If the card is already in play like a curse, the damage will happen every turn and you don't roll each turn with your magic save to avoid damage. You only roll when the card is played. If you dont have any Magic Save and get something that give you +1 to your Magic Save, then your Magic Save will be 6+.

ACTION OR PASS

The players with the 1st Turn Chip plays first. On each player's turn, they may choose to action or pass. A player can also play a Free Boost card if an action is played.

Simple Attack

To perform a Simple Attack, you do not need to use any special card. Instead, you inflict damage by using your characters' weapon. This attack counts as an Offensive Skill.

Artefact Bonus card or a Boost Card can be used in a Simple Attack. See the section on Artefacts and Weapons for reference.

To perform an action, turn your Turn Chip facedown. After you perform your action, your turn is done and you can pick an extra card from the deck of the character that just played.

Offensive Skill Card

Instead of using a regular attack you can play one of your Offensive Skill cards (i.e. Spells) so long as the character being played has the ability to use this card. Each character class can only play certain spell types and certain levels. Each Offensive Skill card is categorized and has an

assigned level.

Example: Ninja play first, and in his hand, he has a Lava Bolt, Fire Storm, Heal, Power Attack and Corrosion. The Ninja could either perform a Simple Attack with Corrosion, or play a card. Instead of a Simple Attack, they could play a Power Attack by playing both the Power Attack and Poison cards. He could not use the Heal or Lava Bolt cards because they are outside of his skill level.

ROLLING A MISS, HIT or CRITICAL (CRIT)

Rolling a Miss or a Crit roll can change a game completely. Crit is equal to double damage.

Everything that count as an offensive skill and direct damage will have to roll on that table except if the card states otherwise.

That table determines if the Damage dealt is 0, normal or if the Damage is doubled.

If you roll a miss on an Offensive Skill play, all damage and other effects of that play on your character is avoided.

If nothing is affected, 1 is always a miss.

2-3-4-5 is a Hit.

6 is a Crit.

For example, the Mace weapon does 25 dmg , it will take a -1 to hit and + 1 to crit, so for the mace 1-2 will be a miss , 3-4 will be a hit , and 5-6 will be a crit.

Note that several things can affect whether a play's effect is a hit, crit or miss. For instance, some weapons might directly affect your chances to hit and crit in a positive or negative way

For example, a Warrior is attacking a Paladin. The Warrior is using a Large Mace that gives him + 2 Crit but -1 hit. The Paladin that is getting attacked has a shield that gives him + 1 evasion.

The -1 to hit will increase the chance to miss. Therefore the Warrior will miss on a 3+ and hit on 4+. The Large Mace gives a bonus of + 2 to crit.

The crit start at 6. So with the bonus on crit we have to remove from the 6.

6(Basic Crit) - 2 (Bonus of the mace) = 4.

The warrior will miss his target on any roll below 4 and will crit the target on a 4 and above.

1= Will always be a MISS

6= Will always be a HIT and CRIT (except if some debuff say otherwise)

Evasion will increase the chance to miss with physical damage for your enemy.

To Hit can either negative or positive effect and will change the chance of the hit/miss

Always calculate evasion first before the Hit bonus. It will make the calculation easier.

Miss will always prevail over a crit. It will work the same for Spell magic but weapons don't affect the miss/crit of a spell. Weapon stats will only affect Simple Attack or Combat Skill except if stated otherwise on the weapon

1 + Evasion - Hit (+ or -) = Chance to miss

6- Crit (+ or -) = Chance to Crit

CARDS

Each card performs a different play and can be used at different times.

They each have a symbol on the side of the card that identifies which category of play to which they belong: Offensive Skill, Defensive Skill, Boost, Weapon, Artefact and Class.

Everytime you use your turn chip you are allowed to play 2 cards. An Offensive Skill and a Boost card if you can. Play both card at the same time but the Boost card will be played first.

OFFENSIVE SKILL

To play an Offensive Skill category card, you must use your Turn Chip. An example of an Offensive Skill is the Simple Attack, although that is an action performed without a specific card.

DEFENSIVE SKILL

A Defensive Skill category card can be played by any of your character during your opponent's turn.

You can use as many as you want in a single turn/attack, but the same character cannot use the same card twice.

You can use a Taunt card to save a friend and a Reduction card to receive less Damage, if being attacked.

BOOST

Boost plays differently than any other category.

Boost category cards are a bonus card that can be played on every turn before you use an offensive skill category card or as a simple attack. If a boost is not a buff or a debuff then it is only effective for the turn on which it is played.

BUFF & DEBUFF

Buff is considered a bonus and the debuff category card is considered a malus. If either card is played it will remain in play until cured or dispelled unless said otherwise on the card.

Buff and debuff cards can never be played as a miss or a crit and will always hit.

STACKABLE / NON-STACKABLE BUFF & DEBUFFS

Each Buff or Debuff category card is classified as stackable or non-stackable. A stackable Buff/Debuff can be applied multiple times, while a non-stackable Buff/Debuff can only be applied once.

For example, Toughness Augment Spell Lv 1 is a stackable buff . A player can use this buff over and over again on a character to try to ignore the physical dmg cast upon them. Whereas a Fog Control Magic Lv 1 is a non-stackable buff. Only 1 Fog by character is permitted at a time.

CLASSES

The Class category card represents the type of hero that the character depicts. It will state the HP , Base Speed and all of the other category cards it can use including any specifications, levels or limitations.

ITEM

Item cards can be used by any player without a required skill level.

WEAPONS & ARTEFACTS

These cards identify the equipment/gear that you choose to be worn or used by your hero characters.

WEAPONS

There is eight kinds of weapons: Dagger, Sword, Axe, Mace, Staff, Bow, Shield and Spear.

Each character class card indicates which weapon they can use and if any, which weapon skill.

Weapon Skill:

- Dual Wield
- Large

Dual Wield:

If a character is allowed to Dual Wield they can equip themselves with weapons in both hands . When a player decide to use their dual wield, their character can use their off-hand to perform an extra simple attack on each turn. Each weapon's hit or crit will not affect the other. When dual wield is used each weapon will suffer - 1 to hit. Dual wield is not required to wield a shield and using a shield to not inflict a penalty to -1 to hit.

Large:

A large weapon requires both hands to use, therefore nothing can be equipped in the off-hand.

| One-Handed | Damage (dmg) | Bonus/Malus | Notes |
|------------|--------------|------------------------|---|
| Sword | 25 | -1 to enemy Armor Save | |
| Mace | 25 | +1 Crit. -1 to Hit | |
| Axe | 35 | | |
| Dagger | 15 | +1 to Hit +1 to Crit. | |
| Shield | 0 | +1 Evasion | Must be equipped in the off-hand, don't require Dual Wield skill to use it. |

| Two-Handed | Damage (dmg) | Bonus/Malus | Notes |
|------------|--------------|----------------|-------|
| Staff | 15 | +1 Armour Save | |

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|-------|----|------------------------|--|
| Spear | 30 | -2 to enemy Armor Save | |
| Bow | 20 | -1 to Hit | Defensive Skill and counter-damage cannot be used against physical damage done by the bow. |

| Weapon Skill (Large Two-Handed) | Damage (dmg) | Bonus/Malus | Notes |
|---------------------------------|--------------|--------------------------------|-------|
| Sword | 30 | +1 Crit -1 to enemy Armor Save | |
| Mace | 30 | +2 Crit. -1 to Hit | |
| Axe | 40 | +1 Crit. | |

A weapon's Crit and Hit can only take effect as part of a physical attack.

For example, the Combat Skill Lv 1 Power Attack can only be affected by the Hit and Crit of a two-handed Mace, whereas a Fireball would have any effect.

Artifacts / Artifact Boost

Artifacts are magical items that are used to boost your character. Two artefacts can be equipped by each character at a time. Each artifact will have a complete description of their power on the card. Each Artefacts is unique and the same card cannot be used twice by the same character. If the artwork is different, then this is a different card.

| Artifact | Bonus/Boost | Notes |
|-----------------------|--|---|
| Ring of Power | +5 Physical Damage | |
| Stone Necklace | +1 to Armor Save | |
| Ring of Speed | +4 Speed | |
| Evasion Ring | +1 Evasion | |
| Bracelet of Precision | +1 to Hit | |
| Sacred Ring | +20 to any Life Magic | |
| Assassin Cloak | Immune to Taunt if Dagger is equip in the Main Hand. | |
| Amulet of Fire | +10 to Fire Damage | |
| Anti-Magic Ring | +1 to Magic Save | |
| Amulet of the Lich | +10 to Drain Life Damage and Heal | |
| Healing Ring | +20 extra 20HP after receiving any kind of healing | |
| Cursed Ring | | When the Grim Reaper fails, you may re-roll the spell. On a roll of 1, the ring will take the soul of the caster instead. |
| Amulet of Ice | | Every enemy hit by ice damage receives an additional negative 2 speed. |

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| Amulet of Poison | | The amulet gives you the power to play 2 boost poison cards instead of 1. |
| Piercing Amulet | | When attacking an enemy with physical damage, the enemy must remove (-1) on his Armor save. |
| Mind Ring | | When attacking an enemy with magical damage, the enemy must remove (-1) on his Magic save. |
| Ring of Second Chance | | When the wearer of this ring rolls the dice, they have a 2/6 chance to return to life with 100HP |
| Taunting Horn | Results in 50% chance (4+) to return the Taunt card back to your hand instead of to the graveyard pile. | |

Items

Items can be used by anyone. No level or skill required.

| Item | Bonus/Boost | Notes |
|-----------------|---|--|
| Healing Potion | Self-use and heals the character for 50HP. | |
| Antidote | Self-use. Removes all poison from your character. | The antidote will be ineffective if the poison is protected by an anti-cure. |
| Bomb | A bomb can be thrown at an enemy to deal 50 physical dmg. | On a miss, the bomber causes damage to themselves instead. |
| Potion of Speed | Self-use. Increases your character's speed by +5. (BO) | The bonus of this potion can be dispelled. |

Glossary

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|--------------|---|
| Armor Save | Roll higher or equal to your armor save to avoid physical dmg. |
| Buff | Temporary bonus cast on a character that stays in effect until dispelled |
| Dead | A player is dead when they misses his Danger Zone roll. That player keeps their turn chip and will be forced to pass their turn. If the player cannot pass anymore then the player will automatically lose their turn chip. |
| Debuff | Temporary Malus cast on a character that stays in effect until cured |
| Evasion | Evasion is the opposite of hitting. When you attack you always have to reduce your enemy evasion to your chance to hit with physical damage. |
| Magic Save | Roll higher or equal of you magic save to avoid magical dmg. |
| Miss or Crit | That table is used to know if you miss your opponent or if you critically hit |

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| | them. The roll of a 1 will always be a miss and the roll of a 6 will always be a hit and crit. |
| Paralyze | When a player is paralyzed and when it is their turn to play, the player then lose their turn chip and is cured of their condition. If an ally cures the paralyzed player before his turn chip can be used, the player can play normally. |
| Poison | The target must be hit to have cause the poison to take effect. That poison will be effective even if the targeted player was successful with their armor save. |
| Resurrect | A player that is getting resurrected by an ally, they are unable to receive a turn chip on that round. They will only be able to move at the start of the next turn. If a dead player still has his their chip because they died on the same turn, they can be resurrected before their turn comes. Then the character may play normally. |
| Sleep | A player that is put to sleep has 3/6 chances on their roll of the dice to wake up every time it is their turn to play. If the player awakens then they can play normally but without the turn-pass option. If the player is still asleep then they must lose their turn chip, and will stay asleep as long that they are not cured. Sleep can also be cured with any kind of damage. |

- 1/6: Need to roll a 6 to succeed
- 2/6: Need to roll 5-6 to succeed
- 3/6: need to roll 4-5-6 to succeed
- 4/6: Need to roll 3-4-5-6