

Log

(Version 1.0)

Intro :

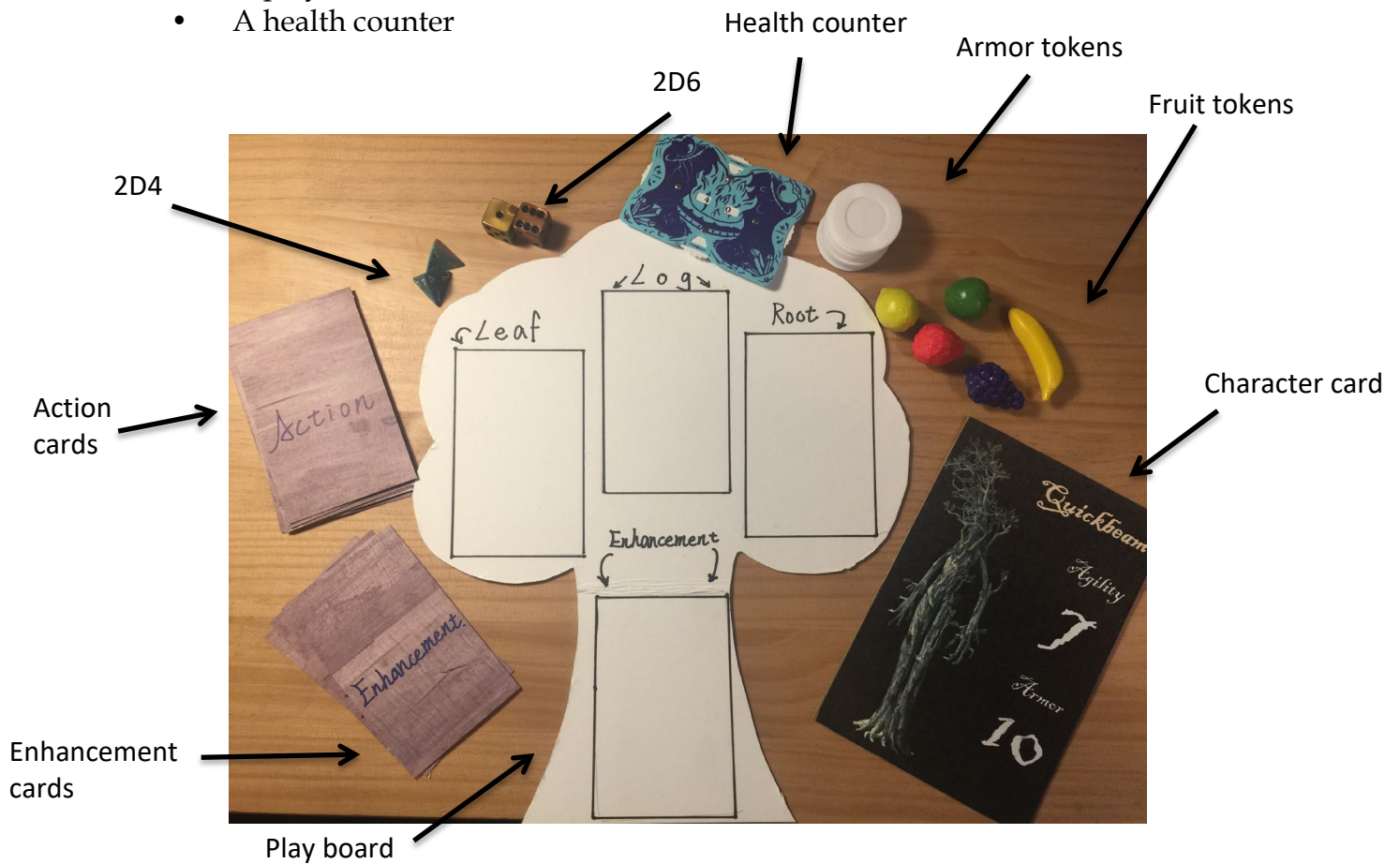
Log is a game which two player play as two Ents and fight against each other.

Player :

- 2 players

Required components (for each player) :

- 2D4
- 2D6
- A character card
- A set of action cards (6 cards)
(One set's back is written in red and the other one is written in blue)
- A set of enhancement cards (3 cards)
(One set's back is written in red and the other one is written in blue)
- 5 fruit tokens
- 10 armor tokens (The white tokens)
- A play board
- A health counter



Required components (public) :

- 10 bug tokens
- 4 fruit tokens
- 20 white tokens
- A set of event cards (8 cards)



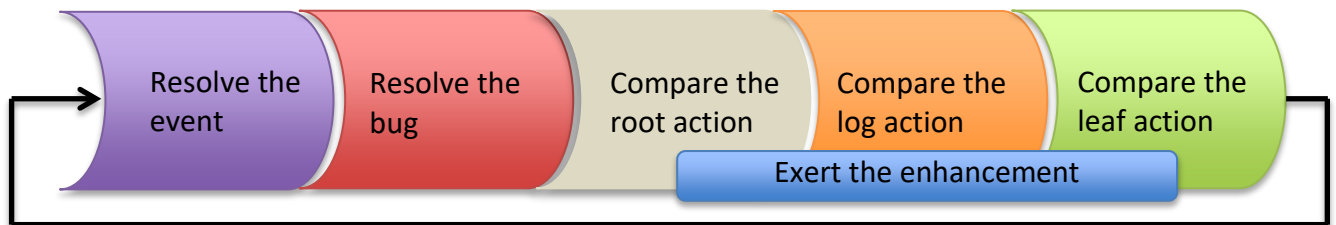
Object :

Beat your opponent by making their health to zero.

Overview :

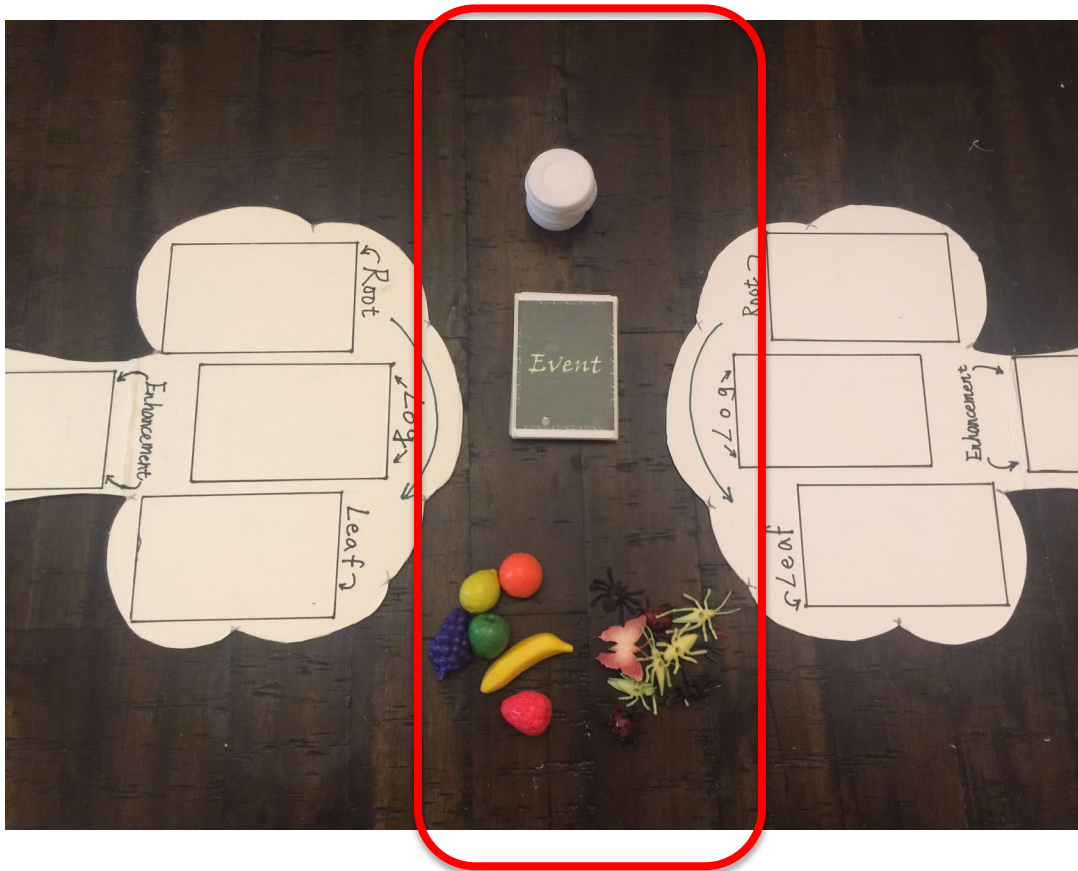
During each turn, the player will compare their action cards from root part to leaf part with their enhancement card to determine the result of the combat.

The gameplay flow:



Setup :

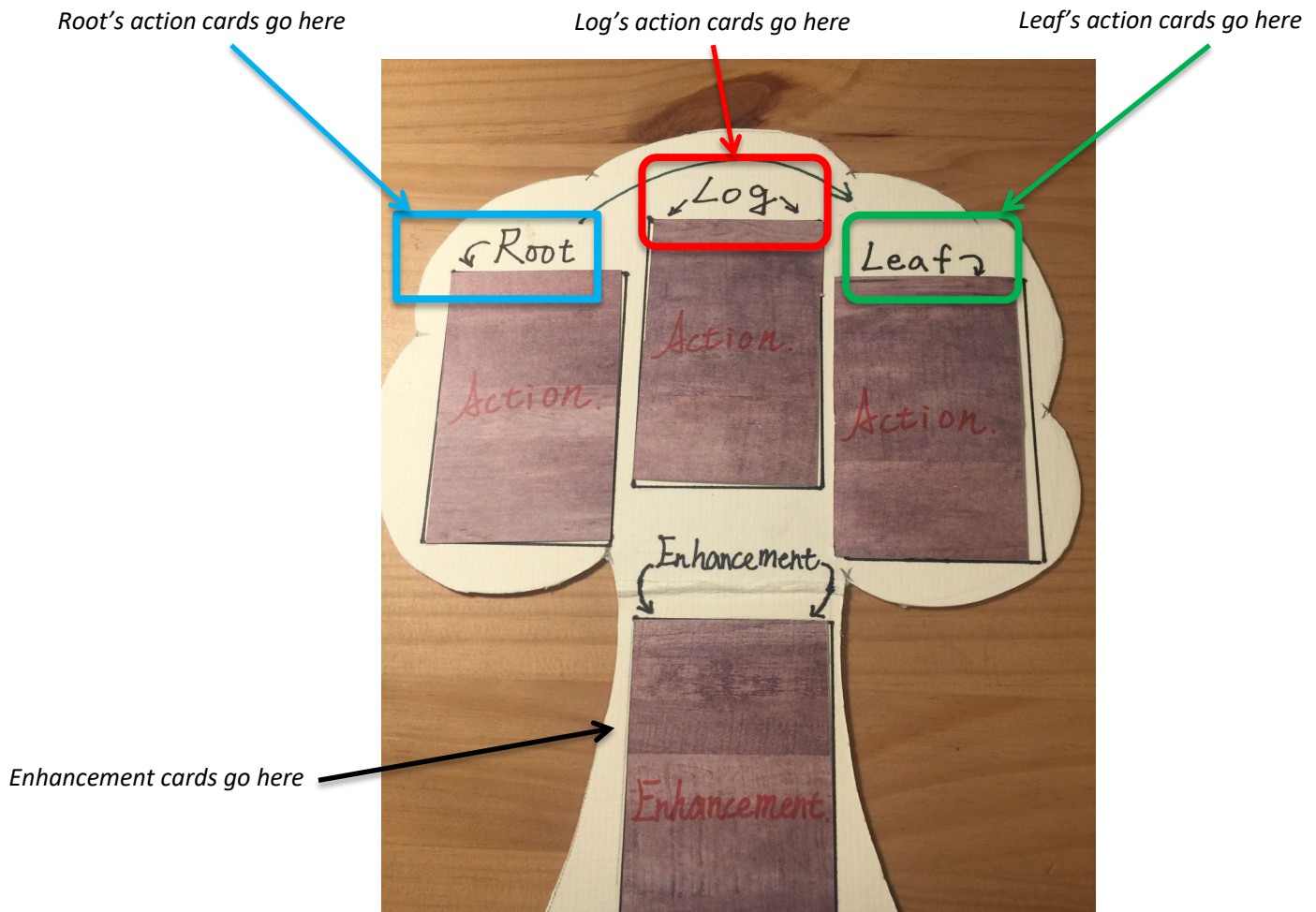
- Player chooses their character and turns the side of the character they choose up. The trait of the characters is as follow:
Quickbeam has higher agility while **Ironbeard** has higher power for each attack except the fruit attack.
- Each player must set their respective health counter to **40**, which is the initial health.
- Each player place 10 armor tokens and 5 fruit tokens on their character cards, which are the initial armor and fruit they have.
- Player holds all their cards in hand.
- Shuffle the event card and put them with the public components between both players' play boards. Here is the place where the player gets or discards their fruit, bugs and armor.



The public components

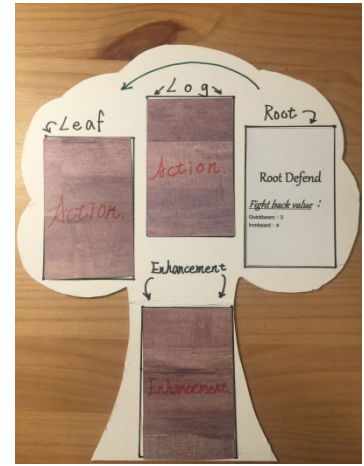
Rules :

- At the beginning of each turn, the player needs to choose which action they want to play for each part of their Ents and pick **one** enhance card.
- The player can only play one action for each part per turn.
- After the player finishes making their decision, they must place their action cards and enhancement card of their choice to the corresponding spots on the play board (facedown.)
- The player will not reveal the enhancement card until they launch it.
- The player **can only** and **need to** play the enhancement card when playing the corresponding part. For example, the player only plays the leaf enhancement card when they compare their leaf part.
- After all players have placed their cards, one player picks an event card from the deck and exerts it immediately. If there is no event cards in deck, reshuffle the discarded ones.
- If any player has a bug on them, they will lose 3 health due to the bug effect of the bug and then remove it (more detail in Special effects section.)
- After this, the player will battle (more detail in Combat section.)



Battle rules :

- The player turns their action cards on the board from root to leaf and compare with their opponents' action card to do combat.




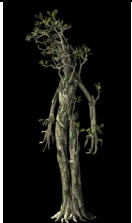




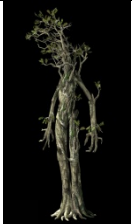


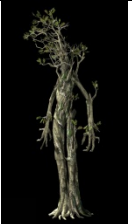
The order to play the card (root -> leaf)

Attack V.S. Attack

- If both players attack each other, roll the dice (following the description on the cards) and compare the result with your opponent's agility value.
- If their dice value is **bigger** than or **equal** to your agility value, they do the damage on their card directly to you (**ignore armor.**)
- If their dice value is less than your agility value, they miss and nothing will happen.

Attack V.S. Defense

- If one player defends when another player attacks, the defending player can **fight back** against the attacking player **if the attacking player misses.**
- When the "fight back" happens, the attacking player cannot do any damage to the defending player and will directly lose their health by the damage on the defense card.
- If the attacking player actually hits the defending player, instead of losing health, the damage will reduce the defending player's **armor**.
- If the defending player does not have enough armor, the remaining damage will directly reduce their health.





















		Dice value	Agility	Result
 Attacks	 Defends	 Rolls 5	 7	 Take the "fight back" damage
 Attacks	 Defends	 Rolls 8	 7	 Reduce armor

- If both players play take defense, nothing will happen.
- After the combat, the player takes back all their cards and starts the next turn.

Special effects :













➤ **Bug attack**

- Bugs come from the enhancement card of the log, either defense or attack.
- Player who has a bug on them needs to put a **bug token** on their character card for every bug that they receive.
- The effect of the bug attack will start at **the beginning of next turn (after the event card.)** After the effect is exerted, the player can remove one bug per turn.
- The bugs will reduce 3 health directly (ignore armor) and only one bug can hurt the player per turn, the remaining bugs will stay until next turn.
- If the player translates a bug to their opponent, the effect of that bug will be reset and be exerted next turn, not the current turn.
- If both players enhance their log while one player attacks and another one defends, if hits, the bug will first translate from the attacking player to the defending player then go back to the attacking player when the attacking player hits.

		When hits		Result
 Log defends Agility:6	 Log attacks	 Has 2 bugs	 →  Spawn 1 bug	 Has 3 bugs
		 Has 1 bug	 →  Translate the spawned bug and the old one	 Has 0 bug
 Log defends Agility:6	 Log attacks	 Has 1 bugs	 →  Spawn 1 bug	 Has 3 bugs
		 Has 0 bug	 →  Translate the spawned bug and the old one	 Has 0 bug

➤ **Fruit attack**

- At the beginning of the game, both players have 5 fruit.
- The maximum of the fruit that the player can have is 7 (except the effect of the event card.)
- If the player gets any extra fruit, they need to place the fruit token on their character card to represent the number of the fruit they currently have.
- The player needs to spend their fruit to do the fruit attack and the maximum of the attack that the player can play per turn is 3.
- The fruit will only be used when the player declare an attack. If the player misses an attack, the remaining fruit will not be used.
- The fruit attack is similar to the normal attack. The player rolls the dice (following the description on the cards) and compare with their opponent's agility.
- If the player **misses** a fruit attack, **the chain attack ends** and they continue to the next turn.
- If a player decides to do a fruit attack, they **cannot do the normal attack** of their card.
- If another player plays a normal leaf attack when another player plays a fruit attack, the first comparison is as same as the situation when both players attack each other. After that, player who plays the fruit attack will still compare their dice value with their opponent's agility for the remaining attacks. **The damage will decrease their opponent's health directly.**
- If another player defends when the player plays a fruit attack. The defending player can still do the fight back.

		Turns			Result
		 Rolls 8	 Rolls 5		 Stop at the second chain and use two fruit
<i>Fruit attacks</i> Agility:6	<i>Normal attacks</i> Agility:7	 Rolls 4			
		 Rolls 7	 Rolls 9	 Rolls 5	 Take one "fight back" damage and stop at the third chain.
<i>Fruit attacks</i>	<i>Defends</i> Agility:7	Reduce 4 armor	Reduce 5 armor	Fight back!	

Victory :

If your opponent reaches 0 HP, you win the game!

If there is a tie and the turn is not over, continue the turn.

If there is a tie and the turn is over, start a new turn.

Credits :

All Design and Assets Created by HsiangHsuan Tung

Special Thanks to Professor Radakovich and Professor Kaufman

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