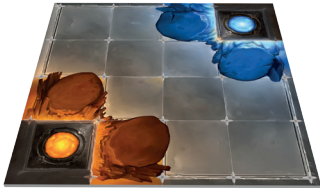


FORGENESIS

You are a forger, and your specialty is creating creature figures of steel and wood. After the rigorous and sweltering work of hammering and polishing is completed, you breathe life into the figurines and use them in a game of wits against others in order to determine who is the most capable forger of all!

Each creature has unique strengths, and as they are summoned from their furnace caves, players will direct them on the board as they attempt to reach their opponent's corner.

Components



1 Board



12 Creature Tokens
(6 orange, 6 blue)

Setup

1. Place the board so that a blue or orange corner is pointing toward each player.
2. Each player takes all 6 Creatures of the color matching the board corner facing them.
3. One player must randomly place 2 of their Creatures out of play. Their opponent must put the same 2 Creatures of their color out of play. The remaining creatures in front of each player are considered to be in that player's reserve.
It is recommended for your first game that the Butterfly and Firefly be removed.
4. The player who last crafted an item will be the starting player.
5. The starting player must choose and place one of their opponent's Creatures onto a Summoning space next to the opponent's corner, active side face up. After this, the other player must do the same.
6. The starting player now performs the first turn of the game.



Creature Status

Each Creature token is double-sided, and the side faceup indicates that Creature's current status.



Active creature



Resting creature

Gameplay

Players will alternate taking turns. The active player must perform either an Activate Creatures & Summon turn or a Refresh Creatures turn.

Activate Creatures & Summon Turn

The current player may perform an Action phase and/or then a Summon phase.

At least one creature must be activated or summoned during a Activate Creatures & Summon Turn.

Activation Phase

In any order of their choice, the current player may activate each of their active Creatures once. When activating a Creature, one of the following two options must be chosen:

MOVE

Move the Creature to an orthogonally adjacent empty space. The creature remains active.

The Creature **must** move so that it is farther away from your own corner base.

ABILITY

Perform the Creature's ability (explained on the next page) and then flip the token to its resting side.

The following applies to all ability effects:

- Abilities allow Creatures to move back toward their controlling player's base.
- Under **no** circumstances can a Creature be placed onto the Corner Base that matches their color.
- Active and resting Creatures may be the target of abilities.

Creatures may be placed beyond the edge of the board while performing a move or ability. Whenever a Creature leaves the board for any reason, it is removed from play and may not be summoned again.

Summon Phase

After completing the Activation phase, the current player **may** summon one new Creature onto the board. Do this by placing a Creature from the player's reserve onto an empty Summoning space that matches the current player's color. This Creature must be placed with its active side faceup.

Refresh Creatures Turn

The current player flips all of their resting Creatures so that their active side is faceup. This option may only be selected if the current player has at least one resting Creature.

Winning the Game

If the current player is unable to activate at least one Creature while also having no resting Creatures, then they immediately lose the game.

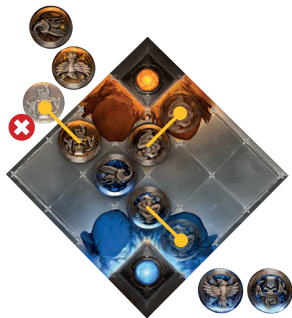
A player wins immediately if one of their Creatures is on the Corner Base that matches their opponent's color.

Creature Abilities

Each Creature has a unique ability. After performing their ability, they will flip to their resting side.

Beetle

Shoves an orthogonally adjacent Creature so that the target moves one space away from the Beetle. The Beetle does not move. You cannot activate the Beetle's ability if the targetted Creature would be shoved into a space occupied by another Creature. The targetted Creature can be shoved off the edge of the board. Creatures shoved off the board are removed from play, which means they cannot be summoned again.



Bird

Move the Bird to an empty, diagonally adjacent space.



Butterfly

Perform the ability associated with any orthogonally adjacent Creature.

In the example, the Butterfly is copying the Bird's ability to move diagonally.



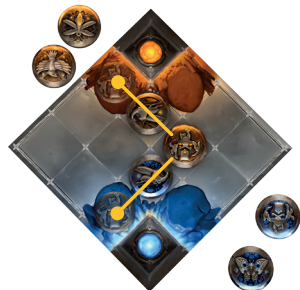
Firefly

Target a Creature that is in the same orthogonal line as the Firefly and that has no other Creatures between it and the Firefly. Move the targeted Creature toward the Firefly until they are adjacent.



Frog

Jump the Frog over an orthogonally adjacent Creature so that the Frog lands 2 spaces from where it started. The frog cannot perform the jump action if there isn't an orthogonal adjacent creature in the direction of the jump. The Frog must land on an empty space.



Snake

Target an orthogonally adjacent Creature and swap the locations of the Snake and that targeted Creature.



Credits

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Digital Rules

Digital rulebook available at thundergrph.com/rulebooks



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