

FORTUNE HEROES

Fortune Heroes is an exciting tabletop game for 2-6 players aged 7+. Embark on a thrilling journey through treacherous paths and unexpected dangers as the Heroes strive to survive The Great Flood and emerge from the trail with the most loot. Choose your Hero card, equipped with a set of 5 unique Spells and strategically navigate the trail, obstructing other Heroes while constructing your path towards the coveted Treasure Caves. Phase by phase, you will face the challenge of securing treasures while ensuring a safe escape route before The Great Flood strikes. With immersive gameplay, beautifully illustrated cards, and a mix of strategy and anticipation, Fortune Heroes guarantees an unforgettable adventure where the surviving Hero with the most loot emerges as the ultimate victor. Are you ready to embrace the thrill and seize your fortune?

HERO CARDS

At the start of the game, each player selects a Hero card. Each Hero has 5 unique Spells. The Powers of the

Spells are listed on the back of the Hero card. We recommend that players become familiar with their Hero's Spells and associated Powers before beginning the game.



TRAIL CARDS

The Trail card deck includes the following:

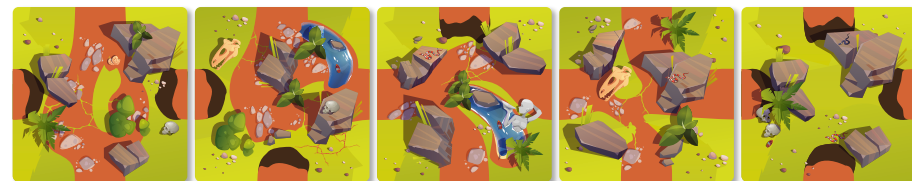
- 1 Home card
- 59 Path cards
- 6 Special cards
- 6 Treasure Cave cards



Home card

PATH CARDS

There are 5 types of Path cards.



Straight path L-junction T-junction 4-way junction Dead end

When placing Path cards on the table, they must always connect with an existing path. Heroes move their pawns from tile to tile, following the Trail. If a Hero has nowhere to move on the Path, they are stranded and cannot move. They still pick cards from both decks (Trail cards and Playing cards) on their turn.

SPECIAL CARDS

There are three pairs of Special cards.



Rotation Platform Red Portal Blue Portal

Heroes can rotate the Rotation Platform card as many times as they wish as long as they are on the card. Rotating the card does not count as a move. Heroes can travel through the Blue or Red Portal cards both ways as much as they wish as long as they are on the card. A Hero cannot travel from a Blue Portal to a Red Portal. Travelling through

the Portals does not count as a move. If only one Portal card is available on the table, Heroes cannot go through the Portal as it will lead to nowhere.

TREASURE CAVE CARDS

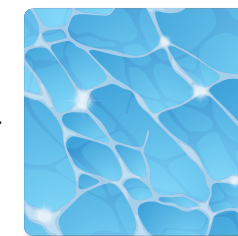
There are 6 Treasure Cave cards with different treasure values. The currency used in Fortune Heroes is called Niri.



When Heroes move onto a Treasure Cave card, they pick a Treasure Token card with the same value of treasure and add it to their treasure collection. They also get to move 2 bonus tiles, giving them an advantage to escape The Great Flood which takes place in phase 3 of the game.

THE BACK OF THE TRAIL CARDS

The back of the Trail cards represent The Great Flood which occurs in phase 3 of the game (refer to the How to Play section for details).



On their turn, Heroes are only allowed to flip one specific Trail card, either:

1. one of the Treasure Cave cards, or
2. any Trail card adjacent (not diagonal) to a flipped Trail card.

These flipped Trail cards reveal the increasing danger and urgency as the flood approaches, adding a sense of suspense and strategic decision-making to the game. Choose your flips wisely to ensure your survival and successful escape from the treacherous floodwaters.

TREASURE TOKEN CARDS

The Treasure Token cards represent the treasure that a Hero collects when they move on a Treasure Cave card in phase 2 of the game. Heroes keep these cards in their treasure collection.



PLAYING CARDS

The Playing cards consist of Villain, Treasure and Action cards. On every turn, Heroes get to pick one card from the Playing cards deck.

TREASURE CARDS

The pack includes 21 Treasure cards. When Heroes collect a Treasure card from the deck on their turn, they keep the Treasure card in their collection.

If a Hero loses treasure, he must return the minimum value of the stolen or lost treasure to the bottom of the Playing cards deck. Reference to lost treasure applies to both Treasure cards and Treasure Token cards. If you lose more treasure than you own, surrender all the treasure owned.



VILLAIN CARDS

The Playing cards deck includes 25 Villain cards. Each Villain has 6 Spells. When a Hero collects a Villain card from the deck on their turn, one of the Spells – and only one – matches their Hero card. Heroes play the corresponding Power listed on the back of their Hero card.



ACTION CARDS

The pack includes 26 Action cards. When Heroes collect an Action card from the deck on their turn, they either play it immediately or hold on to the card until they wish to use it, as per card instructions. Once Heroes use a card, they discard it at the bottom of the Playing cards deck.

- 5 Damage cards
- 4 Diversion cards
- 4 Protection cards
- 4 Stab cards
- 3 Escape cards
- 3 Swap cards
- 3 Extra Move cards

Instructions on Action cards are not optional and should always be played.

When Heroes lose Protection or Diversion cards they should return them to the bottom of the Playing cards deck.



Illustrations by MyTeam.Art
Game development based on Alexiei Dingli's idea.

SETUP

1. Place the Home card in the middle of the table.
2. Put the Treasure Cave cards aside and shuffle the Trail and Special cards.
3. Shuffle the Treasure Cave cards and place them at the bottom of the Trail card deck and place the deck on the table face down.
4. Shuffle the Playing cards and place them face down in one deck.
5. Each player selects a Hero card and picks a pawn. All Heroes place their pawns on the Home card and the corresponding Hero card in front of them.

HOW TO PLAY

The youngest Hero goes first and the game proceeds clockwise. Fortune Heroes is played in 3 phases.

PHASE 1: ENTERING THE TRAIL

In this phase, the Heroes enter the trail while tactically obstructing other Heroes, constructing their Path to get to the Treasure Caves at the end of the Trail and planning their escape route once The Great Flood begins.

On their turn, the Heroes get to perform 3 operations:

1. Pick a Trail card from the Trail card deck and place it in any orientation anywhere on the table, connecting it to an existing path.
2. Optionally move the Hero's pawn 1 tile in any direction.
3. Pick a Playing card (refer to the Playing Cards section for details).

PHASE 2: LOCATING THE TREASURE CAVES

When the Path cards run out, phase 2 begins. Although optional, the Heroes should try to get at least one Treasure Cave while ensuring they have a way out of the Trail. This gives them a better chance to win the game if they survive The Great Flood.

The Heroes get to perform 2 operations in this phase on their turn:

1. Pick a Treasure Cave card from the Trail deck and place it anywhere on the table, connecting it to an existing path.
2. Optionally move their pawn 1 tile in any direction. If the Heroes move on a Treasure Cave card, they collect the corresponding Treasure Token card, add it to their treasure collection and move a bonus 2 tiles to escape The Great Flood.

Do not play any Playing cards in this phase.

PHASE 3: ESCAPING THE FLOOD

Once all Treasure Cave cards have been laid out on the table, phase 3 begins. The Great Flood occurs, and the Heroes must swiftly return to the Home card safely.

On your turn, you get to perform 3 operations:

1. Flip any Trail card, but only if it is a Treasure Cave card or is adjacent (not diagonal) to a flipped card.
2. Optionally move your pawn 1 tile following the Trail.
3. Pick a Playing card (refer to the Playing Cards section for details).

If a Trail card is flipped and there is a Hero pawn on it, that Hero is swept away by The Great Flood and instantly eliminated from the game.

The Heroes who manage to reach Home safely and survive The Great Flood wait for the remaining Heroes to finish the game.

If only one Hero remains in the Trail, that Hero is safe from The Great Flood and the game ends.

All surviving Heroes count their treasure. The Hero with the most treasure (including Treasure Cave tokens and Treasure from the Playing cards) is the winner.

QUICK GAME

For a faster game, remove some of the Path cards making sure to keep all the Treasure Cave and Special cards from the Trail deck.

