



FORFORT

Rule book - ENG

20'

8+

2-4

Designed by **Corentin Brand**
& illustrated by **Chevalier Gambette**

ÉDITIONS





GOAL OF THE GAME

Build your fort around your dungeon (deck) and finish it before your opponent but he can attack you to slow down your construction (u2).

CONTENTS

- 124 cards
- 4 player Aid
- 4 card holders
- 1 «Specific Powers» board
- 4 «joker » tokens (extension)
- 1 rule book





SETUP

- Each player shuffle his deck (turn sometimes 90° to shuffle directional arrows on the top of cards) and place it (hidden side) in front of you (**your deck = «your dungeon»**). Territories face each other (*schema p. 4 & 5*). Each player place his 3 helping camps next to your dungeon.
- **Draw 3 cards** and keep them hidden from the other players.
- Put your « **builder campement** » in your fort (one of 8 locations), info : CAMP p.8.
- Starting with the one who visited a fortified castle recently.



GAMEPLAY OVERVIEW

0) Move your « Army » card one time in fort opponent if there is.

1) Play one « wall » card on one of 8 locations of your fort but you must respect following directional arrows.

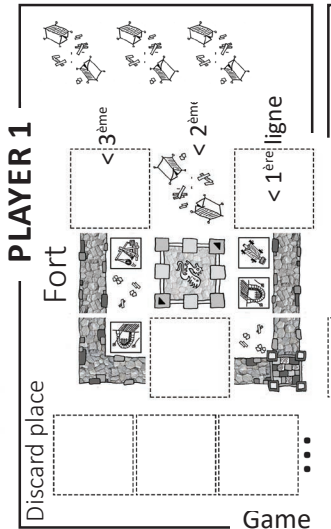
or Play one « Army » card at the enemy's, info : ARMY p.9.

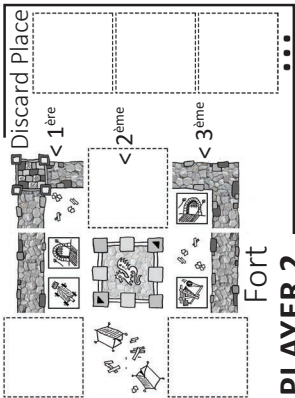
or Discard one card to activate effect, info EFFECTS p.10.

or Discard one card (without activate effect).

2) Draw one card (be careful to do not move the deck).

> It's the end of turn, continuing clockwise, take turns until the end of the game.





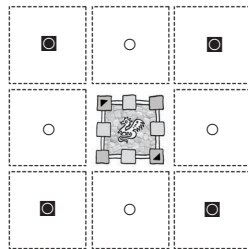
THE FORT

There are 8 locations around your dungeon (the 9th is your dungeon).

These locations have not card limits but if you cover it, you lost its possibility or its effect.

Example : Cover a «protected wall» with a simple «wall», you lost protected power.

Angles  in angles and straight lines  between angles.






SPECIFIC POWERS

If one player make a combination with two symbols when he put in in his fort, activate, immediatly, your super power (dedicated board). It's possible to make a double superpower with the angle, activating one then the other (the choice is yours).

THE DEDICATED BOARD IS LOOKING ALL PLAYER IN THE CENTER OF TABLE.



☀ Détruire n'importe quel emplacement du fort adverse (sauf protégés) **☀**
+ 1 carte du donjon.

Example :



END OF THE GAME

You win immediatly if you finish your fort with 8 fortifications (4 angles et 4 straight lines).

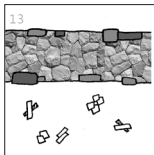
Or when a dungeon runs out of cards, it's the end of this player, the other continue to play til one alone player have cards in his dungeon (he will play a last turn).

2 points per fortified location, 1 point per Army at the enemy's, **2 points for a dungeon with cards** et **1 point per helping camp** not used ! In case of tie, tied players share the victory.

Precisions : A visible camp in fort don't count it.

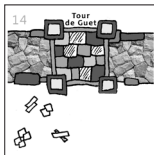
All locations of disqualified players are still destructible.

x20



SIMPLE WALL, straight line (x10) and angle (x10).

x4



PROTECTED WALL with **WATCHTOWER**, straight line (x2) and angle (x2).
This card is protected from all attack except by the superpower of the trebuchet.

x1

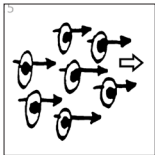


BUILDER or HELPING CAMP can build a wall without respect directional arrows when it's your turn.

Info : PREPARATION for builder camp and DRAWBRIDGE for helping camp.

EFFECTS

x3



ARMY. Put in enemy's fort.

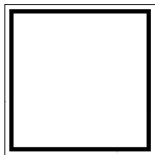
Place it on an empty spot in enemy's fort to invader and choose your direction.

At the start of the attacking player's turn, move it one time (one move) and destroy cards if there are. Next attacking player's turn, move again and destroy if there are cards. If the ARMY is in front of WATCHTOWER or or has reached the end, discard the ARMY card at the next turn of attacking player's.

> A wall cannot be built on top of an ARMY.

> **THE DEFENDER CAN DISCARD AN ARMY from your hand TO DISCARD ENEMY's ARMY.**





EFFECTS

Effects (symbols) **must be discard to activate power** (if there are two symbols, you need to choose one).

> You can do a combination of two symbols in your fort (like domino) : See the **SPECIFIC POWERS BOARD**.

x4

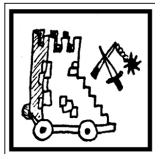


TREBUCHET.

Destroy an enemy location in the first, second or third enemy's line (number on the card).

You can destroy the first card on the top of enemy's dungeon (second line).

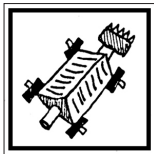
x4



SIEGE TOWER.

Destroy the first card on the top of enemy's dungeon and add one more if you have an ARMY at his place (cumulable).

x4



BATTERING RAM.

Destroy one location of the first enemy's line.

x4

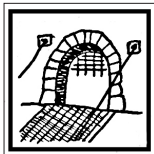


MAÇON.

Jouer une carte depuis la défausse (Muraille en respectant les flèches ou un campement sans respecter les flèches).

Une Armée ne peut pas être récupérée.

x4



DRAWBRIDGE.

Place an helping camp on an empty location in your fort.



GLOSSARY

« *Location* » = Zone in your fort (8 locations) where you can place cards one on top of the other.

« *Discard area* » = Privative area where you put destroyed or discarded cards.

THE DISCARD AREA IS VISIBLE AND CONSULTABLE BY ALL PLAYERS DURING THE GAME.

« *Destroy* » means you must put affected cards in the discard area.



CREDITS

Designed by **Corentin Brand** • www.instagram.com/corentin_brand_auteur

Illustrated by **Chevalier Gambette** • www.behance.net/tristan-gion

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Graphic designer : Co2graphisme • www.co2graphisme.fr

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THANKS A LOT !

My family, Fanny and Co, friends, Tristan Gion, etc.



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