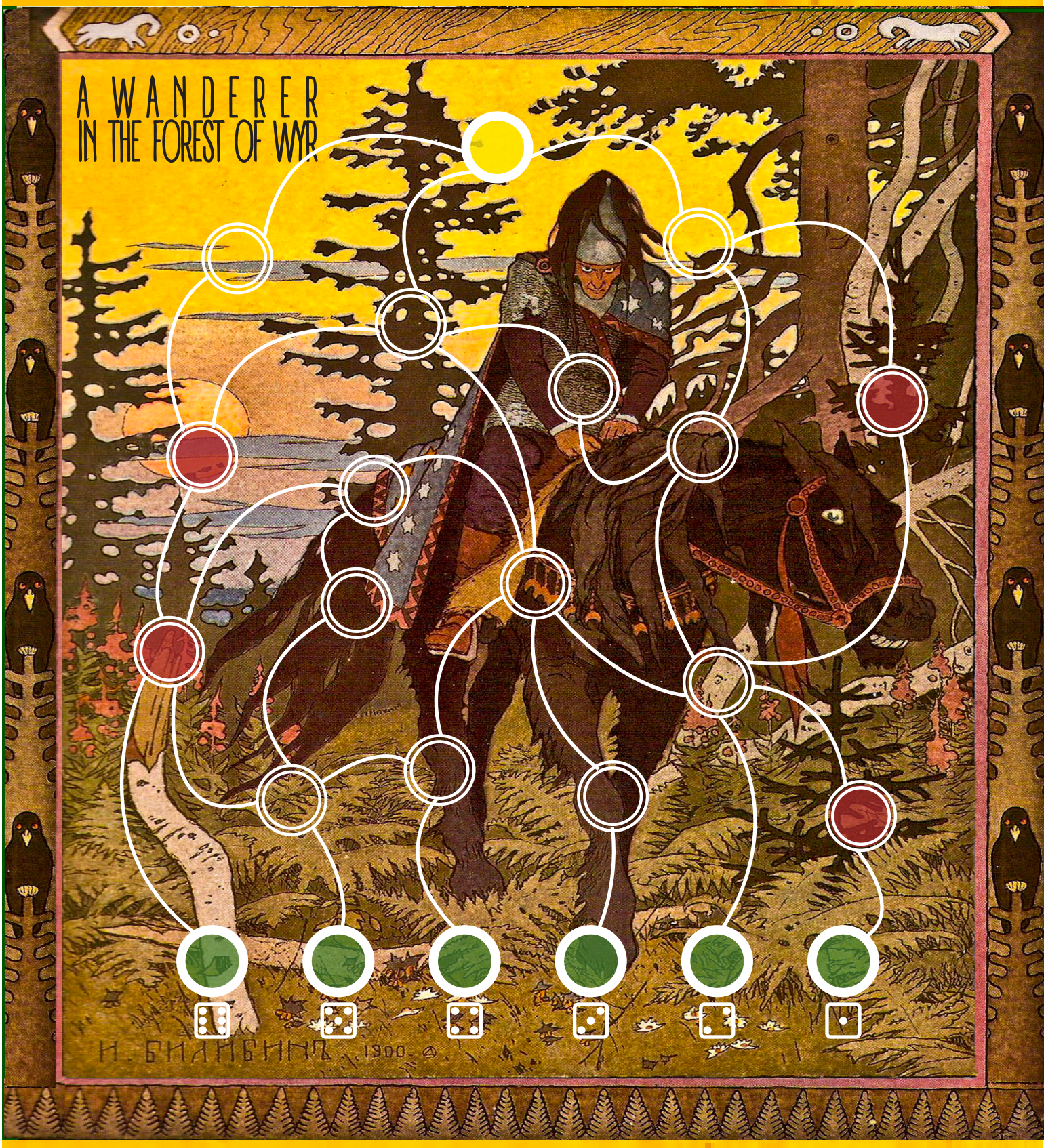
♠ RAVEN STRENGTH

♣ RAVEN FLIGHT

♥ WANDERER'S HEALTH



RAVEN STRENGTH DISCARD

RAVEN FLIGHT DISCARD

SPELLSHARDS TO BE RECOVERED

QK ♠ ♣ ♦ ♥

A WANDERER IN THE FOREST OF WYR

In Wyr you wander, searching for the *spellshards* of your magic which have become ravens. Will you recover all eight shards and win your way home or will you ever roam among the dark trees of Wyr?

A SOLO FOREST OF WYR GAME BY TODD SANDERS



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Game board image by Ivan Bilibin.

Components and Setup:
The game board showing the paths through the Forest of Wyr and locations for various game decks to be placed on
8 black markers for the Ravens + 1 white marker for you, the Wanderer
1 six sided die
a deck of playing cards divided into 5 separate, smaller decks as follows:

1. The Raven Strength Deck: A-10♠ : shuffle this deck and place it face down at the top of the the game board
2. The Raven Flight Deck: A-10♣ : shuffle this deck and place it face down at the top of the the game board
3. The Wanderer's Health Deck: A-8♥ : stack the cards from 8-A and place the deck face up at the top of the the game board
4. The Wanderer's Strength and Movement Deck: A-8♦ + the J♠♣ and J♦♥ : these cards will be your hand of actions during the game
5. The Recovered Spellshards Deck: KQ♠♣ and KQ♦♥ : shuffle this deck and place it face down at the bottom right of the the game board

Roll the six sided die once for each of the 8 Ravens. Place the black markers on the ● spaces next to their corresponding die value. Place your marker on the ● space.

To Win: You must free each of the 8 Ravens, reclaiming their Spellshards of magic before the remaining ravens reduce your health to 0. Each Raven you free will allow you to draw a Recovered Spellshard card from its deck.

To Play: Each round of the game has 3 phases which are played in cycles until all Ravens are freed or your health is lost:

Phase 1. Raven Flight - Draw 1 card from the Raven Flight deck and discard it face up to the bottom of the game board. The card drawn equals the number of spaces 1 or more Ravens will fly (i.e. move) this turn **towards you**. Always choose the Raven marker closest to you along the paths to fly first, followed by each Raven next furthest out. Each Raven will fly 1 space. If you have moved each Raven and still have spaces left to move, begin again with the closest Raven. If Ravens are an equal distance from you, you may choose which to move and by what path.

NUMBER OF SPACES MOVED
A-2♣ = 2 SPACES
3-4♣ = 3 SPACES
5-6♣ = 4 SPACES
7-8♣ = 5 SPACES
9-10♣ = 6 SPACES

If the Raven Flight deck is exhausted, shuffle the discard deck and create a new deck to draw from.

Ravens will stop their flight if they land on the space where your player marker is currently.

Phase 2. Raven Attack - Each Raven that ends its flight on a space your marker occupies will attack you in turn. For each Raven draw 1 Raven Strength card plus 1 additional card for each freed Raven. Add the values of the cards together:

ATTACK STRENGTH
A-2♠ = 2 STRENGTH POINTS
3-4♠ = 3 STRENGTH POINTS
5-6♠ = 4 STRENGTH POINTS
7-8♠ = 5 STRENGTH POINTS
9-10♠ = 6 STRENGTH POINTS

This total number is the attack strength for that Raven. If you can no longer draw cards from the deck, shuffle the discard deck, form a new draw deck and continue drawing cards.

Then, play cards from your hand into a discard pile in front of you, adding the values of each card together for your defense strength until your defense strength is greater than the Raven's attack strength.

DEFENSE STRENGTH
A-2♦, J♠♣ & J♦♥ = 1 STRENGTH POINT
3-4♦ = 2 STRENGTH POINTS
5-6♦ = 3 STRENGTH POINTS
7-8♦ = 4 STRENGTH POINTS

If your defense strength is greater than the Raven's attack strength you have freed the Spellshard. Place the Raven's marker on one of the Raven images along the sides of the board and draw the top card from the Recovered Spellshards deck, placing it in your discard pile.

If your defense strength is equal to or less than or the Raven's attack strength, subtract the defense strength from the attack strength and remove that number of cards from your Wanderer's Health deck. **If this deck is ever empty you have lost the game.**

Phase 3. Wanderer Movement/Freeing - The cards in your hand are used both for defense and movement. Each card you play will go in a discard pile in front of you. If you begin this phase with either 0 or 1 card in your hand (do not count any of KQ♠♣ or KQ♦♥ cards in your hand), pick up your discard pile as a new hand.

If you choose to move, play 1 to 3 cards and move a number of spaces equal to or less than to the total card values.

NUMBER OF SPACES MOVED
A-2♦, J♠♣ & J♦♥ = 1 SPACE
3-4♦ = 2 SPACES
5-6♦ = 3 SPACES
7-8♦ = 4 SPACES

If your player marker ends on a space with 1 or more Ravens you may choose to free the Raven. A Raven will attack and you will defend per Phase 2 rules.

Recovered Spellshards Deck - When Ravens are freed they become Spellshards you have recovered. You may use a Spellshard at any time during a round, playing them from your hand, **but once a Spellshard is played it is removed from the game** (with the exception of K♣).

Q♠ = **ORACLE OF VISIONS**
Draw up to 3 cards from the Recovered Spellshards deck and place them in any order back on the deck face down

K♠ = **RESTORING BALANCE**
Use any one Jack in your hand one time
J♠♣ & J♦♥ = 5 STRENGTH POINTS

Q♣ = **BINDING ALLIANCE**
Instead of drawing 1 card for each freed Raven during an attack, draw 1 card for each Raven not yet freed

K♣ = **WINGS OF THE RAVEN**
You may move from any ● space to any other ● space. Then place this card in your discard pile. Can be used to escape from a Raven Attack

Q♦ = **CHEVAL GLASS**
Draw and discard the topmost Raven Strength card, adding its value to your defense strength

K♦ = **SUBSIDED WINDS**
Ravens will not move during next Phase 1. Do not draw a flight card for that phase

Q♥ = **ASPECT CONSTRUCTION**
Discard any number of Raven strength cards after being drawn, and draw replacements for each

K♥ = **THE SUN IN WINTER**
Halve any damage taken during this attack, rounding down