

In the realm of Nemus, within the forest known as the **Grove**, formidable Leaders come together once a year to battle for rulership. In the Market, the Leaders must assemble the most mighty Party to fight for victory; be it terrifying Beasts, valiant Heroes, extraordinary Items, powerful Weapons or mystical Relics.

Whose Party will prove the strongest? Which Leader will dominate the **Grove**...?

### 1) SETUP PHASE

Each player is randomly assigned **1** Leader Card.

Shuffle the Game Cards and deal each player **5** Game Cards, which is their starting **Party** and should be kept secret until the **Reveal Phase**.

Place the remaining Game Cards face down in a stack to form the Deck. The player who most recently drank a cup of tea goes first.

### 2) PARTY PHASE

The first player must draw a card from the Deck, as the **Market** will be empty to start with.

After drawing their new card, they must discard **1** card from their **Party** and place it face up in the middle of the table to form the **Market**. Play then passes clockwise to the next player.

Each player then has the option of drawing the top card from the Deck or taking any card from the **Market**.

*Remember: after each player draws a new Game Card, they must discard **1** card from their **Party** and place it face up into the **Market** before the next player's turn.*

Once the **Market** reaches **10** Game Cards, the **Reveal Phase** begins.

### 3) REVEAL PHASE

All players reveal their **Party** simultaneously.

*Any Effect 'At the **Reveal Phase**...' should be completed before any scores are calculated (e.g. Rotten Eagle).*

Players add the Base Scores and resolve the Effect of each Game Card, then apply their Leader Bonus, if any.

*We recommend a Calculator for this! Alternatively, visit our website for a free **Grove Score Card** print-out.*

The **Winner** is the player with the highest scoring **Party**! In the event of a tie, each tied player draws **1** extra Game Card from the Deck and recalculates.

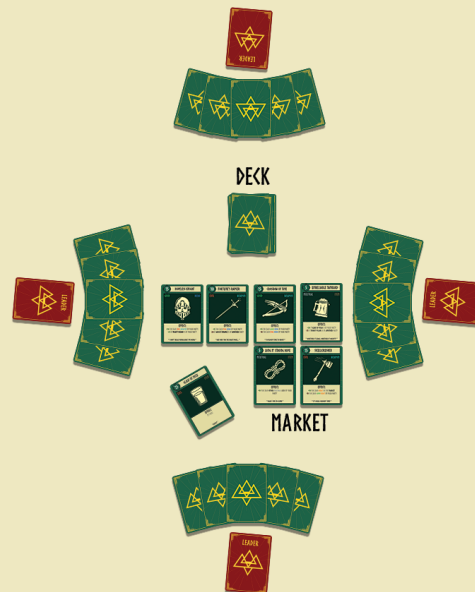
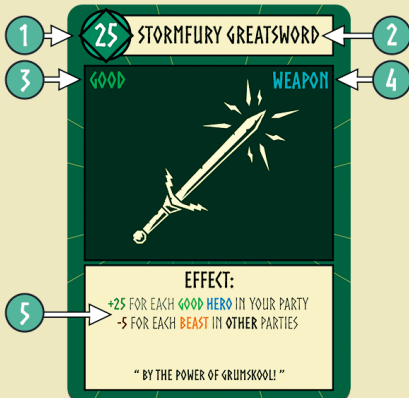
#### TERMS OF REFERENCE

**Market** - The discard area where Game Cards must be face up and visible to all players.

**Party** - a player's hand of **5** Game Cards and **1** Leader Card.

## CARD OVERVIEW

- 1) **BASE SCORE** - Each card has a Base Score.
- 2) **NAME** - Each card has its own name.
- 3) **ALIGNMENT** - Each card has an alignment: Good, Evil or Neutral.
- 4) **TYPE** - Each card has a type: Hero, Item, Weapon, Beast or Relic.
- 5) **EFFECT** - Each card has an Effect that changes your Final Score.



*Keep an eye on which cards other players take from the **Market**; it may give you a clue to what they are planning!*

