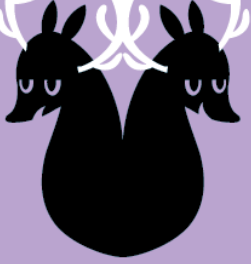
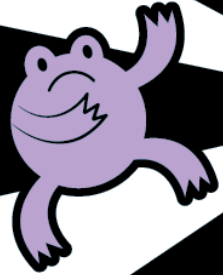


HORRIBLE
ADORABLES



FAMILIARS[®] and FOES



1-5
Players

Ages
10+

20-
90
mins

FAMILIARS[®] and FOES

A SPELLBINDING
COOPERATIVE GAME



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If it's easier for you to learn to play by watching a video, scan the QR code or go to this web address:
www.familiarsandfoes.com/rules

For updates, information, and more fun!
www.familiarsandfoes.com



OBJECTIVE

Familiars and Foes is a cooperative style game where you work with your fellow Familiars to defeat the Evil Foes and rescue your Witches and Wizards. Your character begins as a base Elemental Familiar that you evolve by completing a series of training tasks in order to unlock your Advanced Spell Scroll. The game is played in four Waves that progressively increase in difficulty. New sets of Foes are revealed with each Wave of battle that must be defeated to save your Coven. The game is won when all the Foes have been defeated, all the Witches and Wizards have been rescued, and at least one Familiar remains Standing.

QUICK START GUIDE

Familiars and Foes is a fun and easy game to learn and play. It's perfect for casual game nights with family & friends, and fun for more experienced gamers. If you've played similar games previously, you should be able to use this Quick Start Guide to easily understand its mechanics and gameplay.

Most of the components spell out how the game works, so the Rulebook quickly becomes a reference guide to answer any detailed questions about the game's rules and mechanics.

SET-UP

★ There's no short-cut for this; see pages 5 – 6 and then return here.

GAMEPLAY



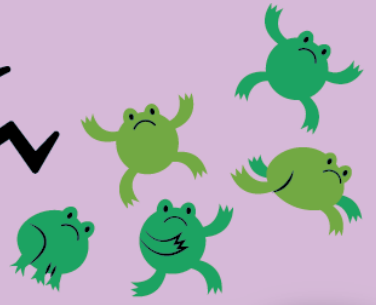
- ★ Begin the first Wave by awarding the Coven Card to its corresponding Familiar. If that Familiar isn't playing, place the card where everyone can access it.
- ★ Reveal the Foes in Wave 1 and place them in the "Foe #1, Foe #2, and Foe #3" areas of the Fabric Game Board depending on how many there are.
- ★ Player actions are split into turn based moves and interrupts.
- ★ On a turn, complete 1 of the 3 actions listed on the Character Mat (Physical Attack, Use an Artifact, or Cast a Spell).
- ★ When attacking, always declare which Foe is being targeted and pay any Magic Point cost prior to rolling or flipping.
- ★ If a successful attack is performed, each Non-Active Player may attempt a Ballyhoo Team Attack by paying the Magic Point cost and flipping the Ballyhoo Coin. The Ballyhoo is over once there is either an unsuccessful coin flip, or when every Non-Active Player has flipped the coin one time.
- ★ A turn ends after completing an action or when the Ballyhoo is finished. The game continues with the next player to the left. Move the Toad Marker on the Turn Tracker one spot to the right so it's above the next player's Familiar Meeple.
- ★ Interrupts (Special Abilities, Foe Rewards, and Good Luck Tokens) may be used any time that is appropriate during the game by the Active or Non-Active Players.
- ★ Check off the tasks that are successfully completed on the Training Scroll. Once all the tasks have been completed, remove the Training Scroll from the game to reveal the Advanced Spell Scroll.
- ★ Artifacts, Special Ability Gems, Foe Rewards, and Good Luck Tokens may be used once and then must be removed from the game.
- ★ After each player has taken a turn, it is then the Foe's turn. Choose a player to roll for the Foe(s) in order – Foe #1, Foe #2, and Foe #3 – depending on how many Foes there are in the Wave. Their attack damages every player equally.
- ★ Once all the Foes in a Wave have been defeated, completely refill all Magic Points and move onto the next Wave. Play continues with the next player on the Turn Tracker (which may be the Foes depending on where the previous Wave ended).
- ★ Continue these steps until all the Foes have been defeated or all the Familiars have Fallen.

WIZARD TIP:
If the Rulebook or components don't specify an action is prohibited, assume you can do it.





FAMILIARS[®] and FOES



THE STORY

The Good Witches & Wizards of Joralee have been kidnapped!

The noble Coven was crafting a master spell to rid their lands of the Evil Foes once and for all – until a crafty little spy caught wind of their plan. He reported back to his fellow Foes and this troubling news bound the evil horde together on a mission to snuff out the magical abilities of the Coven. Familiars are magical conduits from which the Coven draws its power. The Foes schemed to sever the Spellcasters' link to magic by separating them from their Familiar companions.

The current class of Elemental Familiars are young and still in training – they are also quite prone to distraction. The Foes put their plan into action by releasing a barrel of toads outside the Familiars' classroom window to create a diversion. It's well known that Familiars are particularly fond of toads and like to pretend they are magical companions of their own. When the Familiars ran out the door gleefully chasing the little peepers, the Foes swept in and abducted the good Witches and Wizards.

Now the Familiars must band together on a quest to overthrow the Foes and save their spellcasting partners. They'll need to bumble their way through new spells, unleash ancient artifacts, and craft crazy combo attacks to evolve into Master Spellcasters. They may just surprise their Coven with a few tricks, and Familiars, of their own!



MEET THE FAMILIARS

Nutterson III



Aether Alignment

Nutterson III has found a home with the Aether Enchantress Akasha. He was called into service after both Nutterson I and Nutterson II (no relation) were consecutively dematerialized while playing with Akasha's Atomic Astrolabe. Nutterson III's absentminded and overly curious nature often gets him into sticky situations. Luckily his toad, Astro, is always watching out to keep him from trouble - narrowly steering him away from disaster more than once. Nutterson III is one of the most powerful Spellcasters in all of Joralee, if only Astro can keep him focused long enough to actually cast a spell!





SPIKE



EMBER



JINXIE

Jinxie



Fire Alignment

Jinxie has a BIG personality and loves to live life to the EXTREME! She just can't get enough of rocking out while watching the inferno rise. She's often singed from standing too close to the flames. Jinxie is a bit of an odd partner to her Fire Mage, Ember, who is a modest soul and very soft spoken. With the exception of the Foes, Jinxie loves all living creatures and can't bear to see even the smallest fly get hurt – which is why she keeps a never-ending supply of marshmallows for her toad, Spike, to roast whenever she crafts a fire.

Mimsy



Water Alignment

Mimsy is a bit of an introvert and loves nothing more than to curl up with a good book on a rainy day. To her absolute delight, the Water Witch Sirena has shared her vast library of books on healing arts and water magic with Mimsy. When she decides to venture out for some fresh air, Mimsy can usually be found splashing around at the beach with her toad, Droplet.

Mimsy uses these excursions as an opportunity to practice the latest spells she's been studying. These experiments usually involve Droplet, who is less than thrilled to be Mimsy's favorite test subject.



DROPLET



SIRENA



MIMSY

Figgitch



Earth Alignment

Figgitch was trained in the skills of outdoor survival by Terra, the Earth Pixie. He can be a little rough-and-tumble, but knows how to take care of himself and his friends. Figgitch likes to collect things – A LOT of things. Anytime he comes across a new seed, leaf, or shiny object while in the field, he tosses it in his pouch for further examination. His toad, Bailiwick, has his work cut out for him as the curator of Figgitch's extensive collection. It's Bailiwick's job to tag, organize, and file each specimen received and recall them for Figgitch whenever needed.



BAILIWICK



TERRA



FIGGITCH

Piddy Paw



Air Alignment

Piddy Paw's awareness drifts amongst the clouds as they sit in a Zen-like state. The Air Mystic, Mistral, has calmed Piddy Paw's turbulent soul and taught them to find inner serenity. Piddy Paw has mastered the atmosphere and is happy to send a favorable breeze in the direction of anyone who needs their sails filled. Anyone, but the Foes. The Foes get no gentle breezes, or pleasant winds – the Foes get the tempest!! Once a storm begins brewing in Piddy Paw, only the soothing sounds of Zephyr, their toad, can bring their focus back to their meditation and inner peace. Slow breaths in, gentle breezes out.



ZEPHYR



MISTRAL



PIDDY PAW

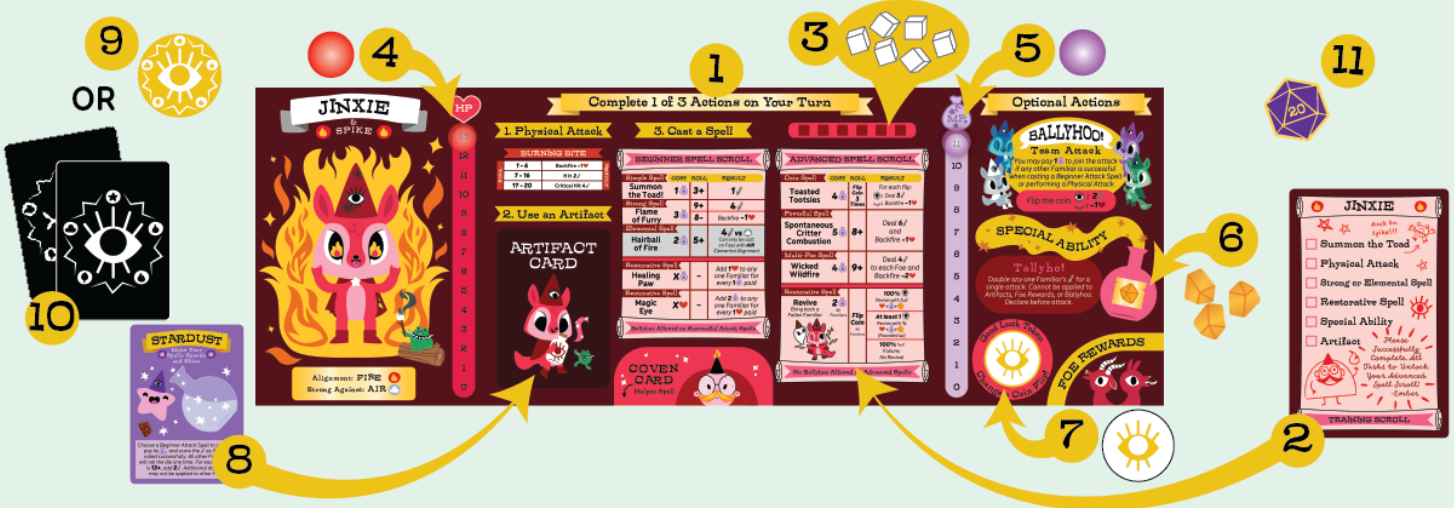
GAME SET-UP

EQUIPMENT

- 5 x Character Mats
- 5 x Training Scroll Cards
- 30 x White Training Scroll Markers
- 5 x Red Familiar Health Point (HP) Markers
- 5 x Purple Magic Point (MP) Markers
- 15 x Yellow Special Ability Gems
- 10 x Good Luck Tokens
- 15 x Artifact Cards
- 1 x Ballyhoo Coin
- 2 x Ballyhoo Cards
- 1 x 20 Sided Die
- 1 x Fabric Game Board
- 25 x Foe Cards
- 5 x Coven Cards
- 5 x Familiar Meeples
- 1 x Toad Turn Marker
- 3 x Yellow Foe Health Point (HP) Markers

- ★ Choose your Familiar and place its Character Mat (1) in front of you.
- ★ Place your corresponding Training Scroll Card (2) face up on the Character Mat so it covers the Advanced Spell Scroll.
- ★ Place the following tokens on your Character Mat (1):
 - ★ 6 x White Training Scroll Markers (3) above the Training Scroll
 - ★ 1 x Red Marker (4) at Maximum Health Points (HP)
 - ★ 1 x Purple Marker (5) at Maximum Magic Points (MP)
 - ★ 3 x Yellow Special Ability Gems (6) on the Potion Bottle
 - ★ 1 x Good Luck Token (7) on the Open Eye symbol
- ★ Organize the Artifact Cards (8) into a face down deck. Shuffle and randomly deal 1 Artifact Card to each player. Place your card face up in the Artifact area of your Character Mat (1).

WIZARD TIP:
Choose your team of Familiars Wisely. Some combinations are more powerful than others



FOE CARD SORTING

★ Determine how many Level 1, 2, and 3 Foes you will need for each Wave of battle per the chart below:

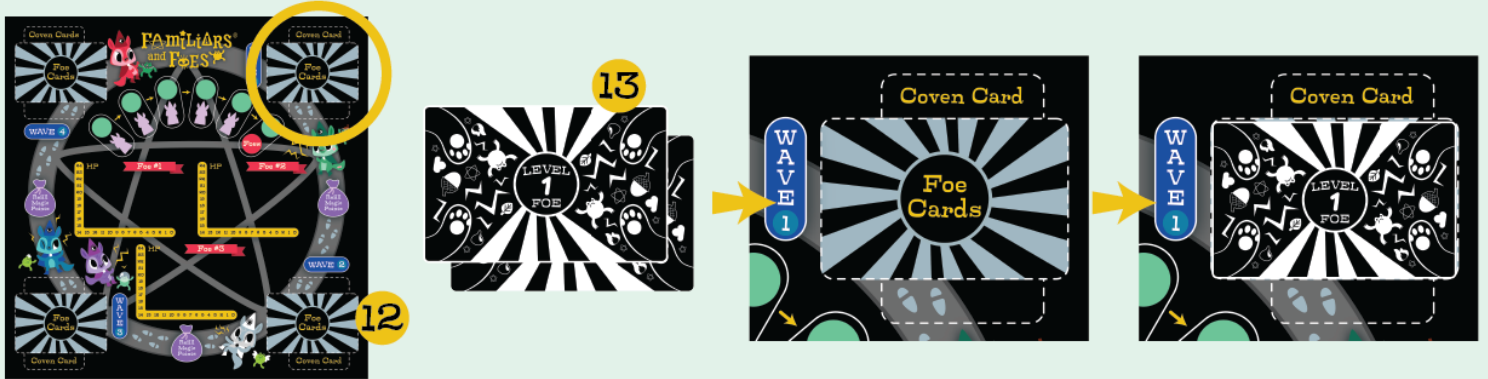
BEGINNER LEVEL		2 Players	3 Players	4 Players	5 Players
	Wave 1	Level 1 Foe	Level 3 Foe	Level 1 Foe Level 1 Foe	Level 1 Foe Level 3 Foe
	Wave 2	Level 2 Foe	Level 1 Foe Level 1 Foe	Level 1 Foe Level 2 Foe	Level 2 Foe Level 3 Foe
	Wave 3	Level 2 Foe	Level 1 Foe Level 2 Foe	Level 1 Foe Level 3 Foe	Level 1 Foe Level 2 Foe Level 2 Foe
	Wave 4	Level 1 Foe Level 1 Foe	Level 2 Foe Level 3 Foe	Level 1 Foe Level 2 Foe Level 2 Foe	Level 2 Foe Level 3 Foe Level 3 Foe

WIZARD TIP:
A Master Level game chart can be found on the back cover of the Rulebook when you're ready for a greater challenge.

GAME SET-UP

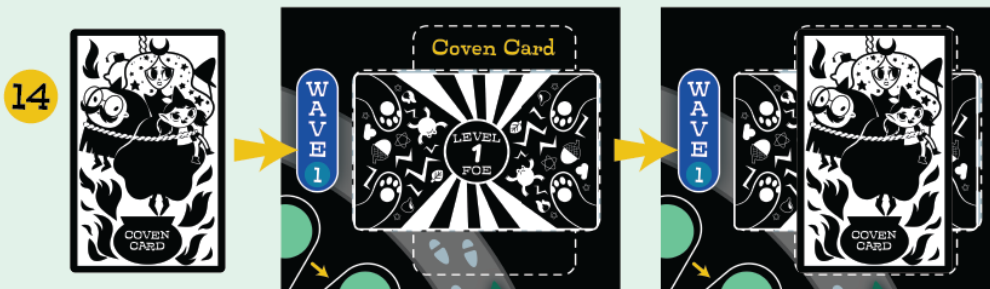
FOE CARD SORTING cont.

- ★ Organize the Level 1, 2, and 3 Foe Cards (13) into three face down decks. The level of each Foe is indicated on the back of their card. Shuffle each deck separately.
- ★ Randomly deal the Foe Card(s) (13) required for Wave 1 face down on the Fabric Game Board (12). Repeat this process for Waves 2, 3, and 4. Remove the remaining Foe Cards from the game.



COVEN CARD SORTING

- ★ Organize the 5 Coven Cards (14) into a face down deck and shuffle.
- ★ Randomly deal one Coven Card (14) face down on each of the Wave 1, 2, and 3 areas of the Fabric Game Board (12) so they sit on top of the Foe Card(s) (13). Place the remaining two cards on the Wave 4 area.



TURN ORDER

- ★ Whoever has the most experience with Familiars (owns the most pets in real life) may go first. Turn order will then proceed clockwise around the table after the first player.
- ★ The last player places their corresponding Familiar Meeple (15) face up on the Turn Tracker to the left of the red spot marked "Foes".
- ★ The second-to-last player adds their Familiar Meeple (15) to the left of the last player's meeples and so on until all meeples are placed on the Turn Tracker. The first player's meeples should be furthest left from the red "Foes" spot.
- ★ Place the Toad Turn Marker (16) on the green spot above the first player's meeples.



WIZARD TIP: Familiars will be taking actions on other players turns which can get confusing. The Toad Turn Marker helps by always indicating the Active Player.

SYMBOL KEY & GLOSSARY



HEALTH POINTS (HP) – Represents a Familiar’s or Foe’s life. Once all Health Points have been depleted, a Familiar or Foe has Fallen.



MAGIC POINTS (MP) – Magic is the currency spent to cast various spells. It may also be depleted by Foe attacks and is replenished each time a Wave is completed.



SPECIAL ABILITY GEMS – Indicates the number of times a Familiar may use their Special Ability during the game.



ATTACK POINTS – Indicates the amount of Health Point damage a Familiar or Foe inflicts.

ACTIVE PLAYER – The player whose turn it is, indicated by the Toad Turn Marker.

NON-ACTIVE PLAYER – All other players who are not currently the Active Player.

TURN – The Active Player completes 1 of the 3 actions listed on their Character Mat (Physical Attack, Use an Artifact, or Cast a Spell). The turn ends after completing an action or when the Ballyhoo is over.

ROUND – A round begins with the first player’s turn and ends after the Foe’s turn.

WAVE – The game is played in four distinct Waves of battle. Foes of increasing difficulty and quantity must be defeated in each Wave to advance through the game. Do not reveal Foes from an upcoming Wave until the current Wave has been completed.

STANDING – A Familiar with Health Points (HP) greater than zero.

FALLEN – Once a Familiar’s Health Points (HP) are reduced to zero. They can no longer participate in the game unless revived.

ELEMENTAL ALIGNMENT – Every Familiar and Foe has an Elemental Alignment; each Familiar has one element over which they have an advantage. When fighting a Foe they are strong against, they are able to use an Elemental Spell.

SUCCESSFUL ATTACK – Any attack that inflicts Health Point damage.

INTERRUPT – A type of action that may be made any time that is appropriate during the game regardless of whose turn it is. Interrupts are mainly Special Abilities, Foe Rewards, and Good Luck Tokens.

BACKFIRE – Some attacks result in the attacker inflicting Health Point damage upon themselves. Both Familiars and Foes may receive backfire damage depending on their roll.

REFLECT – All Attack Points are reversed so only the attacker takes Health Point damage.



GAME PLAY

GENERAL GAME FLOW

★ Reveal the Witch or Wizard that you will be rescuing this Wave. They are awarded to their corresponding Familiar and can be tucked partially under the Character Mat in the area marked Coven Card so just the Helper Spell is showing. If the corresponding Familiar is not playing, place the card in such a way that all players have access to it.



★ Reveal the first Wave of Foes you will be battling and place their card(s) on the Fabric Game Board. Place the first Foe revealed in the area marked "Foe #1". If there are more Foes, continue until all Foes have been similarly placed.

★ The Foe's Max Health Point will vary depending on the number of players and is indicated on the guide in the lower left corner of the Foe Card. Place a Yellow Foe Health Point Marker (17) on the Foe's Health Point Meter per the guide. Note that a Foe can never heal themselves above their Max Health Point listed on the guide.

★ Take Note of the Foe's Elemental Alignment. It may reveal a weakness depending on which Familiar you are playing with. Each Familiar is equipped with an Elemental Spell that targets one of the five elements.

WIZARD TIP:
Take note of any Foe Special Abilities listed below the Foe's name which may have consequences for Familiar actions. A Foe's Special Ability is only active when you target that particular Foe.

Familiar Element:	EARTH	AIR	FIRE	WATER	AETHER
Advantage Over:	WATER	EARTH	AIR	FIRE	AETHER

- ★ The first player will begin the game by taking their turn and play will proceed clockwise around the table.
- ★ Each Familiar will attempt to damage the Foes or restore Familiars on their turn. Score any damage to the Foes by moving the HP Marker along the Foe's Health Point Meter. When a turn is complete, move the Toad Marker one spot to the right on the Turn Tracker. Continue to the next player's turn.
- ★ Once all the players have taken a turn, it's the Foe's turn. Designate a player to roll for the Foe(s). The Foe's attack inflicts damage on all Standing Familiars.
- ★ A Foe is defeated when their Health Points are reduced to zero.
- ★ All players will completely refill their Magic Points before the next Wave begins (as indicated on the Game Board).
- ★ Begin the next Wave by revealing the Witch or Wizard to be saved and the Foe(s) to be fought. Note that play continues with the next player on the Turn Tracker. This means it's possible for the Foes to take the first turn in a Wave depending on who took the last turn.

GAME PLAY

THE FAMILIAR'S TURN

PHYSICAL ATTACK

ATTACK SPELLS

ELEMENTAL ATTACK SPELL

TRAINING SCROLL

BALLYHOO TEAM ATTACK

Optional Action

BALLYHOO! Team Attack
You may pay 1 MP to join the attack if any other Familiar is successful when casting a Beginner Attack Spell or performing a Physical Attack.
Flip the coin: $2 \times$ (Success) $-1 \times$ (Failure)

SPECIAL ABILITY
Winds of Change
The Familiar or Foe who last rolled the die must re-roll. Declare after a roll is made.

Good Luck Taken
Change a Coin Flip!

FOE REWARDS

SPECIAL ABILITY

Complete 1 of 3 Actions of Your Turn

1. Physical Attack

2. Use an Artifact

3. Cast a Spell

ARTIFACT CARD

COVEN CARD
Helper Spell

RESTORATIVE SPELLS

HEALER SPELL

ELEMENTAL ALIGNMENT

Alignment: AIR
Strong Against: EARTH

SWIFT KICK

1-5	Backfire -1♥
6-16	Hit 2/
17-20	Critical Hit 4/

BEGINNER SPELL SCROLL

Simple Spell	COST	ROLL	RESULT
Summon the Toad!	1	3+	1/
Whirligig	3	9+	4/
Elemental Spell	2	5+	4/ vs \oplus (Can only be cast on Foes with EARTH Elemental Alignment)

RESTORATIVE SPELL

Healing Paw	X	-	Add 1♥ to any one Familiar for every 1 MP paid
Magic Eye <td>X <th>-</th> <th>Add 2 MP to any one Familiar for every 1 MP paid</th> </td>	X <th>-</th> <th>Add 2 MP to any one Familiar for every 1 MP paid</th>	-	Add 2 MP to any one Familiar for every 1 MP paid

Helper Spell

Blowing Kisses	COST	ROLL	RESULT
	2	4+	Choose a Familiar to add 4 to their next roll

TRAINING SCROLL

- Summon the Toad
- Physical Attack
- Strong or Elemental Spell
- Restorative Spell
- Special Ability
- Artifact

Please Successfully Complete All Tasks to Unlock Your Advanced Spell Scroll! - Mistral

TRAINING SCROLL

- ★ Your Familiar is a novice and just began their training when the good Witches and Wizards were kidnapped.
- ★ In order to become Master Spellcasters, the young Familiars must unlock their Advanced Spell Scrolls by completing the training their Witch or Wizard assigned to them. The Training Scroll consists of six tasks that will help the Familiars practice a variety of mystical techniques.
- ★ The first three tasks must be completed successfully by inflicting damage on a Foe. Each time a task is completed, place a Training Scroll Marker in the check-box next to the task.
- ★ The last three tasks are not required to inflict damage to be completed.
- ★ The tasks can be completed in any order. Tasks may be repeated, but a marker is only earned the first time they are accomplished.
- ★ Once all six tasks have been completed, immediately discard the Training Scroll to reveal the Advanced Spell Scroll to unlock more powerful spells.

COMPLETED TRAINING SCROLL

REMOVE TO REVEAL ADVANCED SPELL SCROLL

ADVANCED SPELL SCROLL

Simple Spell	COST	ROLL	RESULT
Supernova	4	17	For each die rolled (1-12) roll a d12 and add the results together.
Starblazer	2	5+	Roll a d12 and add the result to the next roll.
Time Spiral	2	12+	Roll a d12 and add the result to the next roll.
Revive	2	100%*	Roll a d12 and add the result to the next roll.

MASTER SPELLCASTER!

GAME PLAY

The **ACTIVE** Player **MUST** complete 1 of 3 actions on their turn:



- 1) Perform a Physical Attack
- 2) Use an Artifact
- 3) Cast a Spell



1) PHYSICAL ATTACK - The Most Basic Attack Move; No Magic Needed!

- ★ Declare which Foe you are targeting and roll the die to determine if your attack is a hit, a critical hit, a miss, or a backfire per the Physical Attack Chart on your Character Mat.
- ★ Score the corresponding damage by moving the Foe's (or your) Health Point Marker.

2) USE AN ARTIFACT - That Old Junk You Swiped From Magic School May Come in Handy!

- ★ Follow the instructions on the Artifact Card to enact its effect.
- ★ Note that an Artifact's effect may happen on the Foe's turn.
- ★ Discard the Artifact from the game once it has been used.
- ★ There are opportunities to earn more Artifacts during the game depending on the Familiars chosen and the Foes dealt.
- ★ Familiars are allowed to have more than one Artifact at once.

3a) CAST AN ATTACK SPELL - Flex Those Magic Muscles With Some Spells!

- ★ Choose a spell to use from your Spell Scroll.
- ★ Pay the spell's MP cost listed in the "COST" column by moving your Familiar's Magic Point Marker.
- ★ Declare which Foe you are targeting and roll the die. Compare your roll to the range(s) listed in the "ROLL" column.
- ★ Determine if your attack is a hit, a miss, or a backfire per the "RESULT" column on the Spell Scroll. Score the corresponding damage by moving the Foe's (or your) Health Point Marker.

3b) CAST AN ELEMENTAL ATTACK SPELL - When the Elements Align, Hit 'em Where it Hurts!

- ★ Your Familiar's Elemental Alignment is located in the lower-left of the Character Mat.
- ★ Each Familiar has an advantage against one particular element. The Elemental Spell is unlocked only when attacking a Foe that is aligned with the element you are strong against.
- ★ Cast the Elemental Spell the same as you would a Simple or Strong Spell.

3c) CAST A RESTORATIVE SPELL - Take a Break and Replenish Health or Magic Points!

- ★ Choose a Restorative Spell to use from the Beginner Spell Scroll.
- ★ Declare which Familiar you are restoring. You may only restore yourself or one other Familiar per turn.
- ★ Score per the Beginner Spell Scroll by moving the appropriate Health and Magic Point Markers.

3d) CAST A HELPER SPELL - Your Reward for Rescuing Your Spelleasting Partner!

- ★ You gain the ability to cast a Helper Spell for the rest of the game once you have revealed your Familiar's Coven Card.
- ★ Cast the Helper Spell the same as you would any other spell.
- ★ Depending on the Helper Spell, you may use it to assist yourself, another Familiar, or the whole team.
- ★ If a Witch or Wizard is rescued that does not correspond to any Familiar playing, the Helper Spell stays in play and may be used one time by one Familiar on their turn during the game and then discarded.

GAME PLAY



BALLYHOO!

Team Attack



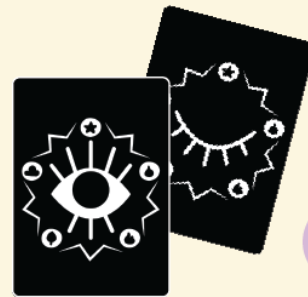
- ★ The Ballyhoo is a very powerful Team Attack that allows you to create combo moves with your fellow Familiars.
- ★ It is unlocked when a Beginner Attack Spell or Physical Attack is successfully performed.
- ★ Any other Non-Active Player may then declare they want to attempt a Ballyhoo and must pay one Magic Point to participate.
- ★ The player attempting the Ballyhoo flips the Ballyhoo Coin.
 - ★ If it lands Eye Open, deal two additional damage to the Foe.
 - ★ If it lands Eye Closed, the Ballyhoo backfires and the Non-Active Player receives one damage.
- ★ If the Ballyhoo is successful, another Non-Active Player may also attempt a Ballyhoo by paying the Magic Point cost.
- ★ Once a Ballyhoo is unsuccessful, the Active Player's turn is over and no more attempts may be made until another Beginner Attack Spell or Physical Attack are successfully performed.
- ★ Non-Active Players may only attempt one Ballyhoo per turn.
- ★ The Active Player may not attempt a Ballyhoo on their own attack.
- ★ The Ballyhoo cannot be used in combination with Advanced Spells.
- ★ Many Special Abilities, Foe Rewards, and Artifacts cannot be combined with the Ballyhoo. Refer to the instructions written on each card to determine availability.
- ★ Good Luck Tokens may always be used to change a flip of the Ballyhoo Coin.
- ★ The Ballyhoo may only target the Foe that was initially attacked.
- ★ If you have trouble flipping the coin, or prefer to not use it, there are two Ballyhoo Cards included with the game. These may be used as a substitute by placing them face down, mixing them up, and drawing one of the cards.

BALLYHOO COIN

EYE
OPEN



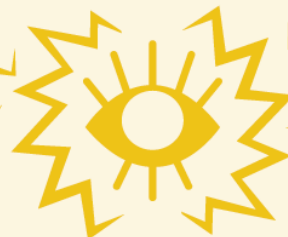
EYE
CLOSED



OPTIONAL
BALLYHOO
CARDS

WIZARD TIP:

Ballyhoo can be started by ANY Non-Active Player who says "BALLYHOO!" and picks up the coin first! It does not take turn order into consideration.



GAME PLAY

Active or Non-Active Players **MAY** perform any of the following interrupt actions when appropriate:



- A) Use a Special Ability
- B) Use a Good Luck Token
- C) Use a Foe Reward



A) SPECIAL ABILITY – These Are Hard to Come By, So Use Them Wisely!

- ★ Each Familiar has a unique and powerful Special Ability that is located in the middle-right of their Character Mat.
- ★ You begin the game with three Special Ability Gems. They may be used as an interrupt any time that is appropriate during the game.
- ★ To enact a Special Ability, declare its use and discard one of your Special Ability Gems from the game. Complete any actions required and score all damage or restoration of Health and/or Magic Points.
- ★ Special Abilities may be used concurrently, in quick succession, spread throughout the game, or not used at all as long as their use follows the rules stated on the Character Mat.
- ★ Note that Familiars with Special Abilities dependent on a die role (Jinxie, Nutterson III, and Figgitch) must declare their use before a roll is made. For example, you must declare you want Nutterson III to reflect a Foe's attack before the Foe rolls the die. Similarly, Mimsy's healing ability must be used before a Familiar's Health Points are reduced to zero. Piddy Paw's re-roll ability is the only exception to this rule and must be declared after a roll is made.

B) GOOD LUCK TOKENS – Always Keep A Lucky Coin In Your Pocket!

- ★ Each Familiar begins the game with one Good Luck Token.
- ★ They are used as an interrupt any time that is appropriate during the game to change a coin flip from "Eye Closed" to "Eye Open" or vice versa.
- ★ Once used, temporarily remove the Good Luck Token from the game (they may be brought back in later). A max of ten tokens are available for use in the game.
- ★ There are opportunities to earn more Good Luck Tokens during the game depending on the Familiars chosen and the Foes dealt.
- ★ Familiars are allowed to have more than one Good Luck Token at once.

C) FOE REWARD – Knock 'em Out and Take Their Loot!

- ★ Every Foe has a reward that is located in the lower-right corner of the Foe Card.
- ★ Whoever delivers the final blow to a Foe receives the Foe Card with the reward. If a Foe happens to deliver their own final blow due to a backfire, the last Familiar to inflict damage receives the Foe Card.
- ★ Foe Cards can be tucked partially under the lower right section of the Character Mat marked "Foe Rewards" so just the reward is showing.
- ★ The recipient of the Foe Card may use the reward as a one-time interrupt any time that is appropriate during the game. Once the reward has been used, discard the Foe Card from the game.
- ★ Note that some Foe Rewards are active for an entire round. These begin when the recipient decides to use it and end after the next Foe turn – regardless if all players have taken advantage of it or not.



GAME PLAY

ADVANCED SPELL SCROLL

- ★ The Advanced Spell Scroll contains exceptionally powerful spells that are unique to each Familiar.
- ★ Advanced Spells are cast in the same manner as Beginner Spells. Choose a spell, pay its MP cost, declare which Foe you are attacking, and score the damage.
- ★ Since the Advanced Spells are so strong, Ballyhoo may not be used in conjunction with any Advanced Spell.
- ★ Study the Advanced Spells well before using them. They are more complex and some are able to target multiple Foes.

WIZARD TIP:
Always be on the look-out for
combo moves between the
Active and Non-Active
Players to inflict maximum
damage on the Foes



REVIVE

- ★ The Advanced Restorative Spell, Revive, is able to return a Fallen Familiar to the game.
- ★ A Familiar has Fallen if their Health Points are reduced to zero. If this happens, they may no longer actively participate in the game and must complete the following:
 - ★ Flip over their Familiar Meeple on the Turn Tracker so that the ghost side is showing.
 - ★ Set their Magic Points to zero.
 - ★ Discard any Special Ability Gems.
 - ★ Any Special Abilities, Artifacts, or Foe Rewards they may have enacted are no longer in effect.
 - ★ They may keep any unused Foe Reward(s), but cannot use them unless revived.

- ★ A Revive Spell may be cast if three conditions are met:
 - ★ All remaining Familiars agree to attempt the Revive Spell.
 - ★ All remaining Familiars have unlocked their Advanced Spell Scroll.
 - ★ All remaining Familiars are willing and able to pay 2 Magic Points.



WIZARD TIP:
Any Foe abilities that may prevent
Healing, do not prevent Reviving.

- ★ Once all the conditions are met, the Active Player will begin the Revive Spell by paying 2 Magic Points and flipping the coin. Every other Non-Fallen player will then also pay 2 Magic Points and flip the coin.

★ If all the coin flips land "Eye Open", the Fallen Familiar re-enters the game with maximum Health Points, Magic Points, and Special Ability Gems.

★ Familiars do not regain Good Luck Tokens when revived.



A little
singed,
but I'm
ok!



★ If at least one coin flip lands on "Eye Open", the Fallen Familiar re-enters the game with half of their Health Points, Magic Points, and Special Ability Gems (all rounded up).

★ If none of the coin flips land on "Eye Open", the Fallen Familiar does not re-enter the game. The remaining Familiars may continue attempting to revive the Fallen Familiar as long as they meet the three conditions previously stated.



★ Good Luck Tokens may always be used to change a flip of the coin.

★ The Active Player's turn is concluded regardless of the outcome and play continues with the next turn. Note that if the Revive Spell was successful, the next player may be the one that was revived.

GAME PLAY

THE FOE'S TURN

- ★ The Foes take the last turn of each round. Choose a player to roll for the Foes.
- ★ Roll the die for "Foe #1" and use the Attack Chart on the Foe's Card to determine the Foe's action.
- ★ A Foe's attack inflicts damage on ALL Standing Familiars unless a Special Ability, Artifact, or Foe Reward has been used. Score the result of the Foe's action by moving the appropriate Health and/or Magic Point Markers.
- ★ If there are any Foes in the areas marked "Foe #2" or "Foe #3", roll for them in order and score their action(s).
- ★ Some Foes have special attacks such as "No Healing Next Round" in addition to the damage they inflict. These special attacks remain in effect for the period stated, or until the Foe is defeated.
- ★ If a Foe rolls a Healing action, they cannot heal themselves above their Max Health Point per the guide in the lower left corner of the Foe Card.
- ★ Note that certain Special Abilities and Foe Rewards may be used on the Foe's turn. They may also be used in-between the rolls of Foe #1, Foe #2, and Foe #3. Be sure to declare them before a Foe rolls.

WIZARD TIP:
The Familiar who delivers a finishing blow may be the Active OR a Non-Active Player.



DEFEATING FOES

- ★ Once a Foe's Health Points are reduced to zero, the Foe had been defeated.
- ★ Any special attack the Foe may have enacted during their last turn is no longer in effect.
- ★ The Familiar who delivers the finishing blow takes possession of the Foe Card. If a Foe happens to deliver their own final blow due to a backfire, the last Familiar to inflict damage receives the Foe Card.
- ★ Foe Cards can be tucked partially under the lower right section of the Character Mat marked "Foe Rewards" so just the reward is showing.
- ★ The reward listed on the Foe Card may be used as an interrupt at any appropriate point during the game. Discard the Foe Card from the game once the reward has been used.

FINISHING WAVES

- ★ A Wave is completed once all the Foes in the Wave have been defeated.
- ★ All Familiars reset their Magic Points to their max value before the next Wave (as indicated on the game board).
- ★ Reveal the Witch or Wizard that you will be rescuing in the next Wave and award them to their corresponding Familiar. If the corresponding Familiar is not playing, place the card such that all players have access to it.
- ★ Reveal the Foes for the next Wave of battle and place the Foe's Health Point Marker on their Max Health Point.
- ★ Move the Toad Turn Marker to the next player and continue gameplay. Note that a Wave may begin with the Foe's turn depending on which player took the last turn.
- ★ Note that if you end a Wave with the Whirlwind spell, Time Spiral spell, or Magic Seeds Artifact and they have not been fully enacted, you may choose to finish the attack at the beginning of the next Wave.

SOLITAIRE MODE

- ★ Since Familiars and Foes is a fully cooperative game, a single player can always use multiple Familiars to play with.
- ★ Choose two (or more) Familiars and set up the game per the charts on the back cover of the Rulebook. All gameplay rules remain the same for Solitaire Mode.

Familiars and Foes® is a game created by Horrible Adorables® with Brandon B and L.R. Felice ©2023
Artwork by Horrible Adorables® // Foe Card illustrations by Brandon B.
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A special thanks to our guest Foe Card artists whose names are credited on each card.

GAME LEVEL CHARTS

BEGINNER LEVEL

	2 Players	3 Players	4 Players	5 Players
Wave 1	Level 1 Foe	Level 3 Foe	Level 1 Foe Level 1 Foe	Level 1 Foe Level 3 Foe
Wave 2	Level 2 Foe	Level 1 Foe Level 1 Foe	Level 1 Foe Level 2 Foe	Level 2 Foe Level 3 Foe
Wave 3	Level 2 Foe	Level 1 Foe Level 2 Foe	Level 1 Foe Level 3 Foe	Level 1 Foe Level 2 Foe Level 2 Foe
Wave 4	Level 1 Foe Level 1 Foe	Level 2 Foe Level 3 Foe	Level 1 Foe Level 2 Foe Level 2 Foe	Level 2 Foe Level 3 Foe Level 3 Foe



MASTER LEVEL

	2 Players	3 Players	4 Players*	5 Players*
Wave 1	Level 2 Foe	Level 1 Foe Level 1 Foe	Level 1 Foe Level 3 Foe	Level 2 Foe Level 2 Foe Level 3 Foe
Wave 2	Level 3 Foe	Level 2 Foe Level 2 Foe	Level 2 Foe Level 3 Foe	Level 2 Foe Level 3 Foe Level 3 Foe
Wave 3	Level 1 Foe Level 1 Foe	Level 2 Foe Level 3 Foe	Level 1 Foe Level 1 Foe Level 2 Foe	Level 2 Foe Level 3 Foe Level 3 Foe
Wave 4	Level 1 Foe Level 3 Foe	Level 1 Foe Level 2 Foe Level 3 Foe	Level 2 Foe Level 2 Foe Level 3 Foe	Level 3 Foe Level 3 Foe Level 3 Foe

*Equip Players with only 2 Special Ability Gems each in the 4 and 5 Player Master Level games