HUNT PROTOCOL

PRINT AND PLAY DEMO



Please read first

This is a free demo of **Skyland: Hunt Protocol**. It may not be sold, redistributed, or included in any paid product. Print it, play it, share the link, but please don't sell or copy it.

Some of the art in this version is **placeholder**. We're sorry about that. We're a small studio working to raise the funds to commission the finished art, and this demo is part of how we get there.

What's Included

Two ready-to-play Hunter decks, **Blades** and **Bows**. Both are built and balanced, so no deckbuilding is needed. Hand one to each player and start.

Six monsters, each a different difficulty. Shuffle them face down and reveal one to set the hunt. Both hunters take on the same monster at the same time, and the lowest Score wins.

Read the Full rules.

The Legendary Cards

Legendary cards are marked with a purple gem on the top right corner. These are normally set in the Reward Deck, which this print and play version does not include yet. You have two options.

Play without rewards. Take the Legendary cards out of the Hunter decks entirely and play as normal. This is the cleaner option for a first game.

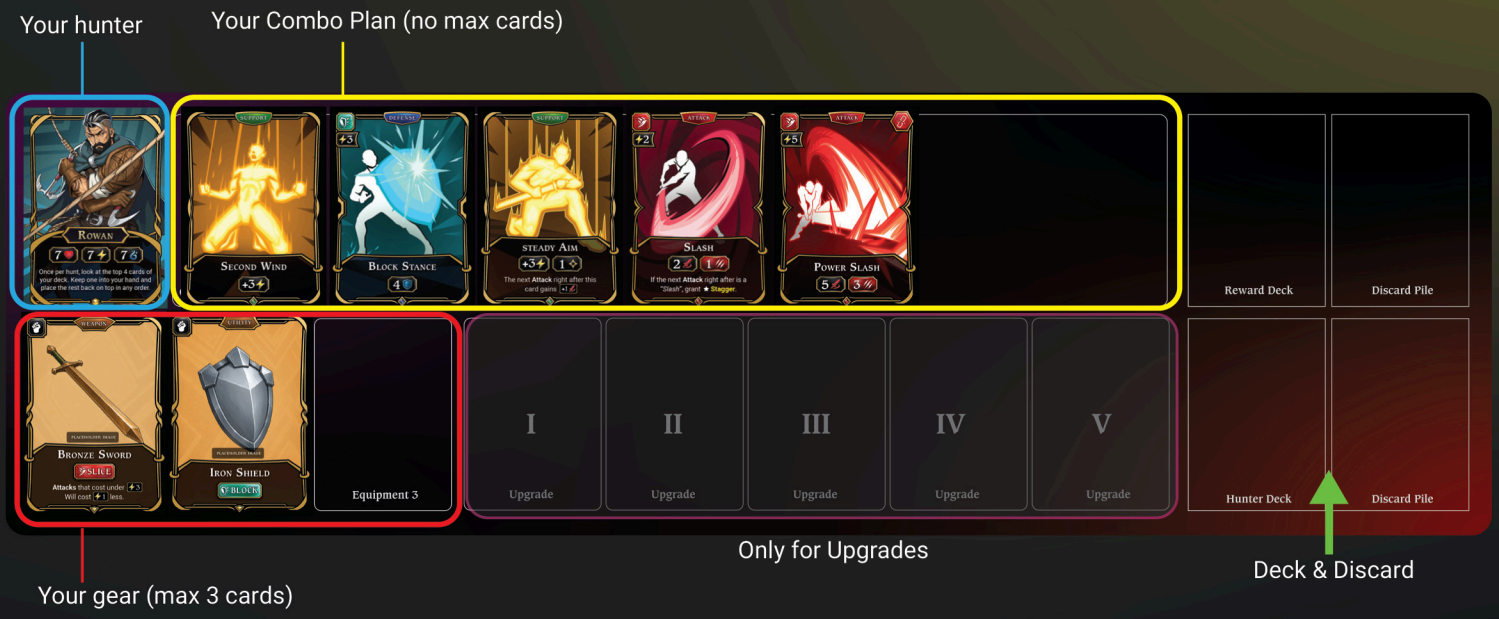
Simplified rewards. Set the two Legendary cards face down above your draw pile. Whoever wins a hunt picks one of theirs at random, without looking, and adds it to their deck for the next hunt.



Play beyond the table with the digital demo.

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Player Table Setup



Position the Monster card



Place it in a way so both players can track individually the monster stats and read its ability



How to print this Demo

Scale

Print at **100%**. In the print dialogue choose "Actual size" or set Scale to 100%, and make sure "Fit to page", "Shrink oversized pages" and "Scale to printable area" are all off.

Do not use Borderless or Full Bleed printing. On most printers that setting enlarges the page slightly, which makes the cards oversized and stops them fitting sleeves.

If your cards come out even a couple of millimetres small, scaling was left on.

Paper size

The file is set up for A4. It also prints correctly on US Letter, as long as the page is aligned to the top of the sheet. If your print dialogue offers a page position or centring option, set it to top or top-left.

Card sizes

Hunter and Hunting deck cards are poker size, 63 x 88 mm.

Monster cards are tarot size, 70 x 120 mm.

Both are standard sizes with sleeves widely available.

What to print on ideas.

Heavy cardstock, around 250 to 300 gsm. Cut and play.

Normal paper glued to thin card or cereal box. Cheap but sturdy.

Normal paper sleeved together with a spare playing card behind each one. This is the quickest option and gives the cards a proper feel and shuffle straight away.

Cutting

Cutting guides are printed on every sheet. Align your trimmer or blade to the guide marks rather than to the card artwork.

Cut every line in one direction first, across the whole sheet, then turn the strips and cut the other direction. Doing one direction at a time keeps the cards square.

63mm



88mm

70mm



120mm

Hunter Cards













Chains & Monster Interaction.

Chain are a line of Attacks and Sigil cards. You always receive the Monster's Attack on its card on the **FIRST ATTACK** in every chain.

Monster's Defense resets at the start of every chain.

Card Rules

Defenses only block any monster hits that come **AFTER** the defense card. You can play only **2 Defense Cards** in a row.

Support only recovers anything that comes **AFTER** from its combo position. Suggested to play them first in the combo. You can play only **2 Support Cards** in a row.

Sigils cannot be played more than 1 in a row but a chain can have multiple sigils.

Good play: Sigil, Attack, Sigil, Attack.

Bad play: Attack, Sigil, **Sigil**, Attack.

Setup

Compose a target pool of 6 monsters.

Each player sets their Hunterin place and deck to their right then draw the first 5 cards.

If on the first hand no weapon was drawn. You can re-shuffle the deck and draw a new 5 card hand. This second hand must be kept.

Pick a first payer to start their turn and moving to the next player on their right.

How to win

The first player to build a plan that kills the monster and the Hunter survices sets the **Hunter score** to beat.

Hunter Score: It's the total number of counted cards (**Only Attacks, Sigils, and Defenses**) some abilities may reduce the count.

All other players finish 1 more turn then all compare. The player with the **smallest Hunter Score** wins the round and claims that monster as Throphy. All cards are re-shuffled to start the next hunt. The player with most Trophies win the match.

Keywords

Unscored
Does not count toward your Hunt Score.

Stagger ☆
When a card brings the chain's total to **3 Stagger**, that card gains **Stun**.

Stun
The card played immediately after this card ignores **all Monster Hits** and **Monster passive** effects. If a charged ability would activate on that protected card, cancel its activation and reset its charges.

Bridge
This card does not break the chain.

Chill
Each marked Chill reduces **one subsequent Monster Hit** by 1 in the same chain. Remove 1 Chill when used. Remove all remaining Chill when the chain ends.

Rend
This card ignores **1 Monster Defense** per **Rend**.

Fracture
At **3 Fracture** in the same chain, ignore all **Monster Defense** for that chain.

ATTACK
2

SLASH
2 1
If the next **Attack** right after is a *"Slash"*, grant ★ **Stagger**.

ATTACK
2

SLASH
2 1
If the next **Attack** right after is a *"Slash"*, grant ★ **Stagger**.

ATTACK
1
2

ETHER SLASH
3 1

ATTACK
1
2

ETHER SLASH
3 1

ATTACK
3

FLURRY
3 2

ATTACK
3

FLURRY
3 2

ATTACK
3
PLACEHOLDER IMAGE
POWER CUT
3 2
If **3rd** in the chain, gain **Unscored**.

ATTACK
3
PLACEHOLDER IMAGE
POWER CUT
3 2
If **3rd** in the chain, gain **Unscored**.

ATTACK
3
PLACEHOLDER IMAGE
COUNTER SLASH
3 1
If right after a **Defense**, gain +1, **Unscored** and ★ **Stagger**.

ATTACK

3



Counter Slash

3 1

If right after a **Defense**, gain +1, **Unscored** and ★ **Stagger**.

ATTACK

3



Gushing Cut

4 1

If **1st** in the chain, gain 3 **Rend**.

ATTACK

3



Gushing Cut

4 1

If **1st** in the chain, gain 3 **Rend**.

ATTACK

4



Power Slash

4 2

If the chain already holds over 5, It gains +2, +1 and **Stun**.

ATTACK

4



Power Slash

4 2

If the chain already holds over 5, It gains +2, +1 and **Stun**.

ATTACK

7



Crescent Execution

6 2

Gain +3 if this is the **3rd** card in the chain.

DEFENSE

3



Block Bash

2 2

If right after a **Defense**, gain +3, +1 and 2 ★ **Stagger**.

DEFENSE

3



Block Bash

2 2

If right after a **Defense**, gain +3, +1 and 2 ★ **Stagger**.

DEFENSE

2



Parry

2 1

If right after a card with , gain +1, **Bridge** and ★ **Stagger**.

2 DEFENSE



Parry

2 1

If right after a card with , gain +1 , Bridge and ★Stagger.

DEFENSE 3



Block Stance

4

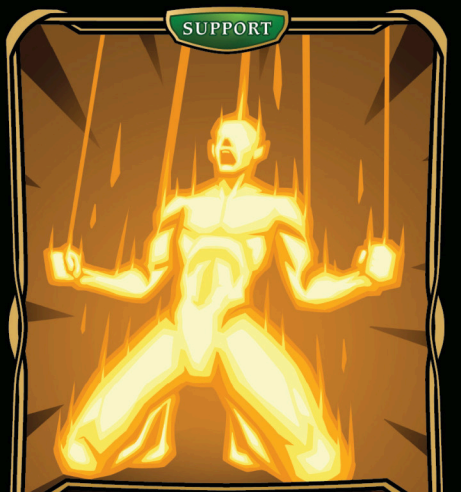
DEFENSE 3



Block Stance

4

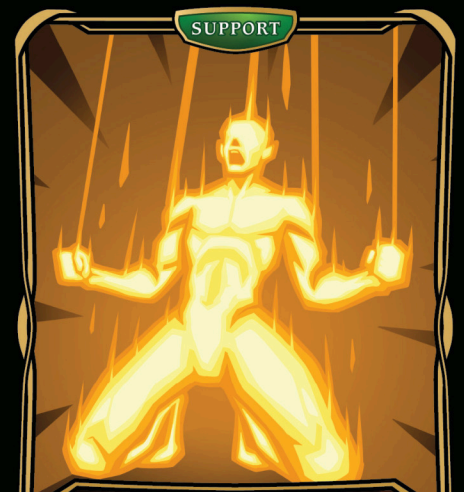
SUPPORT



Second Wind

+3

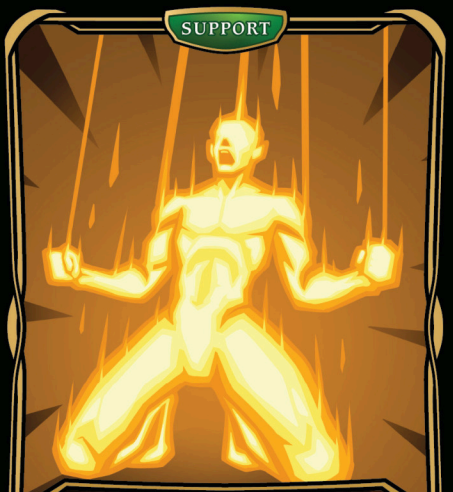
SUPPORT



Second Wind

+3

SUPPORT



Second Wind

+3

SUPPORT



Steady Aim

+3 1

The next **Attack** right after this card gains +1

SUPPORT



Steady Aim

+3 1

The next **Attack** right after this card gains +1

UTILITY



Grappling Hook

Whenever you discard a card from your hand, you may return 1 card from your discard pile to your hand.

Discard this gear after 3 users.

UTILITY



Hunter's Rope

Draw **1 card** when equipped.

Once per turn, you may draw 2 cards as an action.

Discard this gear after 3 users.

UTILITY



Iron Shield

BLOCK

UTILITY



Iron Shield

BLOCK

WEAPON



Bronze Sword

SLICE

Attacks that cost under 3
Will cost 1 less.

WEAPON



Bronze Sword

SLICE

Attacks that cost under 3
Will cost 1 less.

WEAPON

REQ 11



Iron Sword

SLICE PIERCE

Attacks that cost over 3, gain +2

WEAPON

REQ 15



Soulcleaver

SLICE PIERCE

The 3rd **Attack** in every chain gains +4 and do not count.

Hunter Stats

Health Stamina Ether

Card Anatomy

Damage dealt to the **Monster.**

Damage dealt to the **Hunter.**

Defense points to block.

Health Regenerated.

Extra actions a player can do. Only affects once.

You can Equip up to **3 Gears** at the time. (Utility, Stone, Weapon) But you only have 2 hands to hold gears.

1 Hand: Up to two of these.

2 Hands: no more free hands.

Most gears contain Keywords that allow you to legally play cards in your combo. SLICE

In your turn

You can do **2 Actions** from the following:

- **Play 1 card** from your hand.
- **Discard 1 card** from your hand.
- **Draw 1 card** (up to 7 in hand)
- **Trash 1 card** in play.

Stagging

You can have up to **5 cards in play** in your Plan area without equipping a weapon. During Stagging you can move your cards around without consuming an action and you **cannot die.**

Combo Locked

To play more cards you must play a Weapon. Cards that lack any tags from gear must be removed from the combo. Make sure to equipped all gear **before a weapon**. Once locked you cannot move your cards. Only play cards at the start or end of combo.

ATTACK
1

Quick Shot
1 1
If the **Attack** right after is a *"Shot"*, grant +1 .

ATTACK
1

Quick Shot
1 1
If the **Attack** right after is a *"Shot"*, grant +1 .

ATTACK
4

PLACEHOLDER IMAGE
Snipe Shot
3 1
If this card defeats the Monster, gain **Unscored**.

ATTACK
4

PLACEHOLDER IMAGE
Snipe Shot
3 1
If this card defeats the Monster, gain **Unscored**.

ATTACK
3

PLACEHOLDER IMAGE
Evasive Shot
2 2
If right after a **Defense**, it gains +1 .

ATTACK
3

PLACEHOLDER IMAGE
Evasive Shot
2 2
If right after a **Defense**, it gains +1 .

ATTACK
3

PLACEHOLDER IMAGE
Evasive Shot
2 2
If right after a **Defense**, it gains +1 .

ATTACK
3
1

PLACEHOLDER IMAGE
Piercing Shot
4 1
If 1st in the chain, gain 2 **Rend**.

ATTACK
3
1

PLACEHOLDER IMAGE
Piercing Shot
4 1
If 1st in the chain, gain 2 **Rend**.

ATTACK

4

Power Shot

5 2

If the chain already holds over 6, It gains Stun.

ATTACK

2

1

Swift Volley

3 1

The next card gains Bridge.

ATTACK

2

1

Swift Volley

3 1

The next card gains Bridge.

ATTACK

1

2

Ether Shot

3

ATTACK

1

2

Ether Shot

3

ATTACK

3

5

PLACEHOLDER IMAGE

Skybreaker Shot

5 2

If positioned 3rd in a chain, this card gains +3 and breaks all **Monster**

SIGIL

3

Cryo Shards

2 1

2 Chill.

SIGIL

3

Cryo Shards

2 1

2 Chill.

1

DEFENSE

Dodge

1 1

Draw 1 card.

1 DEFENSE



Dodge

1 1

Draw 1 card.

1 DEFENSE



Dodge

1 1

Draw 1 card.

1 DEFENSE



Dodge

1 1

Draw 1 card.

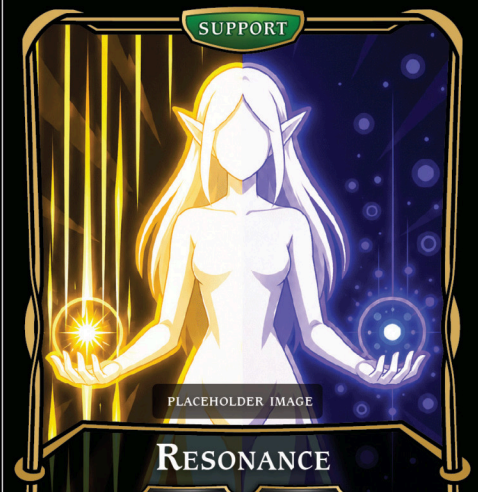
SUPPORT



Second Wind

+3

SUPPORT



Resonance

+2 +2

The next card that costs , deals +1 .

SUPPORT



Resonance

+2 +2

The next card that costs , deals +1 .

SUPPORT



Steady Aim

+3 1

The next **Attack** deals +1

SUPPORT



Steady Aim

+3 1

The next **Attack** deals +1

STONE



Cryo Stone

CRYO

If **2 stacked**, Cryo Sigils gain +1

STONE



Cryo Stone

CRYO

If **2 stacked**, Cryo Sigils gain +1

UTILITY



Throwing Knives

First **2 Defenses** in a combo that cost 1 gain +1

If **2 Stacked,** they gain +2 Instead.

UTILITY



Throwing Knives

First **2 Defenses** in a combo that cost 1 gain +1

If **2 Stacked,** they gain +2 Instead.

WEAPON



Wood Bow

SHOOT

1 **Defenses** gain **Bridge**.

WEAPON



Wood Bow

SHOOT

1 **Defenses** gain **Bridge**.

WEAPON

REQ 9 9



Iron Bow

SHOOT PIERCE

Attacks that cost under 3 , gain +1

WEAPON

REQ 14 12



Stormpiercer

SHOOT PIERCE

Every 2nd **Shoot Attack** in chain gains +2

Hunter Stats

Health Stamina Ether

Card Anatomy

Damage dealt to the **Monster.**

Damage dealt to the **Hunter.**

Defense points to block.

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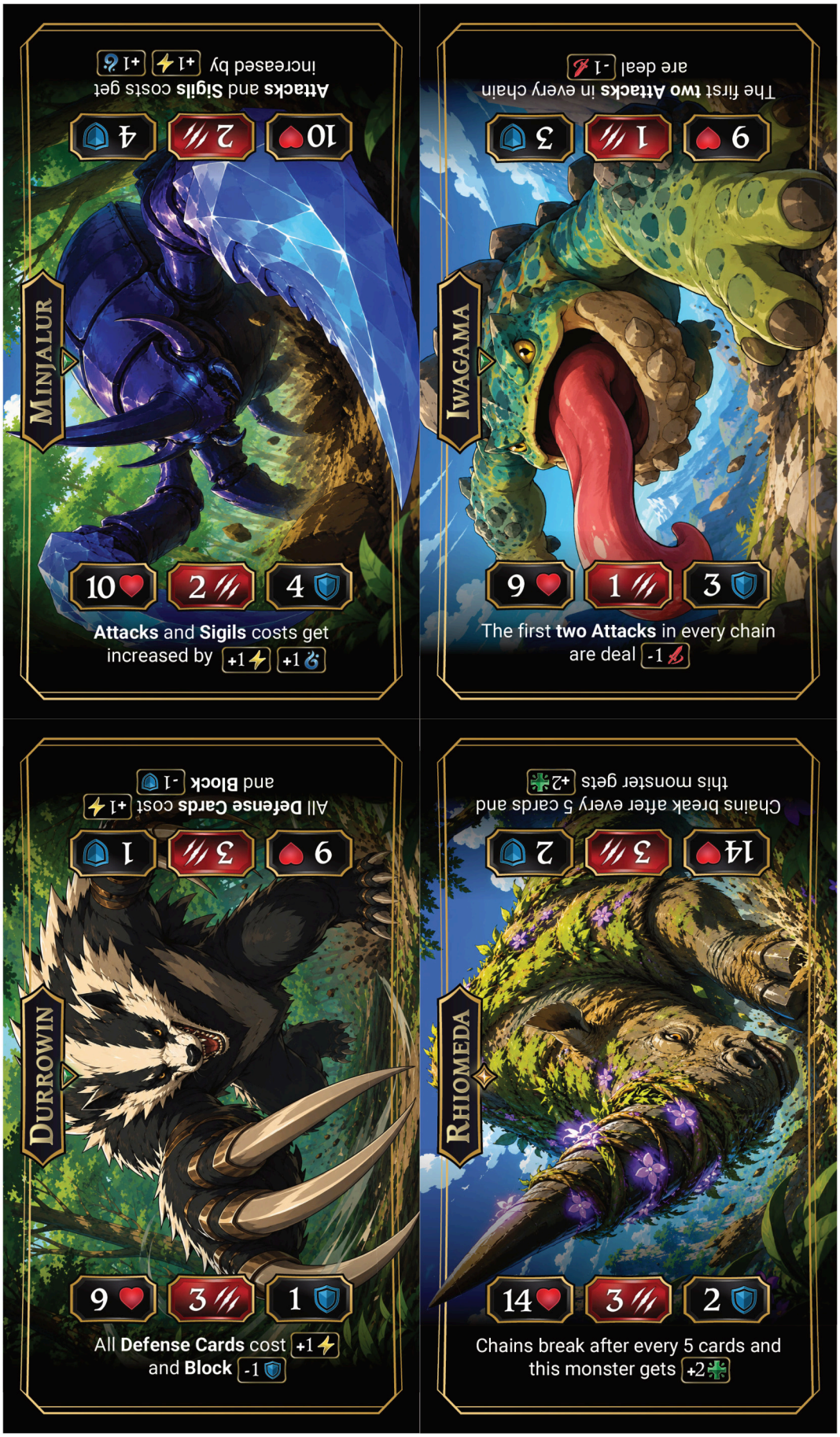
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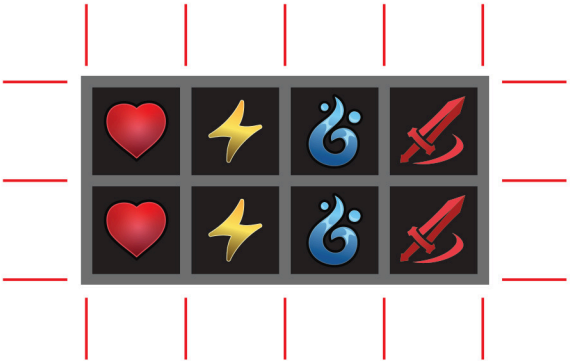

Minjalur
10
2
4
Attacks and Sigils costs get increased by +1 +1
Iwagama
9
1
3
The first two Attacks in every chain are deal -1
Durrowin
9
3
1
All Defense Cards cost +1 and Block -1
Rhiomeda
14
3
2
Chains break after every 5 cards and this monster gets +2

Monsters - P2


Bemorion
13
4
1
Every third Attack in the combo costs +2 and gains +2
Grizzlemoss
16
4
3
The first Attack or Sigil in every chain that hits over 2 gains +3

Trackers (Optional)

Cut these tokens individually to track stats on the boards.



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15