



**Cover**

# Beast of Baika

An abstract strategy game for 2 players.

# **Contents**

**1 Rules Booklet**

**1 Game Board**

**17 Plastic Tokens**

4 purple, 4 yellow, 2 blue, 6 red, and  
1 black

**1 Sticker Sheet**

**3 Six-sided Dice**

## **The Trial of the Horn**

*In the beginning, there was only Balka, the Primordial.*

Balka saw much potential in our infant universe. From the void, she gave birth to Nek'thet, the moon serpent, and Sed'nanu, the sun cat. Both sons enacted the will of Balka, working together to create the world: the mountains and the lakes, the forests and the cities, the beasts and the men.

But Nek'thet and Sed'nanu oft fought over ownership of the world. Nek'thet brought the flow of the water and provided cover under which to hunt, for which men were grateful. Sed'nanu coaxed the crops from the ground, and gave fire with which men could cook and be warm, for which they were equally grateful. Each argued that they were most loved by the villages of men. The brothers Nek'thet and Sed'nanu, in an act prompted by their rivalry, challenged the villagers to provide offerings to the god that they valued most of all. Even though their lives were guided equally by both forces, each family selected their preferred patron. For years this continued, and the offerings remained equal. Over time, men separated into two clans dedicated to the now separate god-spirits, driven asunder by their

increasingly violent disagreements. The Clan of the Moon thrived on hunting and fishing, while the Clan of the Sun thrived on farming and husbandry.

Wars came and went among the clans, spurred on by the two astral rivals. The world was devolving into chaos under Balka's sad, ancient gaze. Following a millennia of conflict, she called for an audience with her two sons. After so much fighting, the once-loving brothers gazed upon one another with nothing but contempt. Balka devised a plan for compromise. Using her unknowable power, she released into the world an enormous, horned beast. "Whoever brings me the horn of this beast," she proclaimed, "can claim dominion of the world for the next 500 years."

Nek'thet and Sed'nanu, eager to begin the hunt, each descended from the heavens to grace their clans with their presence. "I, the superior being, have been called upon to enact the will of Balka," each said to his people. And so, at the last twilight began the first Trial of the Horn.

*Now, the clans of the Moon and the Sun gather  
once more to hunt the Beast of Balka,  
competing for celestial glory and another 500  
years of darkness or of light.*

## Game Overview

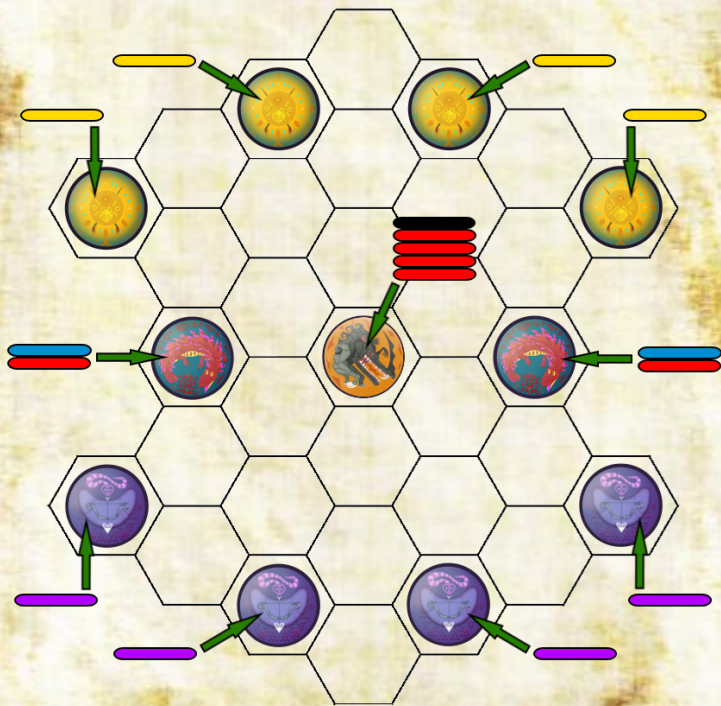
*Beast of Balka* is a two-player abstract strategy game in which players take on the role of one of two clans hunting the Beast.

Each player takes turns moving or attacking with their Hunting Parties in order to emerge victorious by slaying the Beast of Balka.

## Setup

Each player places their four Hunting Parties one space apart from one another on their home edge of the board. The Beast is placed in the center space on the board, with four Bloodlust stacks under the Beast token (in total representing its five health). The two Salamanders are placed horizontally on each side of the Beast, with one Bloodlust stack under each token (also representing their health: the Salamanders have two total). See the illustration on the next page for a graphical representation.

Once the board is set up, determine the first player with a die roll or other preferred method.



## **The Turn**

Starting with the first player, each player takes turns either moving or attacking with one of their Hunting Parties. A Hunting Party may only move to or attack an adjacent space. Players cannot pass turns. No two pieces can occupy the same space on the game board; as such, a Hunting Party cannot be moved into a space containing another Hunting Party or Monster. They can, however, attack them.

## **Attacking**

A Hunting Party can attack if a Monster or an enemy Hunting Party is in an adjacent space. To do so, simply designate to your opponent the Hunting Party that you are attacking with and the target of your attack. Then, you must roll a number of dice equal to the amount of Bloodlust of the attacker (this is considered to be 1 by default, without any extra stacks). On a result of a 5+, the attack hits. If all of a Hunting Party's attacks miss, they get a free move into any adjacent empty space.



## **Monsters**

If a Monster (meaning the Beast or a Salamander) is successfully hit by a Hunting Party, its health is reduced by 1. In addition, the Hunting party that hit the Monster increases their Bloodlust by 1. This is represented by the red Bloodlust stacks; remove one from the damaged Monster, and place it underneath the successful attacker.

*Note: The maximum amount of Bloodlust that a Hunting Party can have is 3, including the 1 that it starts with.*

### **Stampede!**

If a Monster is attacked, regardless of if it gets hit, it does not retaliate; it flees directly away from the attacker. However, because of the shape of the map, this is not always possible. When this is the case, the fleeing Monster will take a path that is as directly opposite from the attacker as possible. There are a few places on the board where it could go either way. In these cases, determine the Monster's path with a die roll, having a 50% chance to run in each direction (see pages 6 and 7).

If a Monster is fleeing, it *will not* stop for any Hunting Parties in its way. It will run over them, removing them from the game board regardless of any stacks obtained.

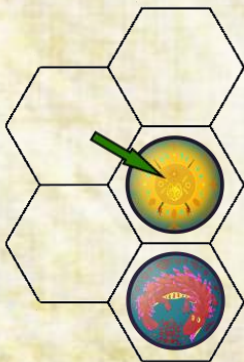
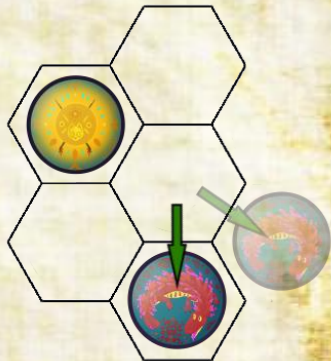
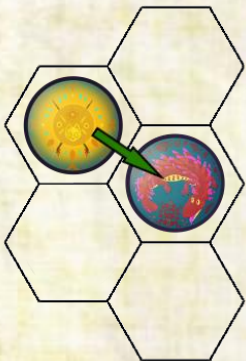
Similarly, a fleeing Monster will run into another Monster. However, the Monster that is run into in this way is not instantly killed; it takes a single point of damage and flees as if it was also attacked, creating a “billiard ball” effect, leaving the initially hit Monster where it was prior. (see examples on pages 10-12).



In this example, the Moon Clan Hunting Party declares an attack against the Beast, which is adjacent to them.

Since they have no Bloodlust stacks, they roll one die. The result is a 5, so it hits. The Beast runs directly away, trampling a Sun Clan Hunting Party in the process. The Beast loses one health, and the attacker gains one Bloodlust Stack.



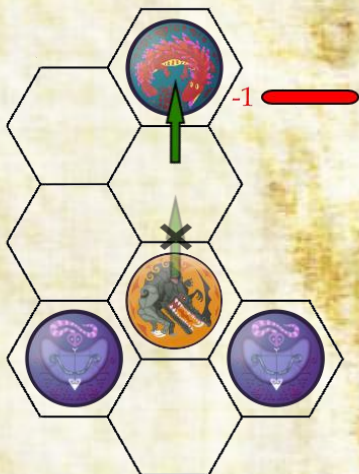


Here, a Sun Clan Hunting Party is attacking a Salamander that has been backed into a wall.

The Hunting Party's attacks miss, even though it had one Bloodlust stack: it rolled two 4s. Normally, the Salamander would flee directly away. Its immediate path, however, is blocked. Instead, it flees along the wall to get as far away from its attacker as it can.



However, the player is allowed to make a free move since they missed with all of their attacks. They use this free move to chase the Salamander.



In this case, the fleeing Beast could move in one of two different directions.

A die is rolled. As agreed upon by the players, evens mean the Beast goes left, and odds mean it goes right. Luckily for the attacking Hunting Party's clan mate, the roll results in a 2. However, a Salamander blocks the Beast's path in this direction.



The Beast's attempt to flee causes the Salamander to flee as if attacked by the monster that ran into it, losing one red health token. Assuming the Moon Clan Hunting Party's attack missed, the Beast would take no damage. It would also remain in the same space; its clash with the Salamander drove it back.

## **Salamanders**

The two smaller Monsters are fearsome Salamanders, and though killing them is not your goal, it may be worth your while. The Salamanders' bodies contain a rare Toxin which is invaluable in your fight against the Beast.

A Hunting Party that kills a Salamander is able to harvest this Toxin to use as a coating on their weapons, allowing them to hit the Beast on a 4+, rather than a 5+. This Toxin is represented by the Salamander chip itself; when it is slain, flip the chip and place it underneath the hunting party that killed it. The Toxin *also counts as a Bloodlust stack*.

If a Hunting Party in possession of the Salamander Toxin is killed by an enemy Hunting Party, the Toxin is transferred to the victor. If the possessor of the Salamander Toxin (including the Salamander itself) is killed by other means, the Toxin is lost.

*Note: The Salamander buff only affects attacks made against the Beast.*



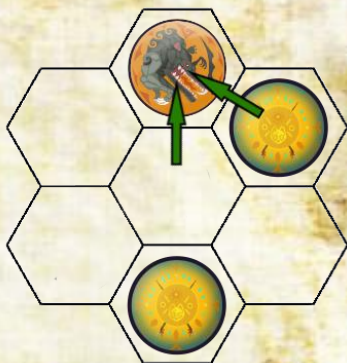
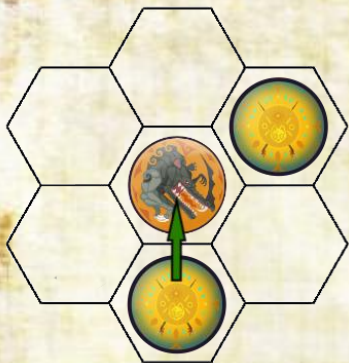
## **Enemies**

Enemy Hunting Parties may also be targeted by an attack. In order to attack an enemy Hunting Party, simply declare an attack against them and roll dice equal to the attacker's number of Bloodlust stacks. These attacks always hit on a 5+. If a Hunting Party is attacked, they lose a stack of Bloodlust for each successful hit. However, the attacker does not *gain* Bloodlust for attacking a Hunting Party, and a Hunting Party does not flee when attacked. If a Hunting Party has only one stack of Bloodlust when they are successfully hit, they are killed (removed from the table).

*Note: Bloodlust can only be gained from attacking Monsters.*

## **Chaining**

It is possible, under the right circumstances, to attack with multiple Hunting Parties on one turn. On a turn, a player can attack a single target with every friendly Hunting Party that is in attack range. This has different implications when attacking an enemy Hunting Party or a Monster. To chain attacks against an enemy Hunting Party, the target must be partially or completely surrounded by potential attackers. Since Monsters run away when attacked, however, you can attack it with any friendly Hunting Party that is in range once the Monster moves away from its original attacker.



This Sun Clan Hunting Party attacks the Beast, and it flees normally.

After it moves, however, it is within attack range of another Sun Clan Hunting Party. So, this Hunting Party is able to issue an attack as soon as the Beast finishes fleeing from the first one!



## Winning the Game

A game of *Beast of Balka* can end under two possible conditions: when a player kills the Beast, or when all of the Hunting Parties on one side have been eliminated. Killing the Beast is the ultimate goal. It would be impossible, however, to do so without any remaining Hunting Parties.

In the rare case of the Beast being killed by a fleeing Salamander, victory goes to the player that caused the Salamander to flee.

# Credits

Game Design

Olivia Dunlap

Art

Donny Zethmayr

Special thanks to everyone who made *Beast of Balka* a reality.

## **The Little Rock Game Designers Roundup**

Robbie Hunt

Tanner Marshall

And everyone

else

Brad Simms

Joe Williams

**BEARIGADE**



**--GAMES--**

**Thanks for playing!**

©2016 Bearicade Games. All Rights Reserved. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Made in China.



**Back Cover**