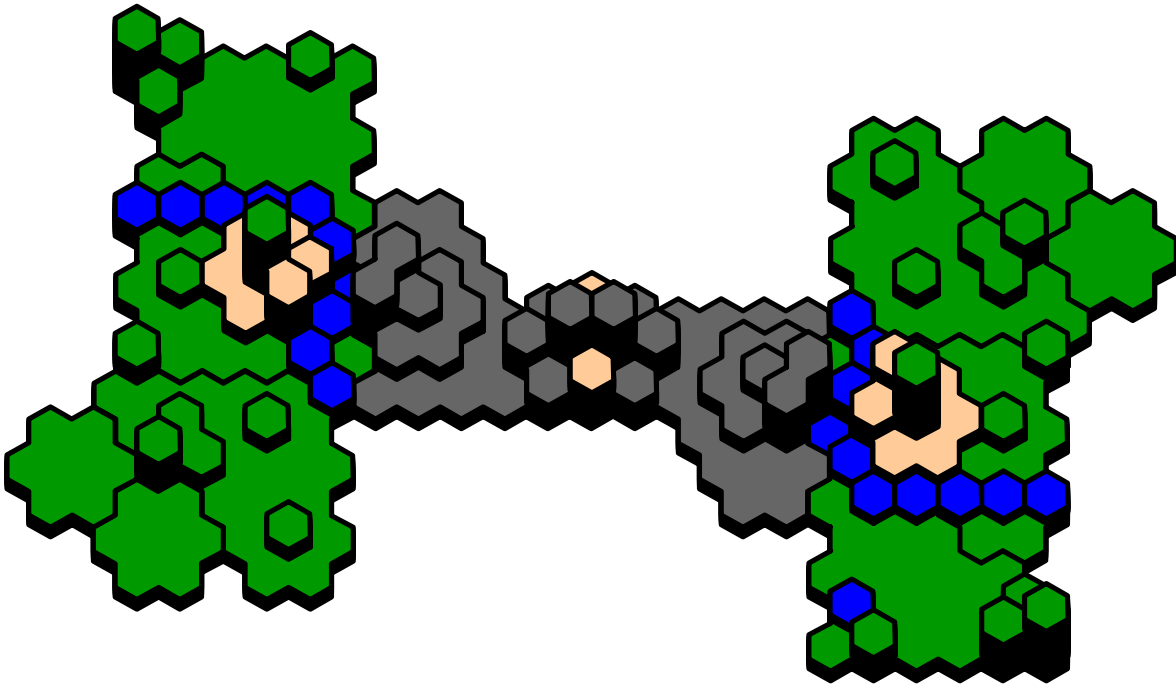
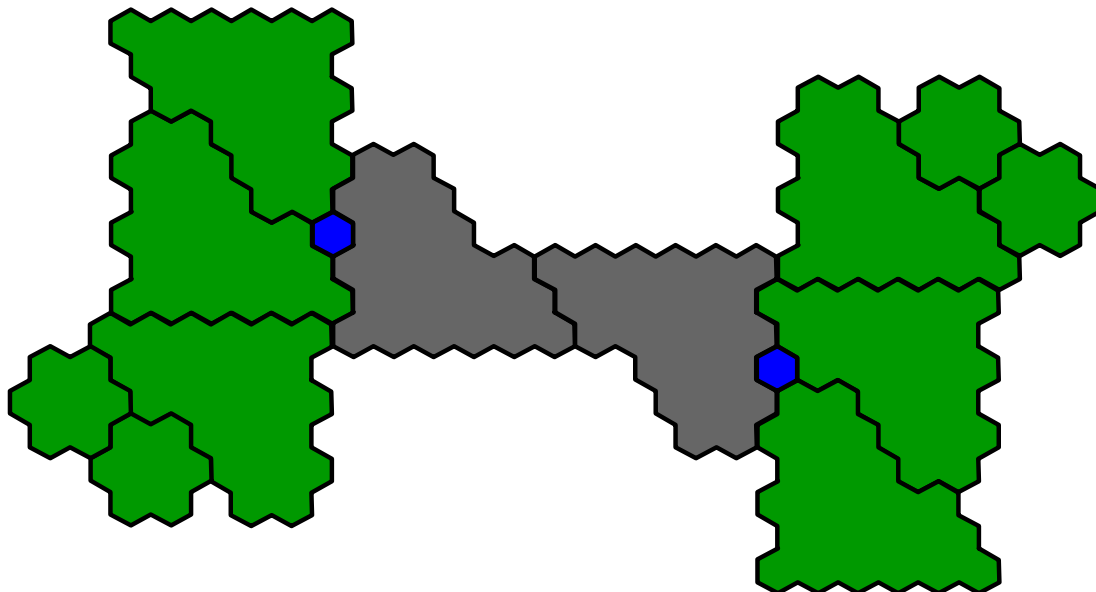


Randara Creek Discovery

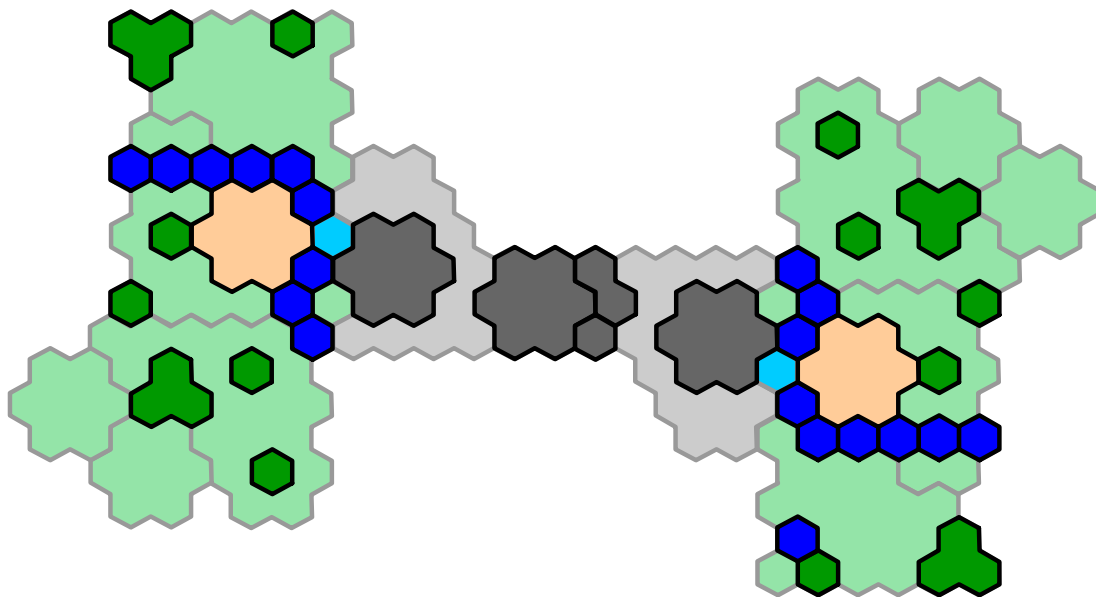
Created by Aielman



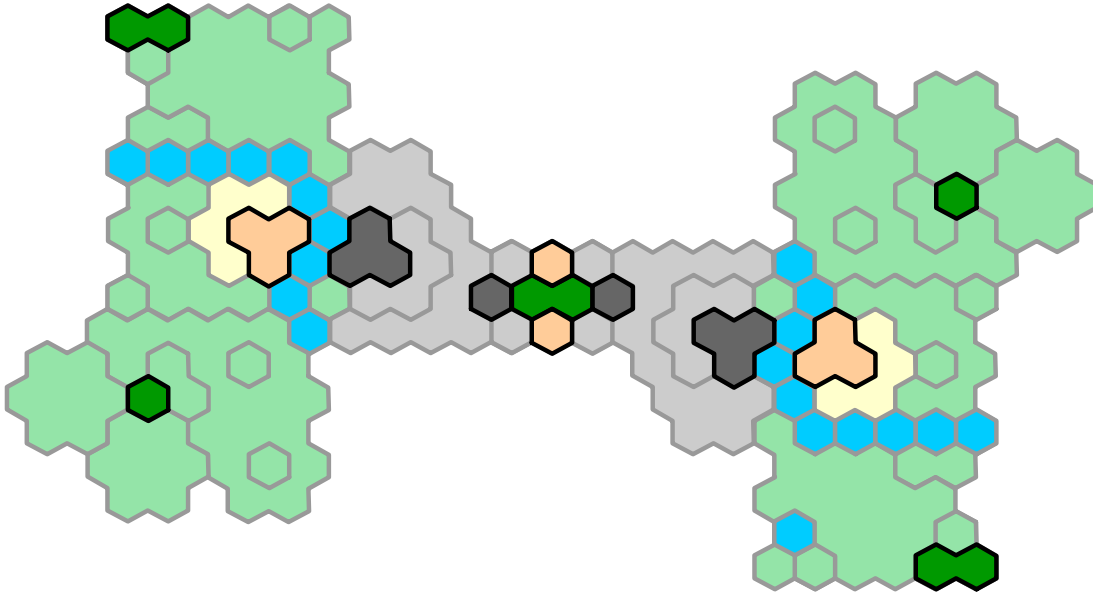
Level 1



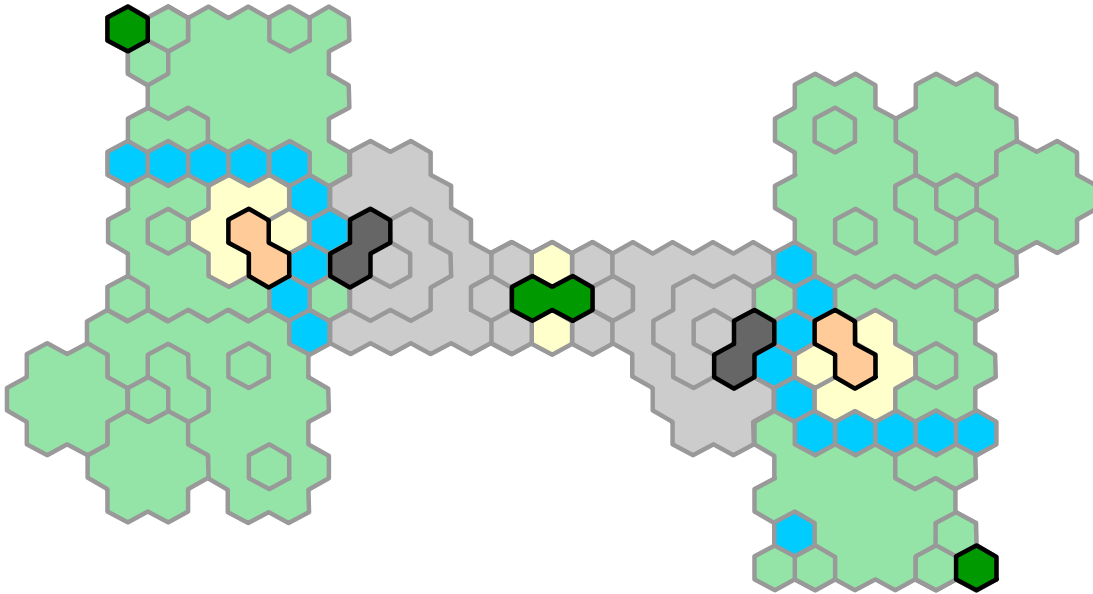
Level 2



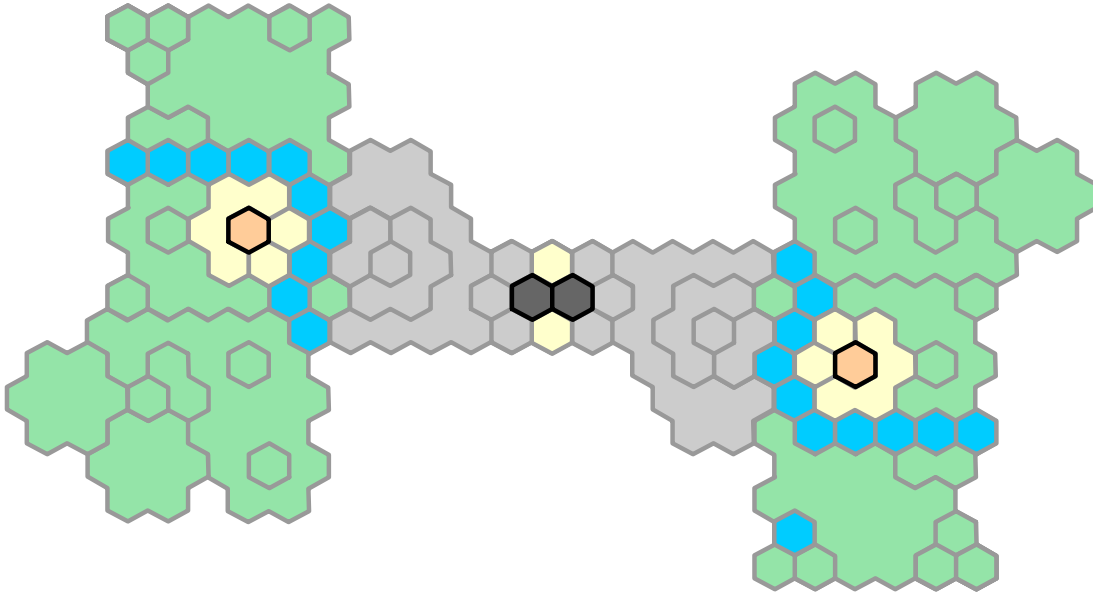
Level 3



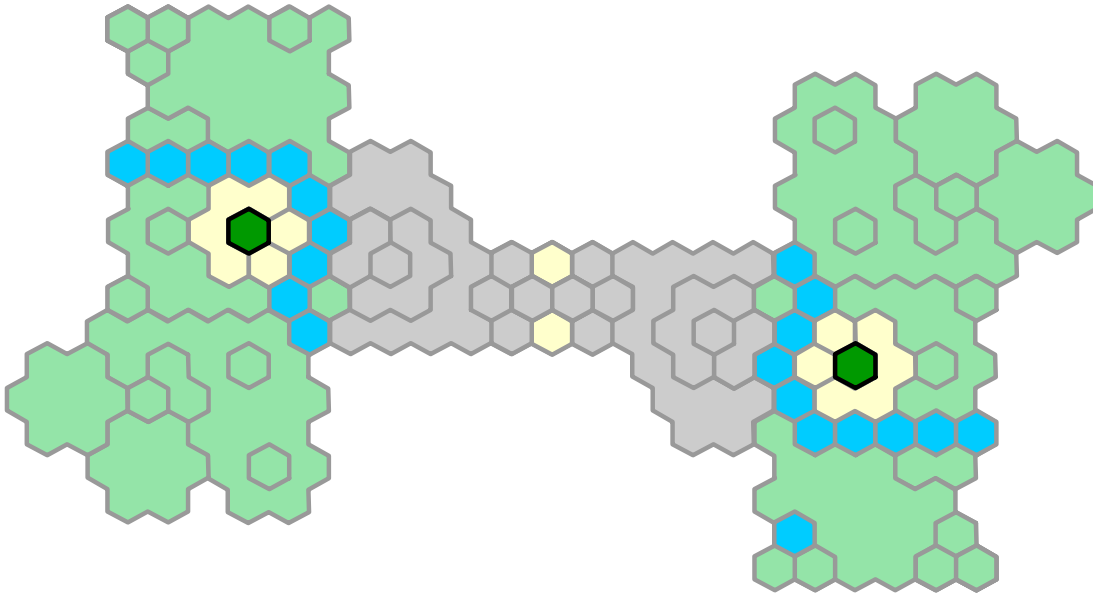
Level 4



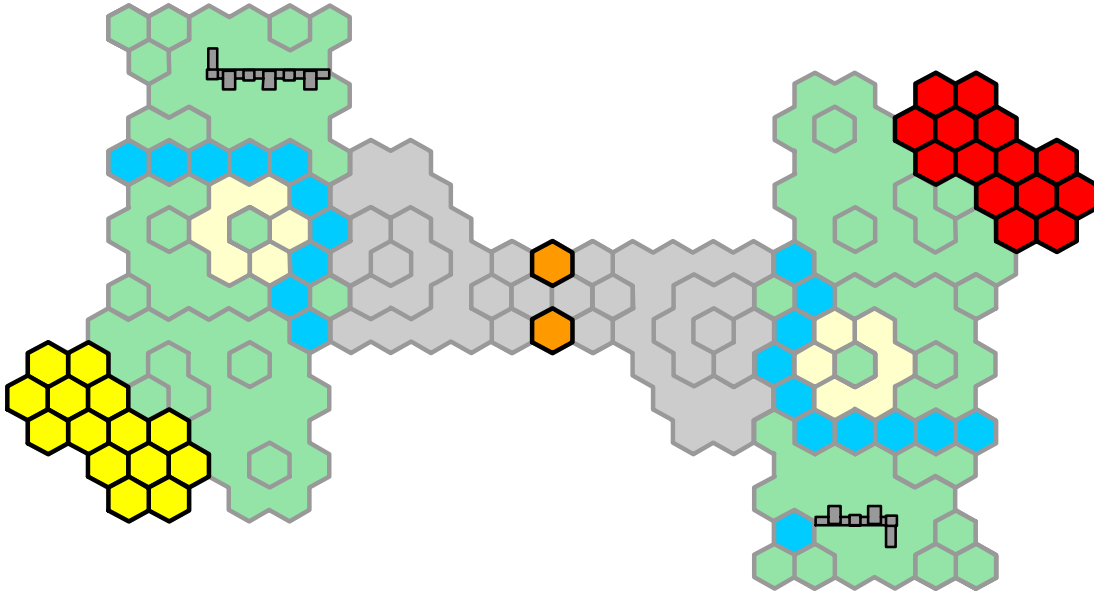
Level 5



Level 6



Starting Positions / Glyphs / Ruins



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(2, 4)

Goal: Button Button who has the Button?

Setup: Kinda a Capture the flag with a twist. Each player takes a glyph of Brandar and hides it under one of the 8 green 1x1 hexes on their side. Winner is the player that gets the glyph back to their own side first. Once Glyph is found it remains out on the field, if the carrier dies it stays where it was dropped. No Handoffs. The middle is marked by the 2 1x1 sand hexes in the center. The middle is no man lands and is considered to be in both players domains. To rescue or win you must get past that point.

Note: The water by the rune is just there to make it so you can't cut through due to a slight imbalance if you would prefer leave it off and just assume you can't cut through that spot.

Advanced Rule:

Each Player hides 5 of the glyphs and the opponent cannot look at it until they get it back to their own side.

2 player

300 ppa

4 player

200 ppa