





BENEVOLENT

Game Design: Yuri Zhuravlev Artwork: Svetlana Pikul

### **GAME OVERVIEW**

**Benevolent** is an abstract strategy game where players will be exploring a mysterious forest looking for the precious gifts from its spirits. Each player's goal is to collect **5 different gifts** faster than the others.



### **GAMEPLAY**

Each turn a player moves and then performs an action.

### **Movement:**

The player places one of their Footsteps on an adjacent hex with no other Footsteps of their own.

#### Action:

Now the player performs an action on this hex paying Leaves for all other Footsteps there. The player can choose not to perform an action and to take 2 Leaves from the supply instead.

Players continue taking turns collecting and exchanging gifts through different ways until one of them collects 5 different gifts and wins the game.



















# **KEY SELLING FEATURES**

- ► Easy to learn rules and captivating gameplay
- ▶ Wondrous adventure in a magical forest
- ► Modular game board that makes each game unique
- ► Cute illustrations and pleasant game components

# PRACTICAL INFO

#### **CONTENTS**

3 double-sided Forest segments, 1 reference pad, 1 Dream board, 9 double-sided Secret tiles, 6 Clover tokens, 6 Feather tokens, 5 Crystal tokens, 4 Amber tokens, 4 Figurine tokens, 4 Character cards, 20 Footsteps, 64 Leaves, Game Rules **MOQ:** 1000 **MSRP:** \$40

RELEASE: available

BOX:

Size: 255×255×62 mm

