

Forest of Fate – A Storytelling Survival Adventure

Duration:	30 – 60	
	min	
Number of players:	2-6	players
Materials/ Tools needed:	Cards + app	
Publisher:	Cards of fate	
Game Designer:	Phil Hazelton	
Language	English	
Links:	https://fate.cards/games/forest-of-fate/	

Type of game:

- () board
- () card
- () role play
- () simulation
- () computer
- () Serious
- (X) Other: card + app

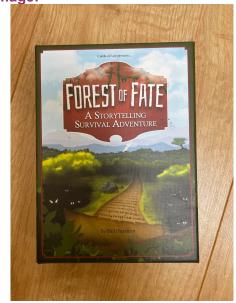
Main topic:

The effect of skills and character abilities / teamwork

Short description/ Goal of the game:

Each player chooses a character. Each character has unique skills and character abilities. Together you go on a quest which you can only solve by teamwork. Shuffle the cards to make a path to the quest. On each card is an event/encounter and four different ways to react to that event/encounter. Discuss how to react and which team member uses his/her abilities to do that. You enter your choice on the app and it tells you the effect of that choice.

Image:



Educational value/ Learning Objectives:

Consult and make decisions as a team.









Output PR3: Commented Game Collection



• Experience that your actions can produce different reactions.

Recommendations for use:

Pro's & Contra's:

 The app is a prerequisite to play the game. Wifi or an internet connection is therefore necessary.









