

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/	

<p style="text-align: center;">Type of game:</p> <p><input type="checkbox"/> board</p> <p><input type="checkbox"/> card</p> <p><input type="checkbox"/> role play</p> <p><input type="checkbox"/> simulation</p> <p><input type="checkbox"/> computer</p> <p><input type="checkbox"/> Serious</p> <p><input checked="" type="checkbox"/> Other: card + app</p>	<p style="text-align: center;">Main topic:</p> <p>The effect of skills and character abilities / teamwork</p>
---	--

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.



Educational value/ Learning Objectives:

- Consult and make decisions as a team.

- 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.

