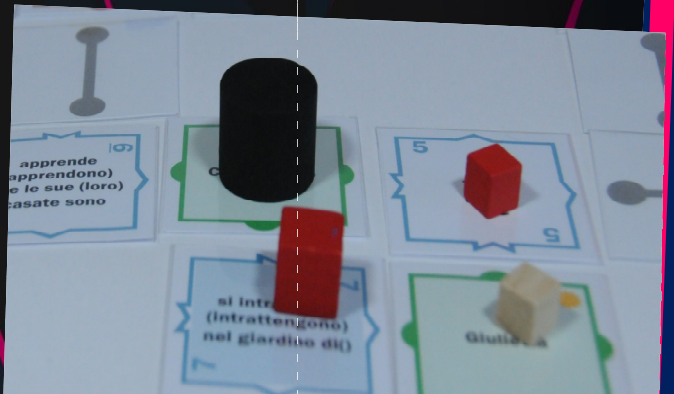# DESTINY GUARDIANS

PROTECT STORIES AGAINST WORMHOLES

A WORMHOLE OPENED AND MESSED UP THE WHOLE STORY. PLAYERS HAVE TO MAKE THE REAL STORY REALIZE KEEPING SAFE THE TURNING POINTS. THE WINNER IS THE PLAYER WHO SAVED MORE TURNING POINTS.
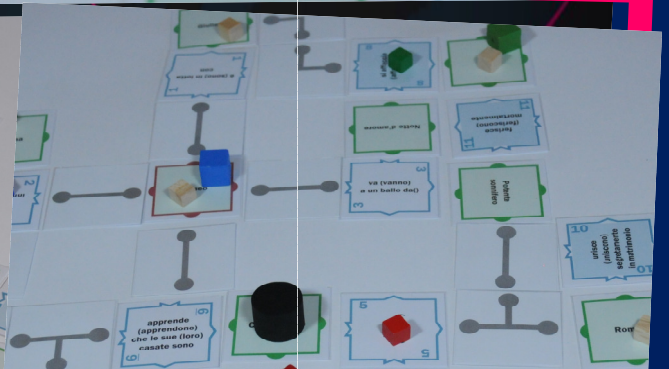

DRAW EVENTS AND CONNECT SUBJECTS

USE YOUR COUNTER AND THE WORMHOLE TO SWAP SUBJECTS

SWAP SUBJECTS TO REALIZE DESTINY'S TURNING POINTS

AVOID SPACE-TIME PARADOXES AND WIN THE GAME

3-6   12+   60'

COMPONENTS
- 6 target cards
- 110 cards
- Counters and pawns

Designed by: Giovanni Caron
Developed by: GAM eStudio – Italy

GAM