

Alliances: Battle of the Kingdoms

Box Contents

- 21 damage cards
- 9 improvement cards
- 2 alliance cards
- 15 event cards

Gameplay

Shuffle the deck.

Start by dealing 5 cards to each player.

The first player is the one who rolls the highest roll on a D20.

Play goes clockwise around the table.

Winning Condition: last person standing.

Losing condition: You run out of the 20 health points you started with.

All players have twenty health each.

Turn

1. Play a card
 - If it's a damage card, it exerts damage on a player of your choosing, indicated by the damage number on the card.
 - If it's an improvement card, it adds damage to every card you play unless there is an exception, so keep it.
 - If it's an alliance card, you can play it with another player who agrees. If a player gets attacked, on your turn, you must attack the attacking player with a damage card if you can, and vice versa. In addition, all healing cards are shared. People in alliances cannot attack each other. You keep this card.
 - i. Each person may only have one ally card. IF they get a second one, they must discard it and draw another.
 - ii. If your ally attacks an ally of yours, then your alliances are voided and discarded.
 - If it's a positive event card, you get some healing or another specific effect.
 - You draw a new card from the deck and discard the one you used unless it explicitly says to keep the card.
 - When there are no cards left in the drawing pile, you take the discard pile and shuffle it.