



Object of the game

A game for 2 players about destroying the opponent castle with good looking characters.

Components

- Dices



- Defense Dice
- Attack Dice
- Turn Dice

- Character Card



- Name
- Energy
- Coins
- Attack
- Defense
- Rarity
- Effect
- Movement

- Structure Card



- Name
- Energy
- Coins
- Craft Time
- Defense
- Rarity
- Effect
- Tribe

- Spell Card



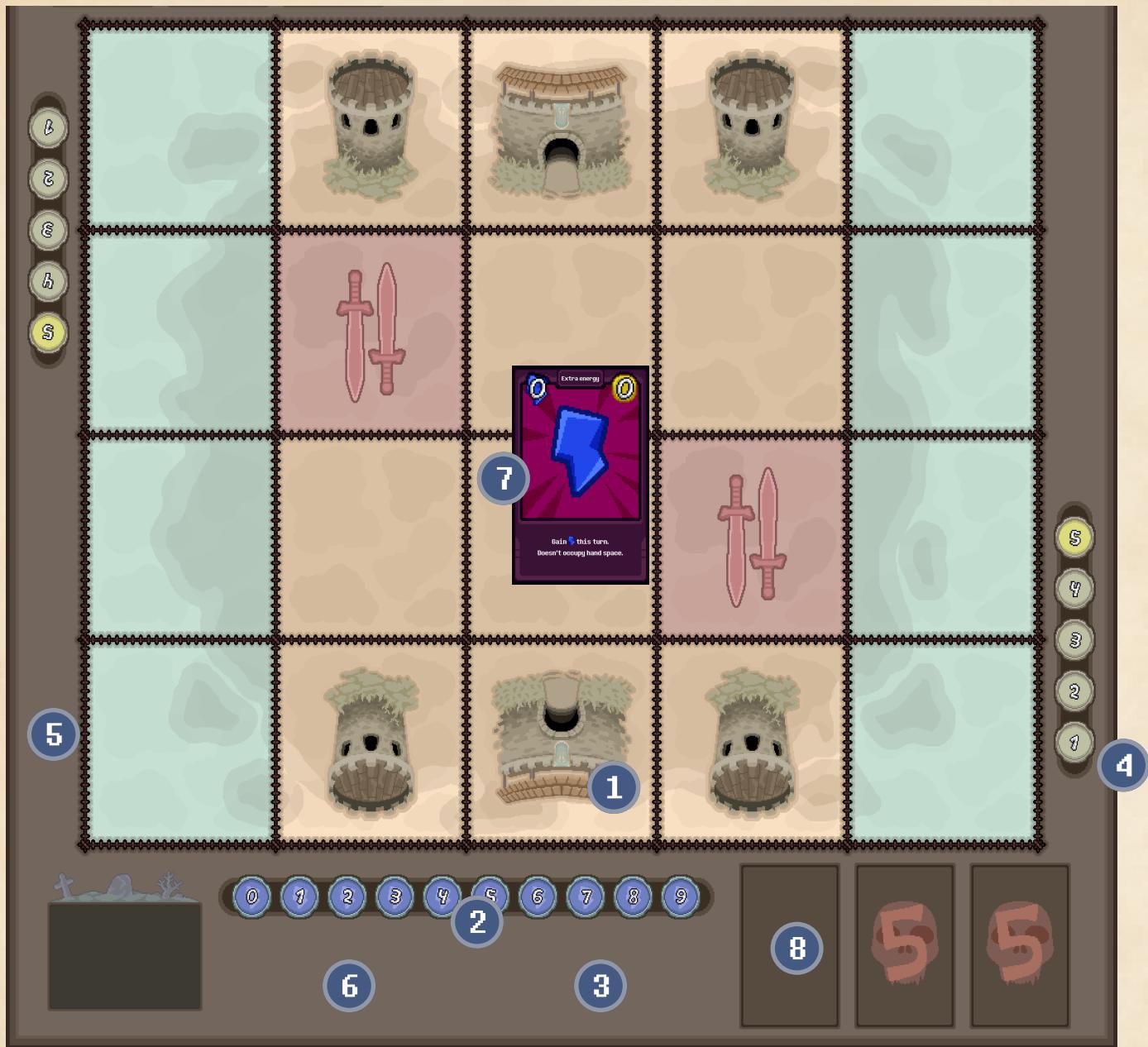
- Name
- Energy
- Coins
- Effect
- Rarity
- Tribe

- Tokens



- Energy
- Coins
- Turn

Game Setup



• Steps to setup a game

1. Chose a castle.
2. Both players start at **2 energy**.
3. Both players start at **0 coins**.
4. Start at **turn 1**.
5. Set the **castle's health** to the recommended amount of **15**.
6. Create a supply of defense, attack and turn dices within reach.
7. Randomly determine which player will go first. The second player gets this extra card.
8. Shuffle the decks. Draw the top five cards of the first one, and optionally reshuffle once more.

Turn Sequence

Players will alternate taking turns until a player has won the game by destroying their opponent's castle.

On a player's turn, using their **1. resources** and their **2. cards**, they can **3. summon characters**, **4. move them**, **5. build structures** and **6. cast spells**, to win **7. combats** on a **8. map** in order to **9. damage the opponent's castle**.

1. Resources

- **Keep track of resources**

To track energy, move your token up or down on the energy track to match your current amount. To track coins pick and remove coins from the bank.



Energy Track

- **Gain resources**

At the start, both players receive two energy but no coins.

From the first to the fifth turn, players gain one more energy each turn. After the fifth turn, they earn one coin per turn until the game ends.

The **energy is rechargeable**, resetting to the amount specified for each turn, while **coins are cumulative**, meaning they accumulate over turns.

Turn	1	2	3	4	5
Resources	⚡ X2	⚡ X3	⚡ X4	⚡ X5	⚡ X5 ⚪ X1

• Trades

The players can also gain resources through card effects or trades.

On their turns, players can make three types of trades.



Trade two energies for a coin



Trade a coin for an energy



Discard a card from the hand for an energy

Note: Only after turn 5 & max of 2 times per turn.

2. Cards and Decks

Players start with a **10 card deck** and at least one extra deck.

You always draw to maintain a **hand of 5 cards**, unless the deck is empty.

If the deck runs out, you must find ways to deplete your hand before accessing the next deck.

Switching to the first new deck is **free**, but the next switch causes **5 damage** to the castle.

Note: You can't reshuffle extra decks.

3. Summon characters

You can summon any number of character from your hand to the battlefield.

To summon a character, **pay its cost** by spending a number of **energy** and **coins** equal to its cost, then place it on one of the following areas.

A character by default **can't move** in the turn it's summoned.

Note that each area can hold a **maximum of two allies**.

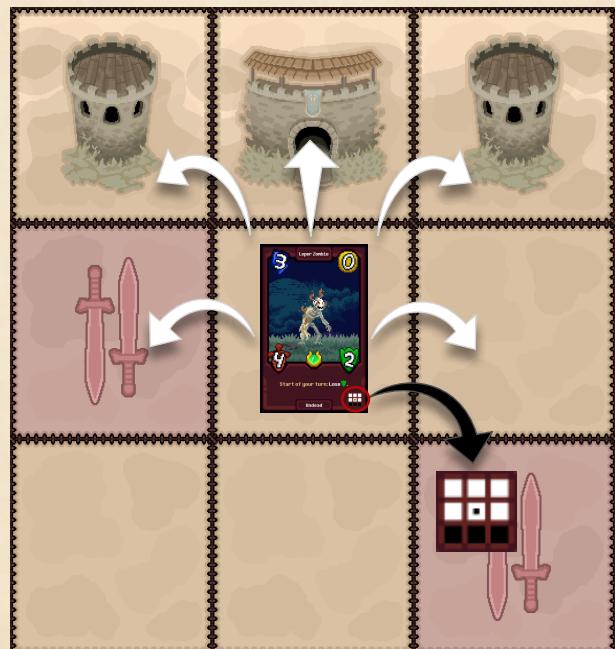
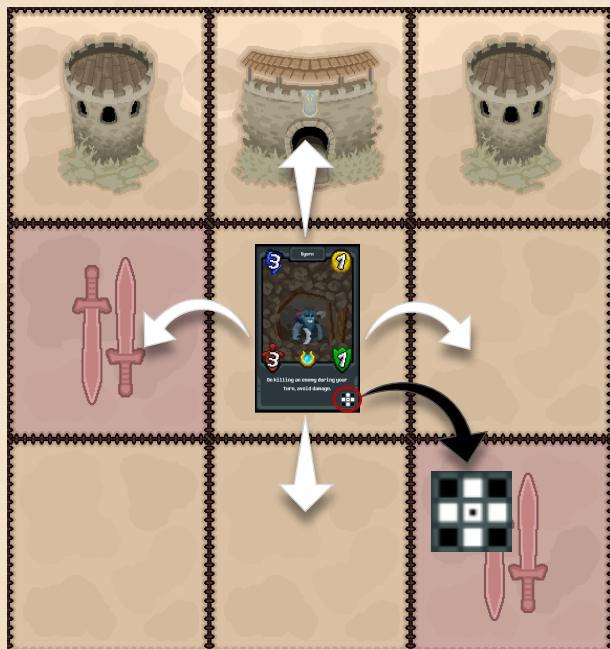


4. Move characters

You can move multiple allies per turn, but each ally **can only move once**.

Each move costs **1 energy**.

Allies can only move to adjacent spaces as visually described on their card.



5. Build Structures

You can build any number of structures from your hand in the battlefield.

To build a structure, pay its cost by spending a number of energy and coins equal to its cost, then place it on a area with an ally in it.

A structure can't move and requires a set number of rounds to build, indicated by its build time. This number decreases at the start of the builder's turn. The structure's effects only activate after it's fully built.

Note that each area can hold a maximum of one structure.

- Examples where you can build:



- Examples where you can't build:



No allies in the area.

There is already a
structure.

G. Cast Spells

You can cast any number of spells from your hand into the battlefield.

To cast a spell, **pay its cost** by spending a number of **energy and coins** equal to its cost.

You can only cast a spell during your turn.

7. Combats

- Order

Combat occurs when allies and enemies are in the same area.

Allies attack enemies based on how long they've been in the area, targeting the enemy who has been there the longest first.

- Example:



Here, the attacker first targets the enemy who has been in the area the longest (**1st**). If that enemy survives, then they attack the most recently arrived enemy (**2nd**).

- Attack and Defence

The damage dealt is equal to the number, which also reduces the target's number.

Additionally, attackers receive damage equal to the target's number.

When there's a change in attack or defense numbers, a dice is placed on top of the base number to show the current value.

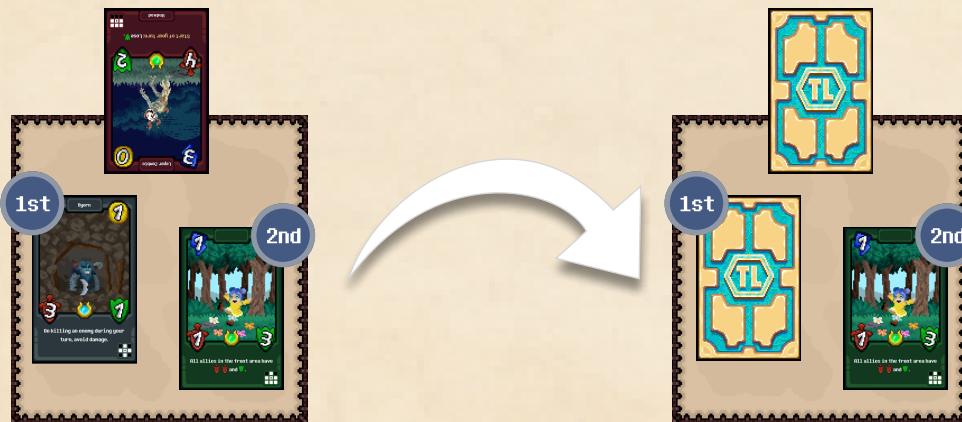


• After combat

When a character dies, its card is flipped, and the body remains on the field until the turn ends. Then, it's moved to the player's graveyard.

Dead bodies still count as characters in an area, so new cards can't be placed there if two dead allies are present.

After a combat by default, surviving characters cannot move again.



• Extra

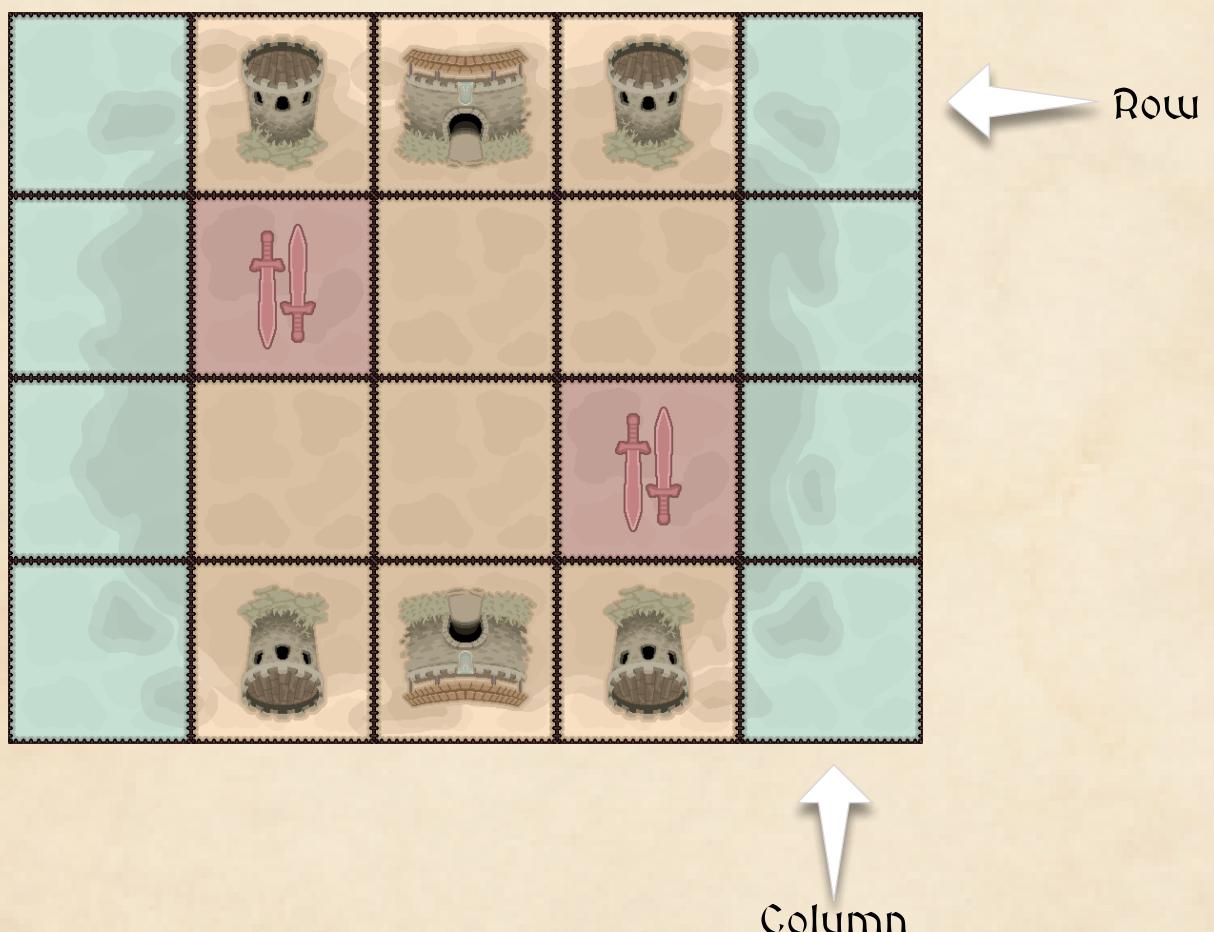
1. If possible players can move through a potential combat zone without engaging in battle, if they can still move.
2. Structures in an area will always be the last to receive damage.



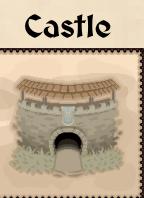
8. Map

• Overview

The map consists of **5 columns** and **4 rows**, creating a total of **20 areas**. Some areas have special effects.



• Areas



Enemies deal **2x** damage to the castle.
You can summon allies.



Enemies deal damage to the castle.
You can summon allies.



Don't have effects

Base



Allies gain at the beginning of your turn

Coasts



Characters that enter this areas restore their movement ability and can move again.

9. Damage the opponent's castle

To damage the opponent's castle, you need to have allies in their summoning areas by the end of your turn.

Damage to the castle is equal to the ally's  value. If attacking from the castle area, this damage is doubled.

The damage is dealt before end-of-turn effects.



Deck building

To build a custom deck in this game, each deck should consist of **10 distinct cards**.

The deck can only contain a maximum of 1 legendary card, a maximum of 3 epic cards, and a maximum of 5 rare cards.

You may end up needing 4 copies of a deck in a game. You should ideally have at least 2 copies of a deck, and if a third is needed, you can rebuild it using cards from the graveyard.



No max



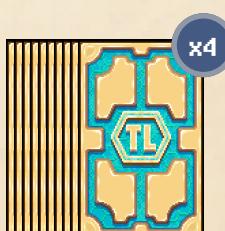
Max: 5



Max: 3



Max: 1



Quantity: 10

Glossary

Area: A square on the map that can hold up to 2 allies, 2 enemies, and 1 construction, regardless of who owns the construction.



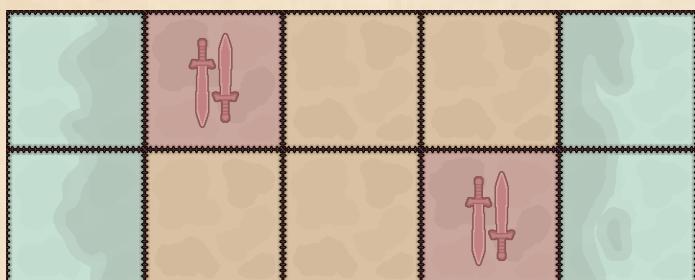
Row: A horizontal line of areas on the map.



Furthest Enemy Row: The most distant horizontal line of areas on the opponent's side of the map.



In center: Occupying an area within either of the two central rows on the map.



Front area: The area directly in front.

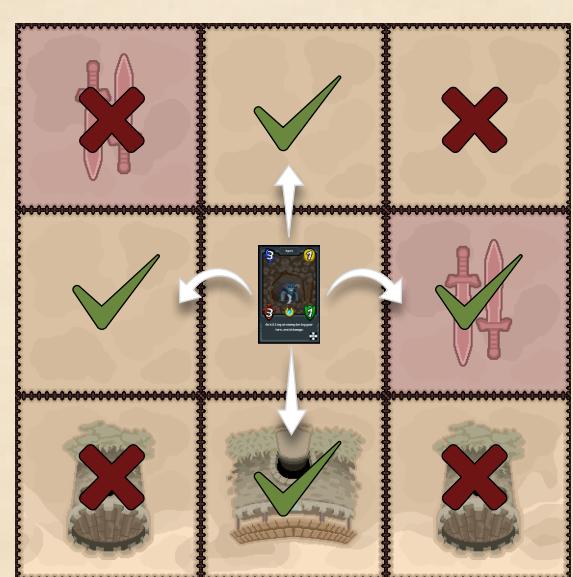


Column: A vertical line of areas on the map.



Opposite area in same column: The corresponding area in the same column on the opponent's side of the map.

Adjacent areas: An area is adjacent to another if they share an edge. Diagonals are not adjacent.



Maritime Characters: Characters with this label can only be summoned in one these two areas and cannot be summoned in standard areas.



Maritime Structures: Structures with this label can only be built in coastal areas with a character in it.



No coastal area.

No allies in the area.

In Nature: Occupying an area with a Nature type structure.



Rechargeable: This indicates that after a structure finishes its initial construction, it immediately starts rebuilding itself.

Combo: This effect is triggered when another card has been played earlier in the same turn. If a specific tribe is mentioned, such as **Pirate Combo**, it requires playing a card from the pirate tribe to activate.

Invest: This indicates that a player can spend a certain amount of coins to activate a card's effect.

Doesn't occupy hand space: This means the card doesn't count towards your hand limit. You won't draw a new card after playing it, allowing you to have six cards in your hand instead of the usual five.

Character: Refers to any card that is placed and active on the map.

Choose an character: This allows you to select a character, either an ally or an enemy, and apply a specific effect to them.

Enemies: Refers to any card that your opponent placed and is active on the map.

Strongest ally: Refers to the card with the highest sum of stats. (

On entering: This effect triggers when a card is played from the player's hand onto the map.

On death: This effect triggers when a character dies.

At the end of your turn: This effect triggers at the end of the turn belonging to the player who played the card.

This happens after dealing castle damage fase.

Replace: Take the card off the board and put another card in the same position and order.

Choose an direction: This enables you to select an adjacent area as the direction for a particular action or movement.

Allies: Refers to any card that you placed and is active on the map.

On entering an area: This effect triggers when a card moves into a new area on the map.

At the start of your turn: This effect triggers at the start of the turn belonging to the player who played the card.

This happens after removing building time from structures.

Push: This action moves a card to a specified area.

If the targeted area is full or doesn't exist, the card will not be moved.

Credits

Game Designers

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