

# How to Play

Join the game where you and your friends can gather resources, train troops, and conquer your opponents. Make your city the last one standing!

- Become Familiar with the Game Pieces/Tiles

- Resource Tiles

- Wood Tile: This tile denotes the place where the wood resource can be collected.
    - Stone Tile: This tile denotes the place where the stone resource can be collected.
    - Metal Tile: This tile denotes the place where the metal resource can be collected.
    - Bear Cave Tile: This special tile represents a bear cave. Capturing a bear cave allows you to have one troop (a bear troop) past your cap, as long as you control it.



- Kingdom Tiles

- City: The city piece represents the heart of a kingdom. It is where all troops train from. If a kingdom's city is overtaken, that kingdom is knocked out of the game.
    - Town: **Each kingdom has the ability to build one town.** This town is used to more easily gather resources.



- Moving Pieces

- Gatherer: **There are two gatherers per kingdom.** They are used to travel back and forth between resources tiles and cities/towns in order to gain resources.
    - Troop: **There is a max of 10 troops per kingdom (or 12 if both bear caves are captured).** Troops are used to attack/defend and train out of the main city.

## Before You Start:

- Choose Kingdoms
  - Split the number of players into 6 kingdoms, with the max number of players being 24 (4 people per kingdom).
  - Some people can fill multiple roles (explained below) if needed.
- Choose a Role
  - Every player chooses a role from the following choices.
  - One person MAY fill multiple roles if the teams' roles aren't all filled.
  - **Each team consists of a king, a general, and two gatherers.**
  - Roles:
    - Gatherer: This player focuses on gathering resources for their team. Resources are needed to build and train troops.
    - General: Trains and commands the troops.
    - King: Allocates resources acquired by the gatherers to the rest of the kingdom. Also in charge of communicating with the other kingdoms' kings. Kings should leave some way for other kings and prospective players to get ahold of them.
- Board Randomization (Board setup)
  - The terrain of the board remains the same through each play through.
  - Part of setting up the board requires distributing resource tiles:
    - Resources are distributed evenly amongst the kings.
    - Starting with player/king number 1, resources are distributed throughout the board one at a time.
    - The next player/king to place a tile is the one who is adjacent and clockwise to the first.
    - Resource tiles can be placed anywhere on the board that is not within XXXX (TBD) amount of tiles from a city or town. In addition, resource tiles may not be placed in a space already occupied by another resource tile.

- (should probably say something here regarding what to do in the situation that there are only 3 kingdoms. Do the players get the extra resource tiles from the absent kingdom to place? Are they not counted? Etc.)

### Gameplay:

- **Joining a Game that is Already Started**
  - If there are more people who wish to join the game after it has started, they should talk to the kings to find out whether any one person has more than one role in their kingdoms. If so, they can assume one of those roles. If not, they must wait until the next game has started.
  - If there is a king who has refused to leave any contact information, leave a note for them by the game board.
- **Turns**
  - This game runs by turns. When a player performs an action, they must initial on the turn sheet (which is provided with the game) that they have made their move. Players who have done an action for the turn cannot make another move for the duration of the turn. Only when all players have made their moves for the turn (when all initials for that turn have been collected) does the new turn begin. Create additional turn sheets if needed.
- **Movement**
  - **All pieces have the ability to move two spaces per turn, or one space in the case of crossing mountainous terrain.**
  - **If a piece is moving into mountainous terrain, it must have 2 available spaces left to move. If it has one, it is unable to enter the mountainous terrain as it needs a turn to prepare for the journey.**
  - **A space may be occupied by multiple pieces**
- **Resource Gathering**

- Resources are accumulated when a gatherer returns with a gathered resource during a turn. A card representation of the resource is then taken from the resource card pile. Resource cards should be hidden so that opposing kingdoms cannot accurately guess the amount of resources your kingdom has.
- Attacking
  - A battle is initiated whenever a troop occupies the same space as another object on the board that is not of the same kingdom as that troop.
  - Troop vs. Troop
    - Success/ failure is determined by the number of troops involved and a 6-sided dice roll, which is performed by the attacking general.
    - Rolling a 1 will always result in the attacker losing their troop(s).
    - If the number of troops in both parties is equal, the attacker must roll a 4, 5, or 6 in order to kill those troops. If they roll a 1, 2, or 3, they lose their troops.
    - If the number of troops is uneven, the difference between the numbers is added to the advantage of the side that has more.
      - Ex: if the attacking kingdom has 6 troops and the defending only has 4, that attacking player can win with a roll of 2, 3, 4, 5, and 6.
      - Even if the attacking kingdom has three more troops than the defending kingdom, rolling a 1 will still result in a loss to the attacker.
    - (discussion on troop variations)
  - Troop vs. Town (I think to be decided in class next discussion)
  - Troop vs. City (I think to be decided in class next discussion)
- Gameplay Actions by Role
  - Gatherer
    - Each gatherer must move to the resource tiles that are placed on the board at game start. Resources are only gained when a gatherer returns to the main city or a town, after reaching a resource tile.
    - Generally, it is in the best interest of the gatherer to avoid conflict with all opponents, however, **a gatherer counts as one troop.**

- **This means that the gatherer can attack.** It is the only attacking piece not controlled by a general.
- If a gatherer dies, another one can be trained.
- Additionally, it is up to the gatherer to create towns. To create a town:
  - A gatherer must move to the space they wish to create a town on.
  - The gatherer must remain on the space for ONE (I think this should be discussed in class) whole turn and have the resources required for the town to be created.
  - (Maybe a limit on how many towns can be created?)
  - A town may not be build on a space already occupied by another town
  - maybe a limit on how close towns can be
- General
  - The general is in charge of troop movements.
  - A general is also in charge of one general piece.
  - The general piece provides bonuses to his troops when his troops are attacking. (how close do the troops need to be, and what type of bonuses up for discussion in class)
  - (discussion for what happens if a general is dead)
  - (discussion on how a general raises troops)
  - (discussion for the implication of the general as an actual piece)
- King
  - The king piece is an interesting piece. While the king is in charge of the whole kingdom, he does not directly move any pieces. He may instruct his generals and gatherer on recommended moves, but he does not actually move them.
  - The king is also in charge of foreign affairs. There are no rules on alliances or trade, as that is up to the players to decide. If they can imagine it, they can make it happen. Trade; military alliances; whatever else a player may imagine is a valid foreign affair.
  - The king typically resides in the City. If the King is captured/killed, that faction loses the game, and cedes all their belongings to their conqueror.

- The king allocates what type of pieces should be trained. I.E. troop pieces vs gatherer pieces.
- (discussion as to whether the king should be a battleship style piece [hidden from the map so that he can be escorted out in the even of an attack])
- Foreign affairs
  - To simulate a medieval message system, foreign affair management is dealt through letters from kings. A king may leave a proposal, via a letter, to another king. The proposal may contain anything necessary. It could be a simple hello letter; a mutual interest discussion; or even a threat.
  - Kings are able to pick up letters at the start of their turn, and read them.
  - When a king sends a letter, he sends it on his turn, but the receiver is unable to read the letter until next turn.
  - Letters are the formal way kings communicate in the game. Out of game communication should be as limited as possible.