

THE FOUR KINGDOMS

Welcome to the Four Kingdoms, a land populated by Knights, Demons, Plant Folk, and... People? Fish People? These Four have been living together in an unsteady peace for quite some time, but a new age is upon us, huzzah!

Naturally occurring pools of Mana have formed across the land, and several magical items have recently been discovered. How will your Kingdom survive in this new time, with war breaking out across the land, and a deep rumbling coming from the deepest pools?

The Four Kingdoms is a tactical wargame built around gathering Land, summoning Units, and casting Spells, with your main objective to be the last Kingdom standing.

SETUP

Put together your game by laying out the board and picking a Kingdom. Each Kingdom should have:

- 2 Warrior tokens
- 2 Scout tokens
- 1 Brute token
- 1 Medic token
- 1 Hero token

All Units are the same across the four Kingdoms except for the Hero, which should correspond to the Kingdom a player has selected. Players should also pick up all the cards associated with their Kingdom.

Next set the two rules cards aside, and then give each player a Mana tracker and Mana tracker token starting at 15 Mana. Finally, place your Hero on the Home Base of your choosing, and you can begin.

URNS

Play starts with the oldest player going first; every turn they have marks the start of a round, and from here play proceeds in a clockwise rotation. On a player's turn they may;

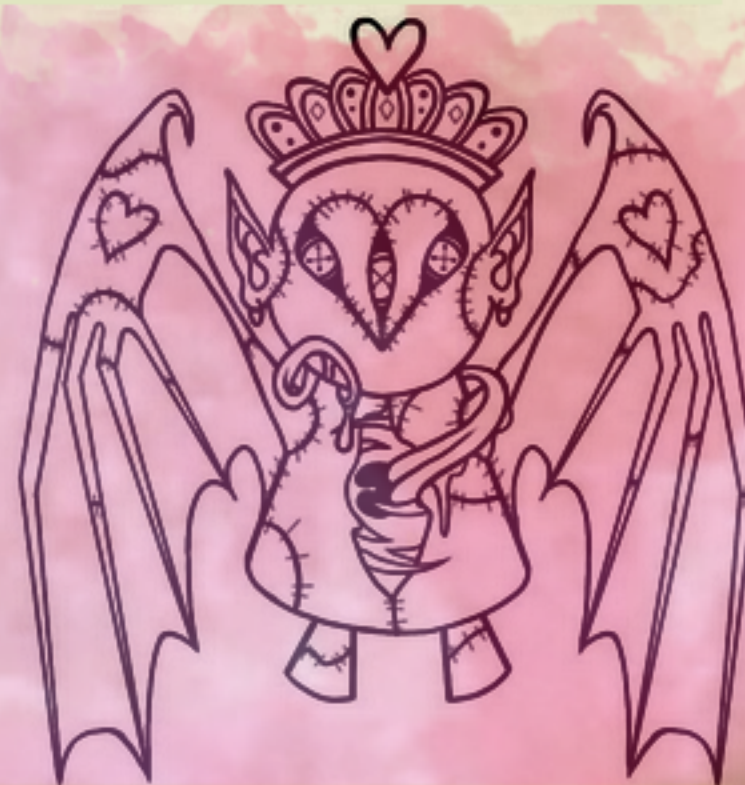
Collect Mana - Move Units - Attack with Units - Spend Mana - Use Abilities

in that order. For every step of a player's turn, they may choose to not act, but they may not rearrange the order of events if they choose to do so.

PIECES

This gamebox should include:

Piece	Number	Description
Gameboard	1	A map
Mana blocking tokens	12	
+1 Health Tokens	5	
-1 Health tokens	20	
-2 health tokens	10	
-1 Shield Tokens	10	
-2 Shield Tokens	10	
+1 Shield Tokens	5	
+5 Mana Tokens	6	
Hero Tokens	4	
Hero Cards	4	Labelled [Kingdom] Hero
Warrior cards	8	Labelled [Kingdom] Warrior
Scout cards	8	Labelled [Kingdom] Scout
Medic cards	4	Labelled [Kingdom] Medic
Brute cards	4	Labelled [Kingdom] Brute
Warrior tokens	8	
Scout tokens	8	
Medic tokens	4	
Brute tokens	4	
Mana tracking tokens	4	
Mana trackers	4	'Mana Pool' Sheets
Sets of colored shapes	4	Cups with colores cubes
Spell rules card	1	Card with Spell Mana costs
Unit rules card	1	Card with Unit Mana costs
Dice	5	Six-sided die
Tiger Merc Card	1	Tiger Merc Card
Tiger Merc Token	1	



CARDS



- 1 - Title of your card
 - 2 - Card Art
 - 3 - Unit Stats
 - 4 - If your unit has a special ability, it will be written here.
- Next to the ability is the cooldown number, this tells you how many turns you have to wait between using your ability.

UNITS

There are 5 types of units;

Scout
Medic
Warrior
Brute
Hero



Heroes are player characters that have special cards with unique abilities written on them. The other four classes are ground units that also correspond to cards, which you place in front of you when you deploy a unit.

All units are summoned by spending Mana listed on the Unit Rules Card, and are placed either at your Home Base, or on a Mana pool that you have control over.

MOVEMENT

Every Unit can move one space at a time within a 3x3 square up to the speed listed on said Unit's card.

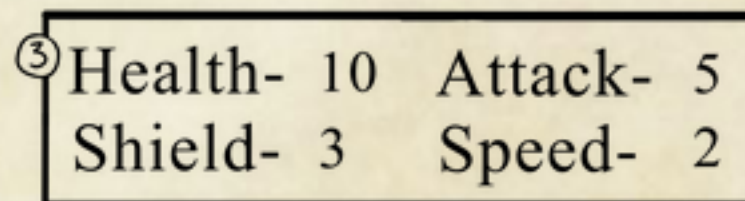


When any Unit of yours lands on a Mana pool, place one of your colored tiles down to indicate it is yours. If you land on a space with another player's token on it, remove their shape and replace it with your own; this square is now yours.

COMBAT

When two enemy pieces are next to or diagonally across from each other, a player may take one attack action during their turn, and do damage to that Unit.

Every Unit has a health, shield, speed, and attack number.



Health indicates how much damage a Unit can take, shield is a temporary boost to health that is damaged before health is affected but cannot be recovered, speed is the max number of squares a Unit can move per turn, and attack shows how much damage a Unit can do per turn.

When a Unit takes damage, use -Shield tokens to mark damage. When all of a Unit's shield is gone, switch to -Health tokens and place them with the Unit's corresponding card. When a Unit hits 0 health, they are removed from the board.

EVENTS

Starting on the fourth round, the begging of every round a six sided die will be rolled, and the number indicates which event occurs,

1. Everyone loses 10 Mana.
2. All Mana pools marked with an x produce 5 less for two rounds, mark them with the Mana Blocking Tokens.
3. The Dragon in the center wakes up, eats any Units at the 15 Mana pools, then goes back to sleep.
4. The Tiger Mercenary is open for hire, whoever bids the most Mana gets them for two rounds, and can place them on any tile that the player has control of.
5. There is a dark energy, one of each level of Mana pool you hold closes for two turns. (Ex: Choose one 5 pool, one 10 pool, one 15 pool, etc. to close) Mark theses with the Mana Blocking Tokens.
6. Everyone loses 1 Unit that isn't their Hero.

SPELLS

During the spend Mana phase of your turn, you can summon Units, but you can also cast Spells, which are listed on the Spell Rules Card. These Spells are available to every player, though you can add your own flavor text to customize the Spells to your Kingdom, so get creative!

LAND

There are several kinds of spaces,

- Item spaces - Treasure Chests



There are several spaces on the map marked with treasure chests. When you land on this space, you gain the one time use ability to trade any two of your Units out for another, free of Mana cost.

- Mana pools - Hot Springs



When you land on a Mana space, it becomes yours starting that turn, meaning you collect the amount of Mana written on the space at the start of every turn.

- Mountains - Shown on Map



Mountains cannot be moved across unless a card/ability says otherwise.

- Difficult Terrain - Darker Map Color



Difficult terrain takes two turns to traverse.

- Home Bases - Castles



Home Bases are your first piece of land, and they double as a Mana pool. Home Bases generate 5 Mana every turn, and cannot be affected by events.

- Half tiles -



These spaces are marked with a grid, but cannot actually hold units.

- Blank spaces - only map art

These spaces make up most of the map, and don't have any affect on your Units.

COOLDOWNS

There are many events, abilities, and Spells that require keeping track of cooldowns; how many turns there are before an ability can be used again, for example. For this, player's are expected to use the honor system, but it is recommended that players use extra dice to track cooldowns. For example, if you can only use a Spell every three turns, set a die to 3, then on the start of your next turn change it to 2, and so on.

HOW TO WIN

This game is won when you are the last Kingdom on the board, but how do you eliminate a Kingdom? Defeat other players by killing their Hero, taking over all of their Mana space including their home base, or by removing all of their land token from the map.

ALTERNATIVE PLAY RULES

If fewer than four people are playing, have events every other round instead of every round. Otherwise, all other rules stay the same.

Best of luck,
and let us know how it goes!

