

Welcome to **Treatise**,

The game of not-so-global domination.

The peace treaty that once protected the continent of Bellatovia hath expired, and the lesser kingdoms bordering the great Kingdom of Hurfurgelfrem (her-fur-gull-frem) now seek to take control of the heart of the land. O' course, as a ruler of one of these kingdoms, thou seek control of all of Bellatovia, yet art thou worthy of the throne? Or art thou too weak? That, mine friends, is where the Host comes in. Who is this 'Host,' and what doth they do, thou bid? Well, to be quite honest, I doth not know. Yet the Host hath the answer to thy problem: discover who is truly worthy of the throne in a winner-takes-all game of wits! Shalt thou and thy kingdom prevail? Or wilt thou trade in thy crown for a dunce cap, like the idiot thou art? And where is the king of Hurfurgelfrem anyway?

OVERVIEW

OBJECTIVE

Build thy forces to storm the castle by besting thy opponents in a variety of challenges, proving you are fit to rule.

CONTENTS

Map of Bellatovia • 20 Territory Cards • Calamity Cards • Challenge Cards separated into 5 decks • Final Battle cards • 4 player cards (in different colors) • 4 flags • troop markers, separated into different colors • Build-Your-Own-Kingdom crests and exports • 1 six-sided die

THE GAME BOARD

Ah, Bellatovia. A simple land, and laid out in such a symmetrical fashion. In the center, the Kingdom of Hurfurgelfrem: once so prosperous, and now threatened.

In each corner of the map, a lesser kingdom. Separating each of these kingdoms from Bellatovia sit 5 territories: small towns, villages, and settlements to traverse on the way to conquering Bellatovia. Around the map you will see dotted lines connecting the territories - these indicate which territory each ruler will be in during each round, as marked by the ROUND labels at the bottom of the map.

Adjacent to the castle of each kingdom is the TROOPS box, where each would-be conquerer will be house the troops they acquire - and from where they may very well lose troops on their way to victory.

THE PIECES

A number of pieces are required to play this game. In each of the kingdom's colors there is a flag marker (the alligator clip) that will be the players pawn in the game, indicating where the players are in the game and who is playing.

There are X troop pieces in each color, as well. Each piece represents one (1) troop. When placed in the TROOPS box, they indicate one (1) troop that that player has at their disposal.

And lastly, there are four (4) player cards in each kingdom color. These cards will be used to display information about each of the kingdoms, including: name, motto, crest, and exports. Players will fill out these cards during game setup.

THE CARDS

There are four (4) types of cards in this game: Territory Cards, Calamity Cards, Challenge Cards, and Final Battle Cards. Each serves a different purpose in the game.

Territory Cards

There are 20 Territory Cards - one for each territory on the map. Each card lists the name of the territory it represents and that territory's main export. Territory cards are earned by successfully completing challenges or answering questions, and are traded in for varying amounts of troops.

Calamity Cards

Calamity Cards cause mayhem in the land of Bellatovia. They may come at the expense of the contestant reading them, or they may thwart their enemies. Players draw Calamity Cards when they roll a 6 during the Battle Rounds. When a calamity card is read, its instructions are followed at that time, unless otherwise described on the card.

BONUS: Contestants may choose to trade in 5 troops for a Calamity Card at any point in the game, including the Final Battle.

Challenge Cards

There are 5 challenge categories the contestants will be competing under. Each category is in its own deck. Players will roll the die during the Battle Rounds to determine the category, which are numbered as follows:

1. The Royal Court - Are you fit to rule if you don't know anything about your kingdom or proper court etiquette?
2. The Witch's Brew - Complete the witch's request...or else.
3. The Joust - Quick physical challenges, completed tournament style, if necessary.
4. The Academy - Multiple choice questions about Latin and grammar, and some spelling bee.
5. Math - It's just math. You can do math, right?

NOTE: Not all challenge cards will display or be able to display the correct answer(s). It is up to the Host to determine whether a response is correct or not should the result be ambiguous.

GETTING READY TO PLAY

Set-up

- Determine who will be the Host; the remaining players will be the contestants.
- Set out the map so everyone can see it.
- Shuffle the Calamity Cards and place them in reach of the contestants. Shuffle the Territory Cards and place them in reach of the contestants, as well. Leave room for a discard pile for each deck.
- Separate the challenge cards based on their category and shuffle each deck. Place the individual decks in front of the host.
- Shuffle the Final Battle cards and place the deck in front of the Host.
- Each contestant chooses a color and takes the coordinating player card, flag, and troops.
- Each contestant adds a 5 troop piece to their TROOPS box, found on the game board. Contestants will set out from their kingdom with these 5 troops.
- Each contestant sets their flag on the first territory in their region, which is marked by the Round 1 line.
- Contestants design their kingdoms according to the Build-You-Own-Kingdom section. (NOTE: During this time, the Host may build their character: will you be cruel? kind? jesting? It is up to you.)

Build-Your-Own-Kingdom

- Start by selecting a name for your kingdom and filling in the NAME slot on your player card with a dry-erase marker.
- Now all contestants should agree on a common number of syllables to use for selecting their motto - keep in mind that you will be shouting these mottos during the game.
- Select a motto for your kingdom and fill in the MOTTO slot on your player card.
- Create a crest for your kingdom, it can be anything you want it to be, as long as it can be drawn within the bounds of the crest slot on your player card. Now draw it!
- Now have each contestant role the die - this will determine the order in which contestants will pick their crest and exports.
- The highest roller selects their first export, then the player to the left selects their first export and so on. Repeat this process - selecting one export at a time, until all players have their 3 exports. Keep in mind that neither the order of the selection or placement of the exports matter - simply which ones each player has.

GAMEPLAY

There are five Battle Rounds of regular gameplay, and one final lightning round at the end of the game. During each of the five battle rounds, contestants will be given four challenges. The winner of each challenge will receive a territory card, which will be traded in for troops at the end of each round, during the Advancing Round. After five Battle Rounds, the forces will meet at the kingdom of Hurfurgelfrem for a Final Battle.

The game starts with Battle Round 1, which is followed by an Advancing Round, which is followed by Battle Round 2, and so on. The rounds are described as follows.

Battle Rounds

- Four (4) challenges will be completed each challenge round. Contestants will roll the die to determine which category each challenge will be under.
- The contestant with the least amount of troops will roll to determine the first challenge, and play proceeds to their left for the remainder of the round. If two or more contestants are tied for last, the youngest will go first.
- If a contestant rolls a 6, they draw a Calamity Card, follow its instructions and then place it in the discard pile, face up so other players can see it. Then they roll again. If they roll another 6 they will re-roll until a non-6 value is rolled.
- If they roll a 1-5, the Host draws a card from that category, and reads it aloud.
- Contestants respond to the challenge (see Challenges for description on what this entails), the winner draws a territory card and, without looking at it, places it face-down in front of them.
- If no one answers the challenge correctly or time runs out, there is no contest and play moves on to the next challenge or round.
- After the Host has read the four (4) challenges, the Round is over and play moves onto the Advancing Round.

Challenges

Some challenges require a verbal response, which means they will have to “buzz-in” in order to respond to it.

- The Host will begin the round by reading the challenge card drawn. Contestants must wait for the Host to finish reading the card before responding.

- Contestants will buzz-in to answer questions by slamming the nearest surface and shouting out their kingdom’s motto.
- The Host will determine who buzzed-in first. If a contestant did not slam the nearest surface AND shout their motto, they did not buzz-in completely and cannot be selected to respond to the question.
- Once buzzed in, contestants will have ten (10) seconds to give their answer.
- A wrong answer stops the clock, and both answering incorrectly or not answering in the time limit will mean losing the challenge. Contestants who have lost a challenge do not have another chance to buzz-in.
- The Host will then give other contestants a chance to buzz-in and respond, repeating the question.
- Each question-and-answer challenge will have a limit of 1 minute - if no player has buzzed in after this one minute has passed, there is no contest and play moves to the next challenge or round. This time resets each time a contestant fails to answer the question.

Other challenges will require the contestants to do or get something - these challenges will have a limit of 2-minutes. If no contestant has responded appropriately once this time is up, there is no contest and play moves to the next challenge or round.

Advancing Round

The Advancing Round is when contestants trade in the territory cards earned in the Battle Rounds, and all troops march forward to the next territory.

- Contestants start by flipping over any territory cards they earned.
- The number of troops placed on the board is determined by the territory card in play and its following features:

- Territory: If the card matches any of the territories in the contestant's region, add 1 Troop. If it matches the current territory, add 3 Troops.
- Export: If the export on the territory card matches any of the contestants 3 top exports, add 1 Troop.
- Each territory card itself warrants 1 Troop.

In other words:

Territory Card Condition	# of Troops
No matches	1
Matching Territory OR Matching Export	2
Matching Territory AND Matching Export	3
Exact Territory	4
Exact Territory AND Matching Export	5

- Once all contestants have traded in the territory cards for troops, contestant flags are advanced to the next territory on their path and a new Battle Round begins.
- NOTE: *Contestants must turn in all of their territory cards during the Advancing Round. Any cards not used on their turn in the Advancing round will be considered void after the next Battle Round begins.*

Final Battle

The rulers have made their way across their respective regions to enter the Kingdom of Hurfurgelfrem. With the troops they've accrued, they now enter the Final Battle, where they will answer four questions and wager their troops in hopes that they are correct.

Answering the Final Battle Questions

- Ensure all contestants have paper and something to write their answers with.
- Each contestant writes their kingdom name someone on they paper to distinguish their answers from the other players.
- The Host draws a card from the Final Battle deck, and makes sure all of the

contestants understand the rules of the Final Battle before moving on.

- The Host reads the questions out, one at a time, giving players 10 seconds to write down their answers.
- After contestants have been read all of the questions and have been given time to answer them, the Host will give them 30 seconds to add wagers to each answer. They can also change or complete any of their answers in this time.

Wagering Troops

- In the Final Battle, troops are converted into points, and contestants wager these points on each of their answers.
- Each answer must be given a wager of at least one troop, and can be no more than half of the contestant's total number of troops. This number is rounded up, so if a contestant has 11 troops, their highest wager can be 6 troops.
- Correct answers will add to the contestants overall score; incorrect answers will subtract from the contestants overall score.
- Answers not given any wager will count for -3 points, whether they are right or wrong.

Counting Up Final Scores

- The Host then collects the answers, grades them, and then calculates each of the players final scores. Again, correct answers add to the contestant's score, and incorrect answers subtract from it.
- The contestant with the highest score wins the game. The Host may reveal who the winner is in whatever dramatic fashion they like.

In the Event of A Tie

If there is a tie between two or more contestant's final scores, the Host will ask the leading contestants the tiebreaker question found at the bottom of the Final Battle card. Whoever buzzes in and answers correctly first, wins the game.