

“The Art Of Strategy”

Overview:

The Art Of Strategy, As its name suggests, is about strategy and how to use it to dominate the game. The game could start with 2 to 4 players (4 players recommended). The game only has a winner, and the winner is the player who dominates the game's world by capturing more resources and conquering other territories and cities.

The goal is to either conquer the other players' territories or cause them to surrender. There is no specific rule about whether players cooperate or not; however, they should be careful of potential betrayal in any agreement. For example, both attacking another player.

As the game is turn-based, at the very first turn each player should decide how to spend his/ her action points. Action points should be spent on building buildings, Moving an army, Raising an army, or to attack an enemy territory.

The game contains only one type of resource, which is gold. Some buildings could increase the resource production rate. At the end of each turn, the amount of resource production rate adds to players' resources.

If a player's capital fall to an enemy, the player loses the game immediately, and all his/ her other cities and villages become for the player who captures the capital city.

Player Turn:

Each Player has five action points at the beginning of a turn and could play those action points to perform one of the following actions:

- **Moving an army:** Each Army could move up to 2 tiles in each round, and the cost of doing so is one action point per tile.
- **Attacking to a city, a village or an enemy army:** If an army is in adjacent tiles to any enemy objective, he/ she might attack it. The cost of doing so is 2 action points. However, if the player wins the battle he/ she gains 1 action point to spend it in any way. For
- **Build a building:** Constructing a building needs a specific amount of resources depending on the building type and 1 action point.
- **Moving a special agent:** Each special agent could move up to 4 tiles in each round, and the cost of doing so is one action point per each tile.
- **Performing an action with a special agent:** performing any action with a spy agent costs no action point but, some resources, which will be explained later.
- **Playing an action card:** Playing an action card might have up to one action point.
- **Raising An Army:** In each turn, a player can raise an army in any city under his control. No action point is needed for doing so. However, it costs the player depending on the number of its existing army.
- **Training Soldiers:** It costs no action points, but every five soldiers need ten gold.
- **Destroy a building:** Destroying two buildings cost 1 action point. A player might decide

Game Board:

The game board divides into 3 main sections:

- **Cities:** Cities that could be neutral or in control of a player
- **Villages: Villages whether could be neutral or in occupy of a player**
- **Empty spaces:** These spaces have no specific meaning but are part of the board, which players' generals or agents pass from them. In other words, these points are empty tiles.

Cities:

- * **Capital City:** The city, which a player start from it. If it falls to the enemy the player defeat instantly. Capital cities have the capacity of 6 resource gathering sites.
- * Other Cities: Any city, which is not the capital city of a player. At the first of the gam there are a number of neutral city in the map, which could be captured by the players. They benefit as they generate resources for players and could be used as army reinforcing cites. Capital cities have the capacity of 6 resource gathering sites.
- * The Central City: This city have capacity of 10 resource gathering site!

Villages: villages generate resources depends to the number of resource gathering sites they have. Villages have the capacity of 3 resource gathering sites, and one watch tower.

***Note:** The key to success is to capture as most Villages and Cities as possible to take advantage of its resource production capacity, and other features of them.

Cards:

There are 6 types of cards in the game.

- **Building Cards:** These types of cards include details about the cost, benefits, and other features of a building.
- **Event Cards:** These cards include an event's impact on the game. At the beginning of each round, there is a probability of about 40% that an event triggers (A D20 die decides).
- **Action Cards:** These types of cards include the advantages or disadvantages of an action card.
- **Tokens & Gold**
- **Informative Cards:** These cards include details about the rules and possible conditions in the game.
 - **Special Agent**
 - **General Cards**
- **General Unit Cards:** **General Unit Cards:** These cards include a picture of each general, and they specify how many soldiers the army under their control has.

Building cards:

There are eight different buildings in the game. The building could not build in any intended order, and there is a development tree in the game; buildings' order should be aligned with the tree. Building any construction takes one turn; thus, the Player gains the benefits of a new building from the next turn. Before representing the tree, each building, its construction cost, and its benefits will be discussed.

TownCenter: The building is the very first available building in each city. It is necessary to construct other buildings. Cost 15 Gold

Resource Gathering Site: This building generate resource for the player. The resources add to the player treasury at the beginning of each turn. Cost 10 Gold.

Barracks: This building enable the player to train soldiers. Cost 15 Gold

Armory: This building enable construction of special agents camp. Cost 15 Gold

Aqueduct & Public Bath: This building save 10% of lost troops after the city survive in a siege battle. Cost 15 Gold

Watch Tower: This building fortify the city or village, which it is built in it. Cost 5 Gold. +15 Defending power

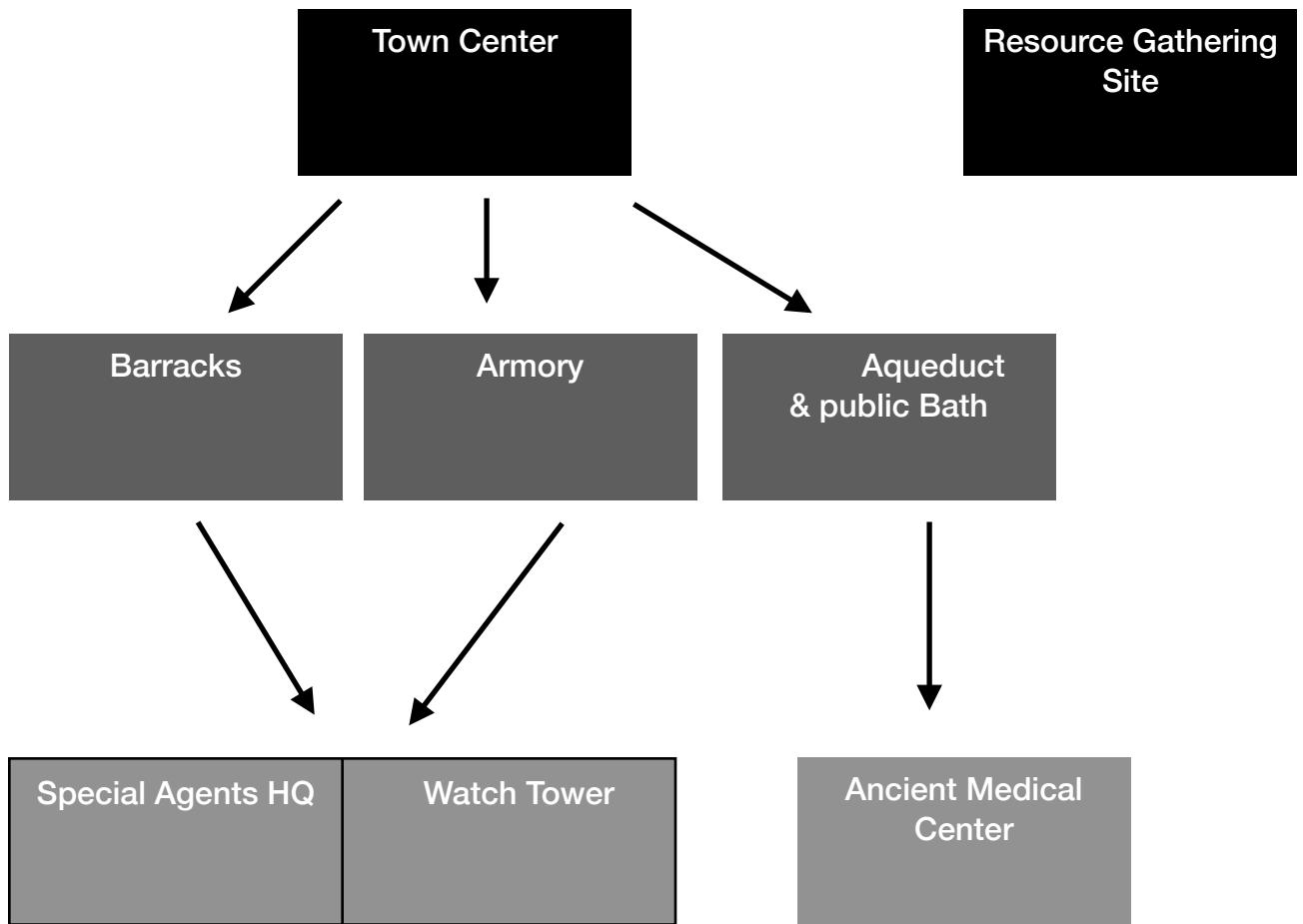
Ancient Medical Center: This building save 25% of lost troops after the city survive in a siege battle. Cost 20 Gold

Special Agents Head Quarter: This building enable the player to produce special agents. Cost 20 Gold

Summary of the buildings, their costs, and benefits:

Building	Cost	Benefits
TownCenter	15	Unlock other buildings
Resource Gathering Site	10	+ 5 Resource production rate
Barracks	15	Enable training of soldiers and unlock other buildings.
Armory	15	Unlock other buildings
Aqueduct & Public Bath	15	Save 10% of lost soldiers after a successful defend in a seige.
Watch Tower	5	+30 Defending Power of the settlement
Ancient Medical Center	20	Save 25% of lost soldiers after a successful defend in a seige.
Special Agents HQ	20	Enable training of special agents

Development Tree:



Event Cards:

This cards triggering an event in the game. Event could be either positive or negative, and even sometimes they have no impact on the players!

There are many different events in the game, which are represented in the following table:

Event	Effect 1	Effect 2
Storm	-5 Resource Production	
Rain	+5 Gold	
Earthquake	-15 Gold	No building's construction complete in this turn.
What a Sunny day	Just Nothing, Have Fun!	
Torrential rain	+10 Gold	
Find a treasure	+5 Gold, to the player, who roll a D6 die the most.	
Find a treasure	+10 Gold, to the player, who roll a D6 die the most.	
Find a treasure	+15 Gold, to the player, who roll a D6 die the most.	
Find a treasure	+20 Gold, to the player, who roll a D6 die the most.	
Pandemic	-10 Gold	-10 Soldiers, Soldiers Select by the players
Very Cold Winter	- 20 Gold	
Bandits attacking to trading routes	- 20 Gold	
Favor from Loki	5 Soldier added to the capital city of all players	
Favor from Isis	+5 Gold	
Favor from Poseidon	+5 Gold	+5 Soldiers to the capital city of all players
Negotiation Day	All player may reach an agreement in this day. The only time they can give Gold to each other for a specific reason. Agreements should be written on a piece of paper, and the contents of it must remain private between counterparts	
Rebellion	2 Rebellion Army of 40 add to the Central City of the map (only after turn 6), They attack the city after 2 turns! If city is neutral The city surrender to them. One of the rebellion armies should place on the topmost border of the city, and the other should place on the bottommost border of the city. If the city is neutral and falls to the rebellions its defending power become 200.	
Action Cards	All players should draw an action card.	4 of this event is in the game
High Alert	All realms are on high alert; Knights are patrolling everywhere; no sabotage is available with action cards or agents.	

Action Cards

This cards could be used to manipulate some of the game's rules. After the player player any of the action card, the action card must be discarded.

There are many different action cards in the game, which are represented in the following table:

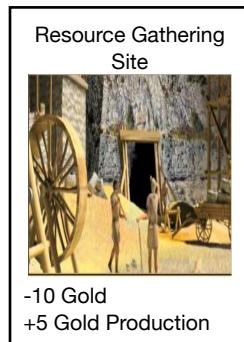
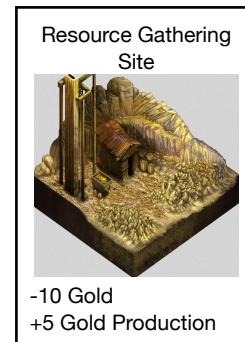
Card Name	Effect
Stop an Event Card	Stop an Event Card
Production bonus	+10 Gold
Water poison	Poisoning an army water supply cause dead of 10 soldier from that party, could be used at any time
Black Market	Choose one of the other players, 10 Gold is granted to you and 15 to that player!
Inflation	Double the cost of doing any thing in the game. (for 1 turn)
Stop a sabotage	Stop an enemy's agent successful action
Power dice	use extra dice for a round in a war
Decrease dice	-5 to the enemy dice while in combat
Start an act of treason	-10 to any player's dice at any time.
Rebel	Add a rebellion group of 40 near an enemy territory, they will attack the enemy after 2 turn
Tax Master	Collect +10 Gold from all players
Execution is a must	One of the enemy generals is planning treason against him/ her; he/ she must execute the general. Replace the general with another figure that costs 50 Gold for the player.
Nothing	Null, Have fun!
Trigger a random event if you want	Pick the top-most event card, If you want, play it!
Negotiation Permission	You can reach an agreement with a player, money can be exchange for it.

Informative Cards:

This cards may should be used to define rules related to different levels of generals and special agents.

Cards' Icon:

Buildings:



Event Cards:

Storm



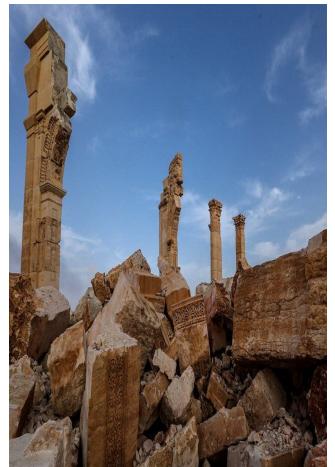
-5 Gold

Rain



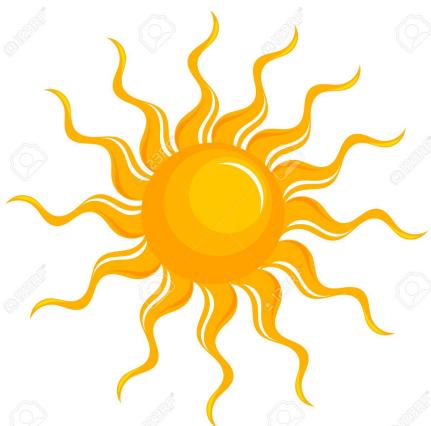
+5 Gold

EarthQuake



-15 Gold
No new Building

What A Sunny Day



Nothing, Have Fun!

Torrential Rain



+10 Gold

Find a Treasure



+5 Gold

Find a Treasure



+10 Gold

Find a Treasure



+15 Gold

Find a Treasure



+20 Gold

pandemic



-10 Gold
-10 Soldier

Very Cold Winter



- 20 Gold

Bandits attacking to the trade routes



-20 Gold

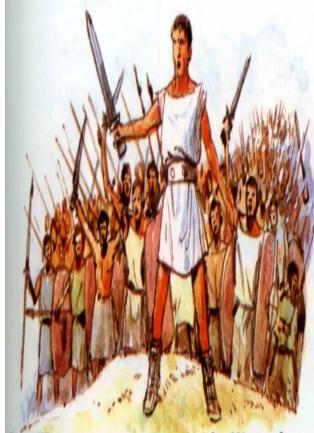
Negotiation Day



DISTRUST

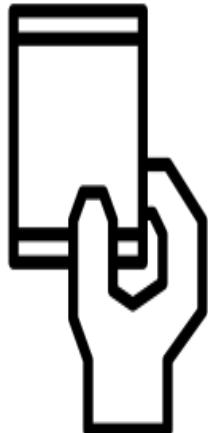
Negotiate with each others if you want!

Rebellion



2 Rebellion armies of 40
Gathered near the central city.

Action Cards



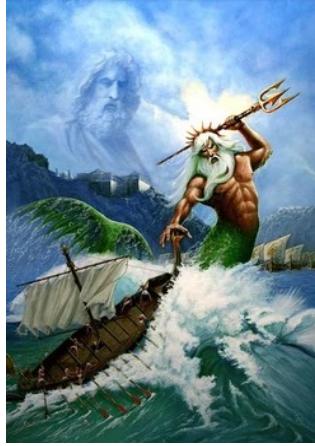
Draw An action Card

Favor From Loki



+5 Soldier add to the capital city of all

Favor From Poseidon



Add instantly a resource gathering site to anywhere

Favor From Isis



+5 Gold

High Alert



No Sabotage!

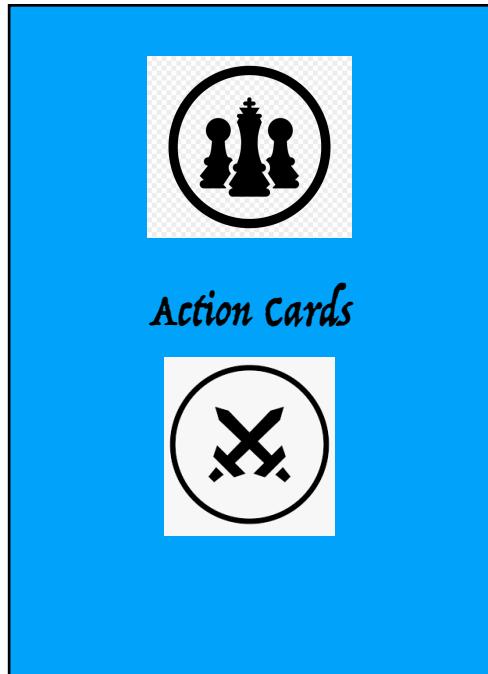
At the first of each turn (after all players play), a d-20 die should be rolled, if the number on it is 10 or more, an event card should be draw.

Event Cards must be played unless a player have an action card for stopping it.

Action Cards:

* Action cards do not have any image, they only have a cover image:

Cover Image of Action Cards:



The way they are written on the cards is as follow:

"Stop an Event"

Stop an Event Card

"Production Bonus"

+10 Gold

"Water Poison"

Poisoning an army water supply cause dead of 10 soldier from that party, could be used at any time

"Black Market"

Choose one of the other players, 10 Gold is granted to you and 15 to that player!

Because you are trading one of other player's affiliated traders in the black market.

"Rebels"

Add a rebellion group of 40 near an enemy territory, they will attack the enemy after 2 turn

"Stop a sabotage"

Stop an enemy's agent successful action

"Power dice"

use extra die for a round in a war

"Decrease dice"

-5 to the enemy die while in combat

"Start an act of treason"

-10 to any player's die at any time.

"Tax Master"

Collect +10 Gold from all players

"Execution is a must"

One of the enemy generals is planning treason against him/ her; he/ she must execute the general. Replace the general with another figure that costs 50 Gold for the player.

Only if you roll 9, 8, 7!

"Negotiation Permission"

You can reach an agreement with a player, money can be exchange for it.

"NULL"

Nothing have fun!!

"Trigger a random event if you want"

"Stop a sabotage"

Stop an enemy's agent successful action

"Black Market"

Choose one of the other players, 10 Gold is granted to you and 15 to that player!

Because you are trading one of other player's affiliated traders in the black market.

"Inflation"

Double the cost of doing any thing in the game. (for 1 turn)

Informative Cards:

Special Agent Cards:

Cover Image:

Special Agent



Special Agent



Special Agent



Special Agent



Inside detail is ==>

Action	AgentLevel/ SuccessChance
Sabotage city	1/10%, 2/20%, 3/40%, 4/60%
Destroy A building	1/0, 2/10%, 3/40%, 4/60%
Sabotage army -10 Soldier, No movement next turn	1/ 10%, 2/20% 3/30%, 4/40%
Kill enemy Agent	According to the table
Kill enemy General	1/0, 2/0, 3/10%, 4/40%

Special Agents associated rules:

- * Any agent only can perform actions against enemy agent with the same or lower level.
- * Attempting to kill an enemy agent general have the risk of being killed or wounded. For the agent performing the action.
- * A wounded agent must go back to the capital city of the player.
- * Each two successful action level up the agent.
- * Agents's level should be defined with the same level tokens as generals. The tokens should be placed on the special agent card of players
- * Special agents represents with mensch like pawns on the game's board

Action	Effect	Level / Success Rate	Cost
Sabotage City	Production of the city is half for the next turn.	1 / 10%, 2 / 20%, 3/ 40%, 4 / 60 %	10
Destroy A Building	Destroy a building	1/ 0, 2/ 10%, 3/ 40%, 4/ 60%	10
Sabotage army	- 10 Garrison Army, No movement for the army next turn	1/10%, 2/ 20%, 3/ 30%, 4/ 40%	5
Kill Enemy Agent	Kill or wound the enemy agent	Roll the D20 die 1- 5 your agent is killed, 6-10 your agent get wounded, 11 - 15 : Enemy agent get wounded, 16 - 20 : Enemy agent is killed successfully.	10
Kill enemy General	Kill the enemy general	1/ 0, 2/0, 3/20%, 4/40%	50
Spying on agreements	You can Read the agreement paper between two players	1/10%, 2/30%, 3/ 50%, 4/ 70%	10
Steal Gold	Steal up to 40 gold from an enemy city	1/20%, 2/30%, 3/40%, 4/60%	10

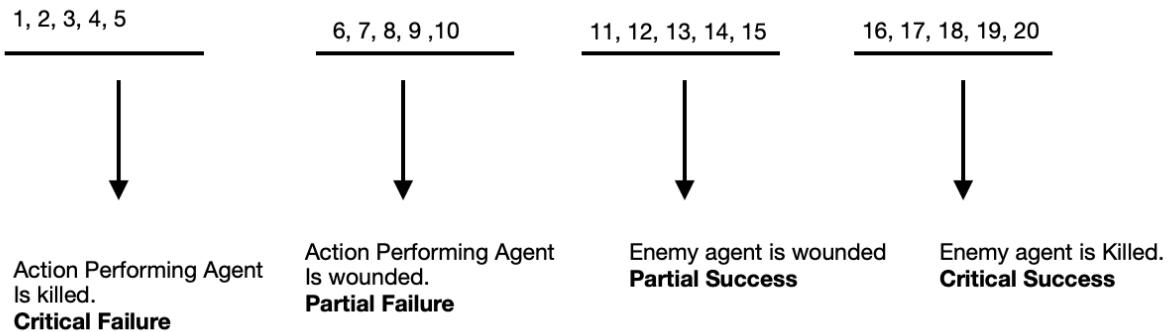
Those percentages seem confusing, but they are not.

The following chart illustrates how percentages are calculated, In order to do so A D20 die should be rolled and depends on the number on the die the percentages are as follow:

10%	20%	30%	40%	50%	60%
1, 2	1, 2, 3, 4	1, 2, 3, 4, 5, 6	1, 2, 3, 4, 5, 6 7, 8,	1, 2, 3, 4, 5, 6 7, 8, 9, 10	1, 2, 3, 4, 5, 6 7, 8, 9, 10, 11, 12

Kill Enemy Agent Action Table:

After rolling the die, one of the following 4 states might happen:



General cards:

Other Informative Cards are General Cards:

These cards give some information about the general unit. The unit gain defending and attacking bonuses after each successful battle. After a player loses in a battle, the lost player should roll a D6 die; if the number on the die is six, his/ her general can escape to the capital city; if not, the general is in the hand of the winner so he can decide what to do with the enemy general.

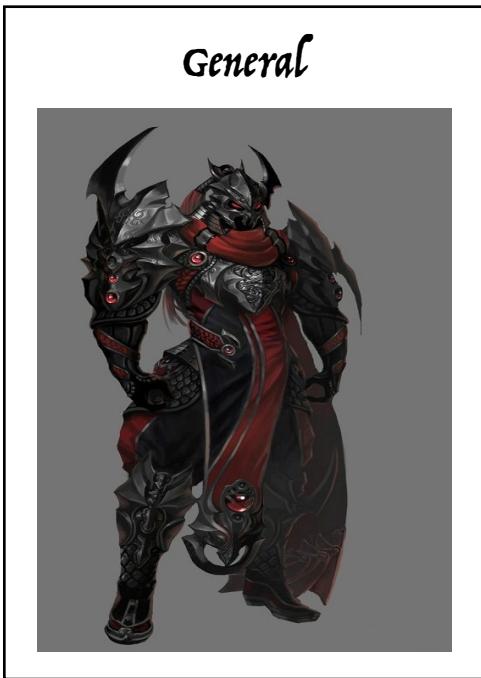
The captured enemy general can be executed or released for some money.

The following table illustrates how winning bonuses are granted to the generals.

Rank name	Attacking Power bonus	Defending Power bonus	Number of wins
1 Star General	5	5	1
2 Star General	10	10	2
3 Star General	15	15	3

Rank name	Attacking Power bonus	Defending Power bonus	Number of wins
4 Star General	20	20	4
5 Star General	25	25	5
6 Star General	40	35	6

The General Cards, which show the above table information is as follow:



Cover Image of the cards is:

"General"			
Rank	Attack	Defend	No. of Wins
1star	+5	+5	1
2star	+10	+10	2
3star	+15	+15	3
4star	+20	+20	4
5star	+25	+25	5
6star	+40	+35	6

A general only can manage to escape a lost battle if the player roll 6 on a D6 die.

The detail inside the card is as follow:

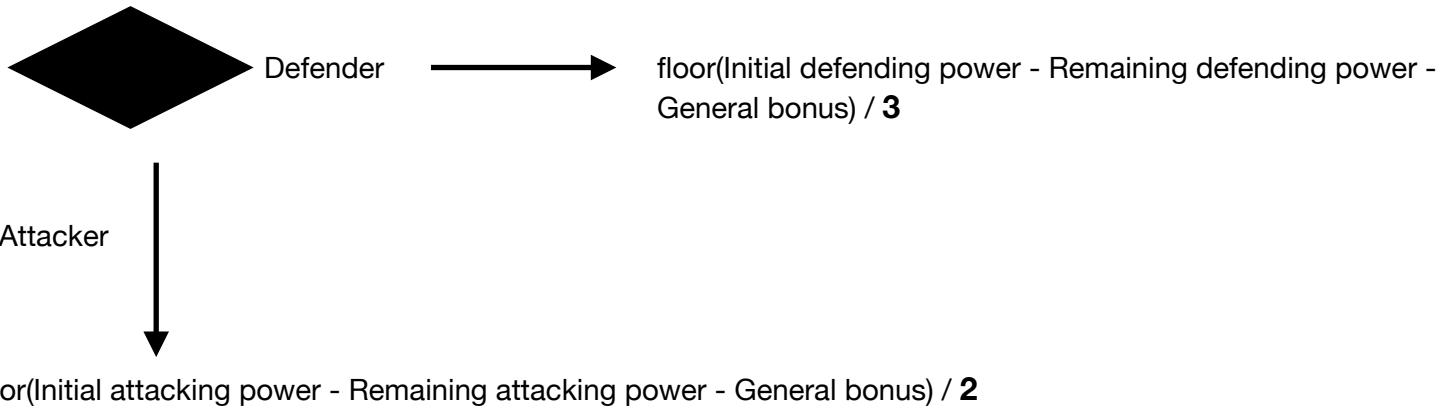
War Mechanics:

The game's battle mechanics are with the help of 6 dice. Both players roll three dice simultaneously, and the total sum of the dice is subtracted from defending/ attacking power of players; The first player whose/ her attacking/ defending power reaches 0 is the loser of the game. If both become less than 0 at a same dice role, the player with bigger power wins (-20, -34, then -20 is the winner) and in this scenario the only survivor of the battle is the general.

The total attacking power of an army is calculated by multiplying the number of soldiers by two plus the defending power of the general.

The total defending power of an army is calculated by multiplying the number of soldiers in that army by three plus the defending power of the general if it exists. War becomes a time-consuming process if the number of soldiers on both sides of the war is too many. Thus, there are some rules related to the war with too many soldiers, which will be discussed later.

Calculating the remaining soldiers of the winning party:



*Note: Floating point must not be considered. exmp : $9/2 = 4.5$, means 8 soldiers remaining

General Unit Cards:

These cards give all crucial detail about an army, Number of its Soldiers, and rank of the general. Some examples of these cards is as follow:

By putting rank tokens and number tokens, the rank of the general and the number of soldiers under his command defines.



Number Of Soldier:



Number Of Soldier:



Number Of Soldier:

Rank Tokens, Number Tokens, and Gold cards:

Rank Tokens: Rank tokens define the rank of each general in the game.

Number tokens: These tokens are numbers from 0 to 9, and they should be used to create numbers. For instance, if a general has 37 soldiers under his command, it could be shown by putting the number tokens 3 and 7 together.

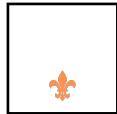
Their pictures are as follow:

Number tokens are nothing but simple numbers.

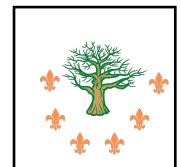


Rank tokens are as follow:

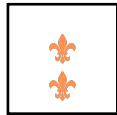
1-Star General :



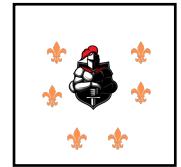
6-Star General of Elves:



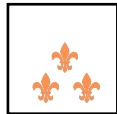
2-Star General:



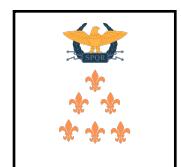
6-Star General of Paladins:



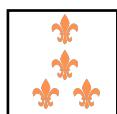
3-Star General:



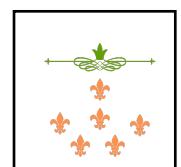
6-Star General of Rome:



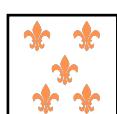
4-Star General:



6-Star General of Fantasy:



5-Star General:



An example of using both of the tokens:

This General is a 6-star general with 343 soldiers.



Gold Cards: Gold cards should be used to define how much resource each player has. Two examples of them is as follow:



1



50

Some Notes and rules:

At first let start with the war mechanism when there are too many soldiers in both sides of the war.

In this situation the total sum of the dice multiplies by a constant. The following table should be used for this purpose:

Attacking/ Defending power of both players in the war	Constant to be multiplied to the total some of their dice
One of players Less than 60 (Only Exception)	1
60 - 120	2
120 - 399	10

Attacking/ Defending power of both players in the war	Constant to be multiplied to the total some of their dice
400 - 999	20
1000 - 1999	30
2000- infinity	50

***Note0:** Both players must use multipliers the same number of times.

***Note1:** If one of the players have the lesser attacking/defending power, it will go with the lesser multiplier. --> example: When player1 has 50 troops in defending and player2 has 250 troops, it goes for the multiplier of player1, which is 1.

***Note2:** These rules are versatile, they change as the players' powers change.

***Note3:** If the wining party remaining power is 1, it means the party only survivor is its general.

***Note4:** The losing party's general could escape the battlefield if the player who loosed rolled a die and the number on it were 6. In another case, the general is a captive of the winning party. He could be executed or exchanged instead of money or other generals to any of the players. The captive general should be held at any of the winner's cities; if a city falls, the city's captives are in the hand of the new owner. The captive general should be placed horizontally placed on the city in which he is confined in it.

***Note:** about training soldiers, the only places, which soldiers could be trained are cities, which have barracks.

***Note:** Defending power, and number resource gathering sites in each neutral area.

Name of the land mark	Defending power when it is neutral	Capacity of resource gathering sites
Village	45	2
City and capital cities	90	6
City in the Center of the map	120	10

***Note:** Number of the garrison army of each city, or village is defined by putting number tokens on them on the map.

***Note:** Your general only can attack villages, cities, or enemy generals when they are at the adjacent tiles.

***Note:** Your general can reinforce allied targets (general, cities, or villages) at adjacent tiles. Your troops' total defending power is combined with defending the power of all allied generals at adjacent tiles with the target enemy attacks to it.

***Note:** A general could go inside a city or village, it costs 1 tile and the general can exit the city/village from any adjacent tile to it, which costs 1 more action point.



Cost of raising armies:

Number of existing general	Cost of raising a general, i.e creating a general
0	20
1	30
2	50
3	100
4	120
5	120

*The only way soldiers could move in the map is to be inside a general army.

Starting of the game:

Each player starts the game with a general, 10 soldiers, a Town center in the city, and 80 gold.

How to win an action card: Except the event of draw an action card, the only way to get one is by winning a battle against another player (Not by capturing a neutral city or village). Action Cards could be played at any time.

Pictures of the game's elements and game's board:



These tiny flags are used to illustrates which village or city is in whom ownership



The tiny colored cubes are used to represent a resource gathering site on a village.



The tiny soldiers represent a general of a player





These are all useful materials of the game, which players should use as the game goes on.
Somehow like a Bank in the monopoly