Arkania

This game is for 2-5 people

This game includes

* One encounter dice
* One Alliance dice
* One board game
* Playable character cards
* Treasure cards
* Kingdom cards
* Chest tokens
* Kingdom encounter cards
* Attacked cards
* 15 tokens for each character
* ?? tokens two sided Alliance/ Takeover

In the world of Arkania, five distinct tribes—each with their unique strengths and abilities—vie for supremacy amidst a realm of untamed wilderness and ancient ruins. Choose your champion from among:

1. **Orcs**: Mighty warriors known for their strength and ferocity in battle. They are unmatched in close combat and excel at leading charges into enemy lines.
2. **Goblins**: Agile and cunning thieves, adept at stealth and sabotage. They excel in infiltration, espionage, and acquiring valuable resources through less-than-honorable means.
3. **Kobolds**: Skilled archers and hunters, masters of the bow and arrow. They are swift and nimble, capable of striking from a distance with deadly accuracy.
4. **Spiders**: Wise healers and mystics, possessing knowledge of ancient remedies and soothing balms. They can mend wounds, cure ailments, and bring comfort to those in need.
5. **Lizards**: Masters of dark magic and manipulation, wielding spells that ensnare and enthrall their enemies

As your chosen champion, you'll embark on a quest to build your kingdom from the ground up, venturing into the depths of wondrous caves filled with both peril and opportunity. Each new material you discover will unlock new crafting and building abilities, allowing you to shape the destiny of your tribe and expand your influence across Arkania.

Will you make war on the other tribes, seeking to bring the world under your heel through conquest and domination? Or will you pursue a path of diplomacy and alliance-building, forging bonds with other tribes to strengthen the community and ensure a prosperous future for all? The fate of Arkania rests in your hands.

Turns

At the start of your turn if you have any dominated Kingdoms add —-- points to your base per Kingdom and if you have any alliances with any Kingdom draw a Treasure Card per Kingdom

Choose from the following actions

**Option 1**

Move your pawn one space in any direction then roll the Encounter Dice. (a die 4 dice that will have two Attacked symbols, one blank side, and one treasure chest symbol)

*Attacked-* Draw an Attacked Card and battle.

*Blank-* Nothing happened

*Treasure chest-* Pull a Treasure card

**Option 2**

If your pawn is at the entrance square at the beginning of your turn you may enter a cave or kingdom.

Cave

A cave can only be won once per game.

Take an Attacked card and battle the creature.

* If you lose, you may not move next turn and must wait three turns before trying this cave again. Your turn is over.
* If you win, switch the chest token, for your playable character token and draw a Treasure chest card.

Kingdom

A kingdom can be taken over by an enemy player.

Takeover- If you choose to attack a Kingdom, draw a kingdom encounter card and battle

* If you lose, you may not move next turn and must wait three turns before trying this Kingdom again. Your turn is over
* If you win and
  + The kingdom is unclaimed; you now own it, draw a Kingdom card, put your playable character token on the Kingdom, and take a Takeover Token
  + The kingdom is claimed you now own it, take at random a Kingdom card from the player who owned it before, take a Takeover Token from player, than remove their playable character token putting your playable character token on the Kingdom

Alliance- If you choose to form an alliance with a Kingdom, roll the Alliance dice. (die 6 with two fail symbols, two Alliance symbol, and two blank symbol)

* *Failed-* You failed and your turn is over you must wait three turns before trying this kingdom again..
* *Alliance-* You now formed an Alliance with the Kingdom. Draw a Kingdom card, put your character token on the Kingdom and take an Alliance Token.
* *Blank-* You failed but they are interested. You may try again next turn.

**End game**

The game ends when one player's base reaches level 5.

**Base Levels**

Level 1 = 100

Level 2 = 250

Level 3 = 400

Level 4 = 550

Level 5 = 700

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