

THE OLD KING'S CROWN

THE OLD KING'S CROWN TEACHING GUIDE



Once you have your copy of The Old King's Crown, you will be eager to play your first game with your friends (and soon to be rivals). For some, jumping straight into the rules as described in the rulebook will be the preferred way of experiencing your first game. However, if you wish to play your first game with a reduced level of initial complexity, allowing you and your players to focus on the game's core systems and mechanisms, then this is the guide for you!

HOW TO USE THIS GUIDE

This guide is divided into two main sections:

- **A series of setup options** designed to reduce the level of starting complexity. This includes a guide to creating a tailored Kingdom Deck, including a selection of starting Kingdom Cards that removes some of the more complex cards, whilst still providing a wide variation of cards for players to utilise. Additionally, there are options for playing your first game with reduced amounts of asymmetry between the Factions, with suggestions for how to play with fewer Faction-specific Tactics and Site of Power cards as first time players.
- **A guided walkthrough tutorial**, designed to help you introduce new players to the game. This will demonstrate one complete Round of the game, explaining concepts and mechanisms as they arise during gameplay. Instead of front-loading a complete explanation of everything in the game, this tutorial gets players straight into the action, taking you, the teacher, and your players, through each Phase in a year of the game.

Whilst this guide is designed to help streamline the teaching of the game to new players, it is important that you, as the one who will be introducing the game, have read the rulebook to understand the basic structure and concepts of the game. **Before teaching your first game, it is recommended that you read this guide in its entirety.**



SETUP OPTIONS

The following modifications are provided to help streamline your first game and whilst each are optional, it is recommended to include all listed modifications if you wish to follow the guided walkthrough tutorial round that follows this section.

Starting Game Length

It is recommended that you select a Short Game (Four Rounds) when choosing a Game Length before Setup (Rulebook, pg.6), especially if using the further recommended Setup options listed below.

1

2

3

4

SHORT

Starting Kingdom Deck

We have provided a list of 30 Kingdom Cards that we recommend using to make up the Kingdom Deck in your first game. During **Step B** of Setup (Rulebook, pg.6), when populating the Great Road, first find the Kingdom Cards listed in the box to the right. Set aside the eight cards identified in **bold** on the list. These will be used during the first two Rounds of the game. Shuffle the remaining 22 Kingdom Cards together and place them face-down on the leftmost space of the Great Road. The Kingdom Cards not listed should be returned to the game box as they will not be used in this game.



These are some of the best from my own personal stash!



Set these aside

- **Remote Bothies**
 - **The Sword that Slept**
 - **Unearthed Iron Gear**
 - **Mustering Banner**
 - **Splendid Guard**
 - **Old King's Helm**
 - **Smugglers' Pass**
 - **Ruined Citadel**
- Merchants' Guild
 - Airship Docks
 - Siege Commander
 - Endless Library
 - Old King's Lantern
 - Blue Hour Bell

- Glittering Caves
- Tin Crowns
- Monument Builders
- Old King's Spear
- Clockwork Messengers
- Abandoned Estate
- Adventuring Party
- Cracked Sundial
- Old King's Shield
- White Watchtowers
- Swansong Horn
- The Boatman
- The Innkeeper
- Propaganda Advisor
- Forged Royal Pardons
- The Great Wing

Recommended Kingdom Cards for the First Two Rounds

Loading the eight introductory cards to be drawn in the opening Rounds, will give players an excellent introduction to a range of different cards, regardless of player count. After forming the Kingdom Deck, place all eight of the cards that were set aside in the previous step face-down on top of the Kingdom Deck in the following order so that Remote Bothies is at the top of the Deck:

1. **Ruined Citadel**
2. **Smugglers' Pass**
3. **Old King's Helm**
4. **Splendid Guard**
5. **Mustering Banner**
6. **Unearthed Iron Gear**
7. **The Sword That Slept**
8. **Remote Bothies**



By placing these at the top of the Kingdom Deck, this will ensure that a predetermined set of cards will appear in the opening two Rounds of the game. This is ideal for following along with the guided walkthrough covered later. As the final part of **Step B** of Setup (Rulebook, pg.6), populate the Great Road with the top four cards of the Kingdom Deck.



The following cards will be available to players in the first Round.

A short description is provided that explains why they are recommended as starting cards.



Remote Bothies

This card demonstrates to players that there are alternative means of growing your economy outside of winning Clashes.



The Sword that Slept

This card demonstrates to players that there are ways in which cards and abilities can be used to modify Strength totals, and manipulate the outcome of a Clash.



Unearthed Iron Gear

This card encourages players to think about the value of their card economy.



Mustering Banner

This card shows how players can begin to combine Actions to create interesting strategic advantages.



*Phwoar! Now that's a
good selection of cards!*

Some or all of the following cards will become available to players in the second Round.



Ruined Citadel

Instead of being Occupied, this card teaches players that they can extend their tableau's reach to the Map itself.

Smugglers' Pass

This card demonstrates that there are alternative means of using your cards outside of Clashes.



Old King's Helm

This card is great for demonstrating some ways of mitigating some of the deadlier aspects of the game.

Splendid Guard

This card allows players to introduce a touch more asymmetry to their introductory game, by giving them access to Faction specific Kingdom's Favour abilities.



That might be an even better selection of cards!

I think it's fair to say that every card in the deck is a potentially powerful tool...one just has to understand and appreciate their particulars.

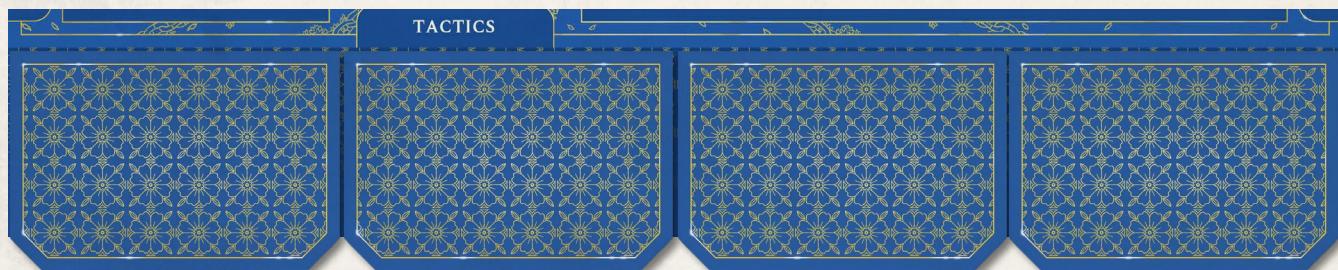
Bit full of himself, that one, eh.



Tactics in your First Game

Each Faction has access to four Tactics that are unique to them, contributing to the asymmetry of the game. Tactics can have pivotal effects on the outcome of a game when used at the correct moment, however, if you and your group are more comfortable with some reduced options and asymmetry for your first game, during **Step K** of Setup (Rulebook, pg.6), we suggest playing one of the following ways:

1. All players place their Tactics on their Player Board face-down. These are Exhausted and will not be used in this game.



2. If all players agree, you may begin the game with a single Tactic Unexhausted. If players wish to do this, we recommend making the following Tactics available for each Faction:

SCHOOL OF THE STONES

For the rest of the Round, each of your Supporters contributes an additional +1 Strength.

This Round, all of your Supporters on the Map remain on their current Regions and are not moved to the Lost Pile.



School of the Stones

This Tactic allows the Nobility to lock down Regions with their Supporter pieces.

Salt Toughness

The Clans are able to sustain pressure and momentum when they are able to return their most powerful cards to their Hand for the next Round.

SALT TOUGHNESS

Choose any number of your Faction Cards that are Active and/or in your Discard Pile. Move them to your Hand, up to your Hand Size.

SCHOOL OF THE STREETS

Your gain Deadly this Round.

For the rest of the Round, when any of your cards Eliminate one or more cards, gain 1 and 1.



School of the Streets

Allows the Uprising to gain resources when Eliminating other players' cards.

Out Beyond the Lights

The Gathering are masters of manipulating the board state. This Tactic gives a glimpse of this as they flip Clashes in their favour.

OUT BEYOND THE LIGHTS

Swap the position of two of your Active cards.

The guided walkthrough tutorial will provide further options for how you are able to introduce further Tactics into your game.

Starting Site of Power Cards

The cards available for purchase (with ⚡) from a Faction's Site of Power are unique to that Faction, and are instrumental in utilising some of their more advanced strategies. However, during your first game, reducing the number of these available cards can streamline the learning process.

During **Step M** of Setup (Rulebook, pg.6), all players will begin the game with **three** of their Site of Power cards on their Site of Power, instead of the normal **five**. This still provides players plenty of options, as each Site of Power acquired adds a powerful new asset for them to familiarise themselves with.

Below is the list of cards for each Faction that we recommend placing on Sites of Power for your first game:



ALL FACTIONS

Champion ⚡ - Each Faction has their own Champion ⚡. These appear identical but each has a subtle variation that ties into the flavour of their Faction. During this introductory game, these cards provide a reliable source of Strength and are good all-rounder cards.



Gilded Wall

Demonstrates the Nobility's defensive nature and ability to lock down Regions.



Royal Bank

Furthers the Nobility's political ambitions using Councils and can generate them passive income each Round.



Raid & Raze

Demonstrates the Clans affinity for mobility, whilst adding a deadly twist.



New Havens Harbour

Provides the Clans with a further means of regaining lost Supporters, whilst also making them more resilient during Clashes.



Black Powder Ploy

Further enhances the Uprising's deadly nature!



Moonshine Cove

Gain more Kingdom Cards, more frequently than your opponents, allowing for even more potent combos.



Ritual of the eye

Subvert the very rules of Clashes. A perfect counter to those newly acquired Champions (掣).

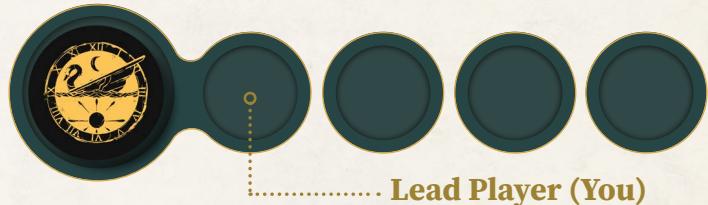


The Door in the Night

Scout the Map and glean your opponent's intentions before Ambushing with your own cards.

Adjust the Order Track

As the teacher of the game, you should place yourself first on the Order Track during **Step O** of Setup (Rulebook, pg.6). This will make you the lead player in the opening Round, allowing you to demonstrate Steps of the game first to newer players. This is required if following the guided walkthrough presented later in the guide.



Setup Summary

In summary, we have modified the following steps of Setup as described in the rulebook (pg.6):

- Game Length** - Short Game (Four Rounds)
- Step B - Populate the Great Road** - We have created a simplified Kingdom Deck and a selection of predetermined cards for the opening two rounds of the game.
- Step K - Tactic Tiles** - We have set up the game in one of two starting configurations. Either all tactics are Exhausted, or each player has one Tactic Unexhausted and available to them from the opening of the game.
- Step M - Sites of Power** - Each Player has three Sites of Power Cards available to them (instead of the normal five).
- Step O - Determine Starting Order** - As the teacher, you have placed yourself first on the Order Track to demonstrate Steps before other players.

With these Setup modifications completed, you are now ready to begin your first game.

You may either now begin play, following the rules as described in the Rulebook, or alternatively if you would like to follow a guided walkthrough of your first Round, continue to the next section of this guide.

*With that taken care of,
I think we're all set to go.*

*Aye, aye! Knives sharpened
and hip flask filled.*

*We really find out how he
keeps managing to get in
here.*

INTERACTIVE WALKTHROUGH TUTORIAL

Tutorial Introduction

Welcome to this guided walkthrough, where we'll move through the opening Round of a game together. This will allow you to gradually introduce each aspect of the game in context, and allow players to immediately see it in action.

This tutorial assumes that you have followed all of the optional Setup steps listed in the previous section of this guide. All other Steps of Setup should be followed as described in the rulebook (pg.6).

As the one teaching the game, you will be the lead player. It is recommended that you have read the rulebook and are familiar with the core rules of the game before commencing this guided walkthrough with players.

It is recommended that you read this tutorial in its entirety before teaching your first game, but the guide is written so that you may have it on hand, whilst introducing and playing the game. When following this guide, you will note a series of icons, with each followed by an instruction:



When you see this icon, this is an instruction that you, as the lead player, should explain the listed rules, concept or idea to the players at the table.



When you see this icon, you should, as a group, carry out the listed instructions fully before returning to this guide.

It is important to note that this guide does not teach the players strategies, but rather the core rules and Phases of the game. Before beginning, you should advise your players that this first Round should not be about optimising their strategy to win, but is rather an opportunity to allow all players to learn the game together, ask questions and familiarise themselves with the game's structure.



Throughout the guide, the professor and I will also drop in to offer you some rules reminders and other helpful suggestions!

Capital! You look like you're ready to get started. In that case, let's begin!



Introduce the Game

To begin, provide players with an overview of the game, including the thematic premise, the aim of the game and a short overview of the key components players see in front of them. You may wish to read the following text aloud:

The old king is gone, and you each play as the head of your own Faction, staking a claim to the future of the kingdom. To be crowned the winner, you must have accrued the most Influence by the end of the game.

The game is played over a fixed number of Rounds, each representing a year in the world of the game, with each season acting as a distinct Phase. During each Round we will utilise the cards in our Hands for a range of different purposes, including Bidding on new Kingdom Cards, Clashing for Rewards on the Map, vying for political control of the Councils and Journeying to Sites of Power to gain new, more powerful cards. As we progress through the game, we will gain access to new Actions and abilities from a variety of different sources. The more sources of these Actions and abilities we have, the more we'll be able to achieve in a Round.

Key Areas of Play

Take a moment to show the players the following areas of interest that they will be interacting with throughout the game. You may wish to read aloud each section as you highlight it:

The Kingdom Board - This central board contains The Great Road, which houses the neutral Kingdom Cards that can be acquired, granting your Faction new game-altering abilities. It also houses the Map, which is made up of three rows called Regions, with each Region consisting of two squares called Locations. As we move through the different Phases and Steps in the game, we will move the Season Marker to track our progress.

The Council Board - During the game, we will move cards into these three Councils, with the ability each Council grants us getting stronger the more we invest in that Council.

Player Boards - Each of you has your own Player Board that houses your Herald, Supporters, Discard Pile, Kingdom's Favour and asymmetric Tactics (in a regular game, all Tactics will be face-up and usable from the first Round).

Sites of Power - Each of you also has your own Site of Power tile which contains your Faction's powerful asymmetric cards. You will have the opportunity to purchase these over the course of the game using Lore (⌚).

The Lost Pile - An area of the game where our cards and pieces may end up. It can be difficult to get these back into play from here, especially your cards!

Note! All face-up information, including the Lost Pile and Discard Piles, is public information!

Sneaky
sneaky.

Round Structure

 Explain that a Round of The Old King's Crown is broken up into five phases: **Start of the Year**, **Spring**, **Summer**, **Autumn** & **Winter**. These phases are in turn broken up into individual Steps that may either be played *simultaneously*, or *in turn order*, the order of which is dictated by the position of the Order Markers on the Order Track.

You do not need to explain what happens in detail during each Phase and Step at this point, but it may be useful to provide a quick summary of each. Using the Season Marker slots to help illustrate the Phases can be useful to show the flow of the Kingdom Board. When explaining each of the Phases, you may wish to read the following aloud:

START OF THE YEAR

During the Start of the Year, we will draw cards from our Deck up to our Hand Size and then determine turn order for the Round based on Influence (⌚) totals in our Supplies. This Phase is skipped in the first Round as these steps were completed as part of the game Setup.

SPRING

We will begin the game with this Phase. Spring is when we use a card from our Hand to Bid on the neutral Kingdom Cards on the Great Road that will grant us additional abilities and Actions. We will also declare our intentions for the Round by each placing our Herald onto a Location. We then place our cards simultaneously, one next to each Region, and finally we'll each get a chance to play any number of 🌱 Actions. An example would be playing Supporters to the Map as we each begin the game with that Action available.

SUMMER

Summer is when the Clashes at the three Regions of the Map will take place. A Clash occurs when all players reveal their face-down cards at a Region. We will use more of our multi-use cards, alongside Supporters and abilities to sway the outcome in our favour. The winner of the Clash will claim rewards in the Region and once all Regions have been resolved, we move to Autumn.

AUTUMN

Autumn is when we will start putting your plans & preparation for the next Round in to play. We each have access to a free Journey and Govern Action, which will be explained more shortly. And then, like in Spring, we'll get a turn to play Actions, in this case ones with the 🍂 icon.

WINTER

Winter is when we trigger any Winter Effects, and where we tidy up and reset for the next Round. Finally, we advance the Round Marker one space, and with that the Round is complete!



Faction Cards



Next, provide an overview of the Faction cards, by highlighting your Heir (👑) card as each player will have one of these in their Hand. Highlight the main elements such as the Strength, Archetype, Traits, Commands, Votes and Lore.

Additionally, using the rules reference sheet that comes with the game, explain the Commands found on the following cards:



Agent - New players might miss this card's potent ability; this can be even worse if they are on the receiving end of the **Deadly** Command. These cards are best used with some caution in early games.



War Machine - To make the most of this powerful card, players will want to keep it in their Hand until Autumn to be able to utilise its **Deploy** Command.



Ruse! - What this card lacks in Strength it makes up for in the ability to gain advanced knowledge of your rivals' cards. Use this during a Clash to **Ambush** in another card with new knowledge of your rival's cards, or **Retreat** if the odds are stacked against you.



These are just some of the Archetypes you'll find throughout the game. Getting to them and their various strengths and weaknesses can be key to improving your plans and schemes.

Actions & Commands

As you introduce Faction Cards, you should now explain Actions & Commands in a little more detail.

- Actions are identified by the ● border and can be found on a wide variety of sources, including Faction Cards, Kingdom Cards, Councils and more.
- Each Action has its own timing window in which it can be activated (Spring 🌱, Day ☀️ or Autumn 🍂).
- Explain that as players progress through the game, the more sources of Actions they gain, the more they will be able to achieve in a Round.
- **All Actions are optional and are one use per Round, per player!**



Commands are similar to Actions but have their own distinct rules.

- There are six named Commands: **Ambush**, **Retreat**, **Flank**, **Deadly**, **Deploy** and **Rally**.
- Commands are only printed on, or gained by Faction Cards.
- Certain Commands can be used multiple times in a Round.
- Like Actions, Commands also have a timing window in which they can be used.

A full guide for each Command can be found on **page 37** of the rulebook. Additionally, the reference sheets included with the game contain an overview of each Command for easy reference.



Briefly touch upon this icon (◆). It used to show the starting position of certain components, including the Season Marker starting position, on Heirs that start in your Hand and on your Hand Size Tracker to denote your starting Hand Size.



PLAY BEGINS

We will now begin playing our first Round of the game.

Spring

1

Place & Resolve Bids



Introduce the Great Road and the cards that the players will be Bidding on. Highlight to players that only the Strength of the Faction Card they choose to bid with is important, they can ignore all other written information on the card. Advise players that the higher the Strength they bid with, the higher the chances are they will get first selection of the cards, as Bids are resolved from highest to lowest Bidding Strength. However, remind players that if they use a card to Bid and Occupy a Kingdom Card with, their card will be locked there defending the acquired Kingdom Card for some time. That is the cost they must pay!

If any Bids are tied in Strength, these are resolved in Turn Order!

Now is a good time to remind the players of the Factions Cards that were previously introduced: Heir (👑) Agent (🅰️), Ruse! (👺) & War Machine (⚡). Players can Bid with these if they wish, but it is worth advising that the real strength of these cards is found elsewhere.

Demonstrate how Kingdom Cards are Occupied with Bidding cards on your Player Board. Remind players that they may also return their Bidding card to their Hand instead of Occupying a card if they so choose.



No need to introduce how to steal Kingdom Cards just yet.
We'll cover that later once there are some cards to steal!



Read each of the four Kingdom Cards aloud, and provide a short summary of their ability to give players an understanding of what they are Bidding on. Refer back to page 4 of this guide for a short description of each.



All players now simultaneously Bid with a face-down card from their Hand and then simultaneously reveal their card. In Bidding Strength order, each player now resolves their Bid.



Remember to repopulate the Great Road before moving to the next Step. Don't forget to discard the card in the rightmost space first. (Rulebook, pg. 20).

NOTE - In a two player game, or if one or more players chose to return their Bidding Card to their Hand, not all of the Kingdom Cards revealed in the first Round will be replaced.

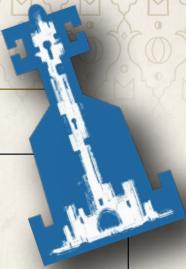


2

Place Heralds



Explain the purpose of Heralds at this point, explaining the +1◎ bonus they provide later in the Round, if they are able to claim that Location after a Clash. Conceptually emphasize that this is also a way of declaring what region you're interested in winning but may also provide information to players on your intent from the Round.



Remember to explain what happens if one or more players place their Herald in the same Location - the winner of that Clash will not only get a bonus for their own Herald but will be able to steal ◎ from all other Heralds there.



Pssst... a shrewd player can even hide their true intentions and misdirect their opponents when placing their Herald.



Before placing Heralds, provide a short overview of each Region and Location and why a player might want to claim a specific Location Reward. A general overview of each is fine, as each will be explained when rewards are claimed during Summer. You may wish to read the following to the players:

HIGHLANDS

This Region consists of the Castle and Wilderness. Claim the Castle if you're interested in moving your cards into the Councils, or claim the Wilderness if you're more interested in gaining access to your powerful cards from your Site of Power.



PLATEAU

This Region consists of the Harvest Field and Battlefield. Claim the Harvest Field to gain access to your unique Kingdom's Favour, or claim the Battlefield to give yourself a bigger boost in ◎.

LOWLANDS

This Region consists of the Shrine and Necropolis. Both Locations provide means of gaining used cards back and are vital for maintaining a strong card economy.



All players, in turn order, place their Herald on Locations.



3

Place Cards Next to Regions



When placing cards next to Regions, although this Step is *simultaneous*, it is recommended that you demonstrate how the cards should be placed first, and why you may wish to pick certain cards. At this stage, you do not need to explain the exact strategies for placing each card, instead, remind the players that generally a higher Strength card has a higher chance of winning the Clash.

Encourage players to prioritise, as a single player is unlikely to win all three Regions in a Round. They should instead consider which Regions they would like to focus on, even if that means giving up other Regions. Remind players that the placement of Heralds can often be used to help determine a rival's intentions for the Round.

Remember, the side of the board players place their cards on does not matter. Players should place them on the side that is closest to them for ease of access.



All players now *simultaneously* place their cards next to Regions.

4

Spring 🌱 Action Step



We now arrive at the first Action Step in the game. This is an opportunity for each player to activate any number of Spring 🌱 Actions they have access to.

Point out the Spring Action icon 🌱, and inform players that whenever they see this icon, which may be on Faction Cards, Player Boards, Tactics or Kingdom Cards, this is the Step in which they can activate the Actions on them.



Spring is just the first of the Action windows, with the other being Day ☀️ Actions and Autumn 🍂 Actions. We'll cover those once we get to them in the Round Structure. Just remember, each player may only activate each Action they have access to once per Round.



Now is also the perfect opportunity to introduce Supporters as all players have access to this Spring Action during this first Round. Explain that each Supporter provides +1 Strength to their owner in the first Clash in that Region, bolstering any cards there. Remind players that they can play as many Supporters as they have available, however, any Supporters that remain on the Map at the end of the Round, in Winter, will be moved to the Lost Pile, making them unusable until retrieved.

If a player is currently Occupying the *Remote Bothies* Kingdom Card, remind that player that this is an example of a Spring 🌱 Action.



All players, *in turn order*, now perform any Spring 🌱 Actions they have access to and wish to activate.

Summer

1

Place Clash Markers

The first Step of Summer is to place the Clash Markers.



Give the three Clash Markers to the player in last position on the Order Track. Explain to players that acting later in turn order can have advantages, such as seeing where your opponents have placed their Heralds & Supporters, and in this case, the ability to place the Clash Markers.

The Shrine Location Reward is a good example of why choosing the order of Clashes can make its effect more efficient as resolving the Lowlands last, means that there will be more Active Cards in the other Regions with which to use the Shrine's ability.

However, for the purposes of this first Round guided tutorial, we will place the Clash Markers in a pre-determined order.

An Active Card is any face-up card next to a Region.

III



Instruct the player to place the Clash Markers from top to bottom, with the I marker on the Highlands, the II on the Plateau and the III marker on the Lowlands.

2

Resolve Clashes

With the Clash Markers placed, all players may now resolve the first Clash (indicated by the **I** Clash marker).



All players simultaneously flip over their face-down cards in the Region with the I Clash Marker (in this case the Highlands), revealing them and making the Active. Flip over the I Clash Marker to its revealed side.

3

Day ☀ Action Step



Explain that the Day ☀ Action Step now occurs, pointing out the symbol on the Kingdom Board. Players, *in turn order*, can now activate any Day ☀ Actions they might have. If there are any Day ☀ Commands on any of the Active Cards in the Region, you can now explain how these work.

If a player is currently Occupying *The Sword that Slept* Kingdom Card, explain that this is an example of a Day ☀ Action that can also be activated.

If a player has no ☀ Actions and/or Commands, they immediately pass to the next player.



All players, *in turn order*, should now perform any ☀ Day Actions and/or Commands they have access to and wish to activate.

4**Night ☽ Effect Step**

Once all players have resolved the Day ☺ Action Step, resolve any Night ☽ Effects.



Explain to players that any Night Effects (identified by this icon: ☽) happen simultaneously and are mandatory. During this Step, the **Deadly** Command on any Active Agent/s (Ⓐ) in the Clash is also triggered (Rulebook, pg.40)



Remember, a card with the Invulnerable (🛡️) Trait cannot be Eliminated in a Clash. When a card with the Resilient (Ⓐ) Trait is Eliminated, it is moved to its owner's Discard Pile instead of the Lost Pile.



Resolve any Night ☽ Effects and/or Deadly Commands on Active cards in the Region now.

**5****Tally Strength & Determine a Winner**

With the Night ☽ Effects Step resolved, instruct all players to tally their Strength in the Region (remind players that each of their Supporters in the Region provides +1 Strength). The winner of the Clash is the player with the highest remaining Strength.

If one or more players are tied for the highest Strength, this will create a Tied Clash (Rulebook, pg. 29).



Remember, when a Clash results in a Tie, all tied players, in turn order, may opt to play another card, beginning a new Clash, separate and distinct from the previous Clash. Remember, any abilities and Supporters from the previous Clash do not count toward this new Clash.



6

Claim Rewards

Remind the winner that they may choose either of the Locations that make up the Region as their reward, but if their Herald is on one of these Locations, they will get their additional Herald Reward by selecting that Location.

As the first Region to be resolved is the Highlands, explain both the Castle and the Wilderness Location Rewards.

Introduce players to the concepts of Governing by reminding them of the Votes  found on Faction Cards, as well as providing an overview of each of the three Councils.

You should also introduce Journeying, by reminding players of the Lore  found on their Faction Cards. Now is an excellent time to explain how a card Journeys and how it allows players to gain , which in turn can be spent to access the cards at their Site of Power. Remember to point out the effect of the Pathfinder () Trait at this point.



When a card with  Journeys, it is moved to the owner's Discard Pile instead of the Lost Pile.



7

Resolve Remaining Regions

Once the winner has claimed their rewards, the Region is resolved and play moves to the next Region, which in this tutorial will be the Plateau. Resolve the Clash there, repeating the Day  Action & Night  Effect Steps, introducing any newly revealed Commands as you resolve them.

When resolving the Plateau, you should then explain the Harvest Field & Battlefield Locations. This is a good time to now explain the Kingdom's Favour  and how to gain access to it, and how it provides the players with a faction-specific Action (Rulebook, pg.46).



Resolve the Plateau Region, flipping the II Clash Marker at this Region to its revealed side.

Finally, resolve the last Region, which in this tutorial is the Lowlands. It is now recommended that you explain the concept of Attrition (Rulebook, pg. 16), and how both the Shrine and Necropolis Location Rewards can be used to mitigate it.

Resolve the Lowlands Region, flipping the III Clash Marker at this Region to its revealed side.



Autumn

In Autumn, each player takes their Autumn  Action Step *in turn order*.



Explain that each player has access to one free Govern and one free Journey Action. Remind players that these are similar to the rewards from the Castle & Wilderness Locations, with the exception that the cards they Govern and/or Journey with **must come from their Hand**.

Point out the Autumn  Action symbol on the Kingdom Board and discuss any Autumn Actions & Commands available, including those on Kingdom Cards.

- **Any Rally Commands on Active Faction Cards** - As all players began the game with their Heir () it is likely that this Command is now available to one or more players. Explain how this works now, pointing out that **Rally (self)** may only allow you to return the card the Command is printed on. If there are any Traders () Active, note their more powerful version of **Rally (any two)**.



- **Any Deploy Commands on cards in a player's Hand** - Remind players of the **Deploy** Command and explain how to use it. If a player opts to **Deploy** a card during this Step, remember to place an Influence on the card to remind the players not to remove the card during clean up in Winter.



Remember to explain to the players that they may perform Actions in any order they wish. For example, a player may perform an Autumn Action on a Kingdom Card they Occupy, then Journey, then Govern, and then activate another Autumn Action on another of their Occupied Kingdom Cards if they so wish.



All players, in turn order, may now Govern, Journey and/or perform any Autumn Actions they have access to.



Winter



Explain that in Winter, players will trigger any Winter ⚛ Effects, and much like Night ⚡ Effects, these resolve *simultaneously* and are mandatory.

Once any of these Effects have been resolved, players clean up the Kingdom Board by doing the following *simultaneously*:

- Move their Herald back to their Player Board.
- Move any of their Supporters on the Map to the Lost Pile.
- Move any Active cards that do not have any ⚪ on them to their respective Discard Piles. If a card does have one or more ⚪ it, instead remove exactly 1 ⚪ from the card to the Reserve and the card remains Active.
- Finally, advance the Round Track one space and start a new Round.



That Deploy Command is strong isn't it? Use it to strategically set up additional cards in Regions for the next Round.

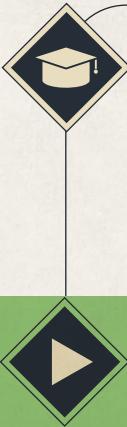


Simultaneously, all players should carry out the Clean Up step of Winter before advancing the Round Track.

Start of the Year



1 Draw Cards



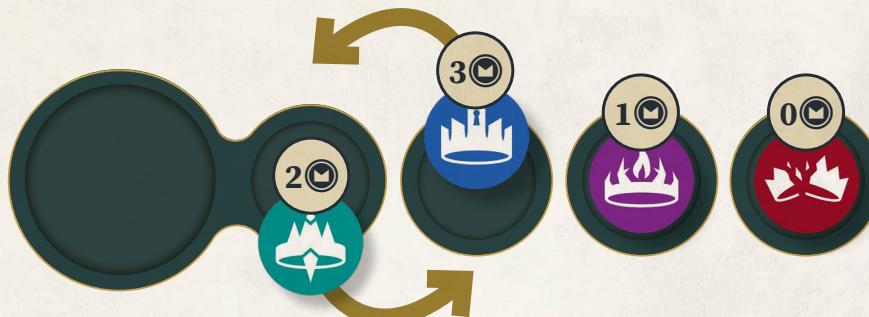
Instruct players to *simultaneously* draw back up to their Hand Size, adding these newly drawn cards to any cards that remained in their Hand from the previous Round. Explain that retaining cards from a previous Round can be beneficial, as players will need to draw fewer cards from the Deck to reach their Hand Size, and so reduce the risk of Attrition (Rulebook, pg.16).



Players now draw back up to their Hand Size.



 Explain how the Order Track is adjusted based on the total amounts of ⚒ each player has in their Supply, with the player who has the most ⚒ in their Supply being placed first on the Order Track and the player with the least ⚒ being placed last (Rulebook, pg.17). If two or more players are tied, reverse the previous order of those tied players.



 Adjust the Order Track now, based on the total amounts of ⚒ in each player's Supply.

You have now completed one full Round of the game and are now back to the Step you started at - Placing Bids. If you would like to describe each available Kingdom Card, refer to page 5 of this guide.

 You should now introduce how players can steal Kingdom Cards from one another (Rulebook, pg. 20), as players should have some Occupied Kingdom Cards that can now be potentially stolen.

A player may steal a Kingdom Card from another player if the card they Bid with is of a higher Strength than that of the Occupying card.

Now we're talkin'!





And now might be an excellent time to review and reflect on the Round as a group. This is an opportunity to allow players to ask any follow up questions based on what happened during the Round and to encourage them to discuss how the current board state might influence how they act in the following Rounds. Has a player who is now in the lead become a threat to the rest of the table? Are there any Kingdom Cards that players expect to change how the subsequent Round plays out? Perhaps some of these cards may now be a target for being stolen later on in the game!

You may now continue in one of two ways:

- Continue to play this game, referring to the steps in the guide once again to help remind you of the Round structure.

OPTIONAL - If during **Step K** of Setup (Rulebook, pg. 6), you opted not to use any Tactics, each player may now flip over the recommended Tactic as described on page 6 of this guide. Remind players that most Tactics are single-use (unless otherwise stated) so careful timing is critical to making the most of their abilities.

- Offer players the opportunity to restart the game. Now that they have more knowledge of how the different Actions, Effects & Commands all work, players may have made different choices with the increased knowledge of the game's systems.

Congratulations! You have now reached the end of this guided walkthrough tutorial!



Well, that about covers it. We hope this helps make your guests feel right at home here in the Kingdom!



Now that you have a better understanding of how to play, don't forget to take a look at our Introductory Strategy Guide to learn some competitive tips and tricks for your next game! Don't be a stranger now.



And remember, give 'em' one for me!