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**Middle Ages Feudalism**

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Henry I, King of England, died on 1 December 1135.

England kingdom enter the period of civil war known as the Anarchy

The Anarchy was a civil war in England and Normandy between 1135 and 1153, which resulted in a widespread breakdown in law and order.

Player becomes the lord of middle ages.

Player need to Expand the territory and become the Legal heir.

* A tweet length description of the game

Build your Manor. Develope your Manor. You are the king of your kingdom!

#Destiny creator

#Chivalry

* A logo for the game

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* A ‘brand image’ (or image set) for the game

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* A selection of screenshots or photos of the game being played

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Player setup: using Player Screen to hide their Rectangle Game Tiles, resources, and three Plastic Pawns.

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Player are placing workers and choose the priority of the resources.

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Player are preparing the war (Using the War tactic board)

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Every end of rounds, players need to provide the food to rhe residents of their manor.

**Video 1:** <https://youtu.be/tCAnCuItxDQ>

**Video 2:** <https://youtu.be/-ro_pqInM7k>

* A 1-2 sentence description

Players need to Expand the territory and become the Legal heir of the kingdom.

* Why’s meaningful?

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| **In Game** | **Takeaway/** **Metaphor** |
| The order of players is important, but the player who has more golds or serfdom will always be the first player of every round. | Unfair world (Rich get richer) |
| Players can join the war to defeat the player who has more power and wealth. | importance of cooperation |
| In the market, player can trade with the other players.  In the war, player can invite the other player to join the war. | Negotiation ability |
| Players need to place the workers to gain the resources. | Prioritize |
| Story (England kingdom, Henry I, and Federalism) | History education (Real history, person, and fact.)  Federalism is the important system in Europe in the middle ages. |