

Kingdom and Heroes - Rulebook

Fight for power in the land of Asgardia as one of four unique heroes. Upgrade your kingdom, unlock powerful skills, and outlast your rivals in strategic battles for dominance!

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1. Components List

- 54-Card Deck – Resource, skill, kingdom and hero cards
- Game Board – A3-sized board
- Rulebook – This guide
- Sell Sheet – Game overview and highlights

2. Card Types

In Kingdom and Heroes, there are four main types of cards that players will encounter: Resource Cards, Kingdom Cards, Hero Cards, and Skill Cards. Each type has a unique purpose and strategy associated with it.

1. Resource Cards

- Purpose: Resource cards are used to gain Gold or Wood, which are essential for upgrading your hero or kingdom. Is put into the Resource Deck.
- Example: A Single Gold Coin card, below, which grants the player 1 gold.

2. Kingdom Cards

- Purpose: Kingdom cards represent different Kingdom Tiers and their associated upgrades. Each upgrade restores Kingdom HP and improves your ability to withstand attacks.
- Example Card: Fortress, the tier 2 kingdom, below which has:
 - ❖ HP: 12
 - ❖ Cost to upgrade into: 3 wood
 - ❖ Effect: Grants you 2 gold and 1 wood each turn.

3. Hero Cards

- Purpose: Hero cards define the abilities and stats of your hero. Each hero has their own ATK, DEF, and special abilities.
- Example Card: Archer
 - ❖ Stats: ATK 3, DEF 2
 - ❖ Effect: Whenever she attacks an enemy that did not defend, deal +2 damage.

4. Skill Cards

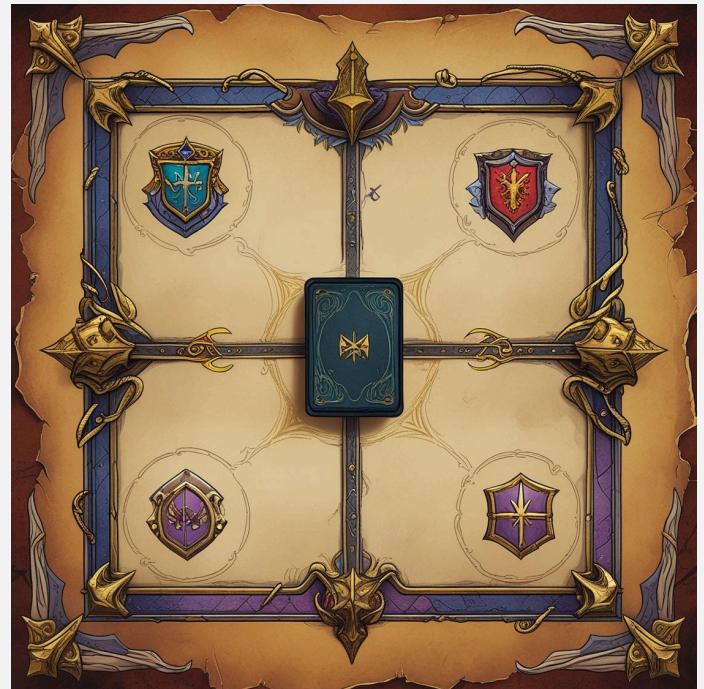
- Purpose: Skill cards represent powerful abilities your hero can use to influence the game. These skills can be unlocked through Gold and Wood and are added to your hero once activated.
- Example Card: Arcane Overload
 - ❖ Belongs to the Witch character
 - ❖ Cost to unlock and upgrade: 3 gold and 2 wood
 - ❖ Effect: You can choose to take 1/2/3 self-damage to increase the attack by 1/2/3.



3. Board

The A3-sized Game Board is where all players will interact with each other's kingdoms and resources. It is a very simple board:

The board is divided into 4 equal sections, representing the 4 players. In the middle there is a space to place the Resource Deck. Each player places their hero, their respective kingdom cards on the board. Skill cards and kingdom upgrades can be placed on the board after they are unlocked by the player.



4. Setup

4.1. Choose Heroes

4.1.1. Each player picks one unique hero. No duplicates allowed.

4.2. Place the Board

4.2.1. Set the A3 board in the center. Players sit around with their personal zones.

4.3. Set the Resource Deck

4.3.1. Shuffle and place the deck at the center.

4.4. Draw Starting Cards

4.4.1. Each player draws 2 cards.

4.5. Determine Turn Order

4.5.1. The game follows a fixed turn order: Archer → Thief → Witch → Knight

5. Turn Structure

Each turn consists of three phases:

5.1. Draw Phase

5.1.1. Draw 3 cards, keep 1, shuffle the rest back into the deck.

5.2. Action Phase

Choose one:

5.2.1. Play a Resource Card – Gain gold or wood.

5.2.2. Upgrade Hero or Kingdom – Spend resources for improvements.

5.3. Battle Phase

5.3.1. Attack – Declare an attack. Your DEF is -2 until your next turn.

5.3.2. Defend – Skip attacking. Your DEF is +2 until your next turn.

6. Core Rules

Combat

- Combat occurs only during the Battle Phase.
- Compare ATK vs. DEF. Take adjustments (ATK stance or DEF stance, hero effects, skill effects) into consideration.
- If ATK > DEF, deal damage to the opponent's Kingdom HP.

Only one attack or defense action is allowed per Battle Phase.

Resources

- Gold – Used for Hero upgrades and unlocking skills.
- Wood – Used to upgrade your Kingdom (4 tiers) and unlocking skills.

Gain resources by playing Resource Cards in the Action Phase. Track using the provided dice or pen & paper.

Upgrades

Hero Upgrades (Gold)

- Each upgrade: +1 ATK and +1 DEF.
- Unlock Skill Cards using gold.

Kingdom Upgrades (Wood)

- Spend wood to advance Kingdom Tier (up to 4).
- Each tier provides a new Kingdom Card.
- Upgrading restores Kingdom HP to the new max.

Special Rules

Hero Skills

- Start with skill cards in hand.
- Spend Gold and Wood to unlock.
- Place unlocked skills face-up in the play zone.

Skill Card Clarification

- Skill Cards are *passive upgrades* for your hero.
- Once unlocked (by spending Gold or Wood), they are placed face-up in your zone.
- Passive effects are always active once unlocked — no activation timing or costs.

Round Tracking Clarification

- A Round is completed when *all players* have taken their turn.
- After each player finishes their turn (draw, action, battle), advance the round counter by 1.
- Players can keep track of rounds using pen and paper.

Endgame & Victory

Main Victory: Last Hero Standing

- Each Kingdom has its own HP.
- Successful attacks reduce HP.
- At 0 HP, a player is eliminated.
- The last player standing wins!

Alternate Victory: Round Limit

- Game ends after 15 rounds.

- The player with the highest remaining Kingdom HP wins.
- Tiebreaker: Final duel between tied players..

7. Quick Reference

Turn Summary:

1. Draw Phase – Mulligan 3, keep 1.
2. Action Phase – Play resource or upgrade.
3. Battle Phase – Attack (-2 DEF) or Defend (+2 DEF)

Hero Actions:

- Attack or Defend (1x per Battle Phase)
- Upgrade hero (+1 ATK/DEF)
- Use unlocked skills

Combat:

- ATK vs. DEF
- Use skill cards to influence outcome
- Deal damage to Kingdom HP if successful

Resources:

- Gold = Hero upgrades, skill unlocks
- Wood = Kingdom upgrades

8. Credits

- **Game Design:** Do Xuan Phong
- **Card Design Tool:** cardconjurer.com
- **Card Art:** Generated using Leonardo AI and Perchance AI
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