

## 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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### Components

- **54-Card Deck** – Resource, skill, and event cards (standard trading card size)
  - **Game Board** – A3-sized board of Asgardia
  - **Rulebook** – This guide
  - **Sell Sheet** – Game overview and highlights
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### Card Types

In **Heroes of Asgardia**, 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.
- **Example Card:**  
**Gold Mine**
  - **Effect:** Gain 3 Gold.
  - **Explanation:** Playing this card adds **3 Gold** to your resource pool, which can then be spent to upgrade your hero or unlock skills.

#### 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:**  
**Stronghold**

- **Effect:** Upgrade your Kingdom to Tier 2. Restore 5 HP.
- **Explanation:** This card allows you to upgrade your kingdom to **Tier 2**, which gives you access to stronger cards and restores **5 HP** to your Kingdom.

### 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**

- **Effect:** ATK +2, DEF +1.
- **Explanation:** This hero card gives you an **Archer** with **+2 ATK** and **+1 DEF**, allowing you to attack and defend more effectively. You can upgrade this card to enhance your hero's stats.

### 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 are added to your hero once activated.

- **Example Card:**  
**Eagle Eye**

- **Effect:** Ignore DEF for one attack.
- **Explanation:** This skill card allows your hero to **ignore the opponent's DEF** for one attack, dealing direct damage to the enemy's Kingdom HP.

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## Board Explanation

The **A3-sized Game Board** is where all players will interact with each other's kingdoms and resources. Here's how to read and understand it:

### 1. **Personal Zones**

- Each player has a dedicated area on the board where they place their **Hero Card**, **Kingdom Cards**, and **Skill Cards** once unlocked. Keep track of your resources here.

### 2. **Resource Deck Area**

- In the center of the board, place the shuffled **Resource Deck**. Players will draw from this deck during the **Draw Phase**.

### 3. **Kingdom Health Bar**

- At the top of the board, there is a **Kingdom Health Bar** for each player's kingdom. This bar tracks the HP of your kingdom, which decreases when you're attacked.

### 4. **Resource Pool**

- To the side of the board, there will be areas marked for **Gold** and **Wood**. These resources can be used to upgrade your hero and kingdom or unlock skills. Track your resources here.

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## **Setup**

### 1. **Choose Heroes**

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

### 2. **Place the Board**

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

### 3. **Set the Resource Deck**

- Shuffle and place the deck at the center.

### 4. **Draw Starting Cards**

- Each player draws 1 card.

## 5. Determine Turn Order

- The game follows a fixed turn order: Archer → Thief → Witch → Knight
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## Turn Structure

Each turn consists of three phases:

### 1. Draw Phase

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

### 2. Action Phase

Choose one:

- Play a Resource Card – Gain gold or wood.
- Upgrade Hero or Kingdom – Spend resources for improvements.

### 3. Battle Phase

Choose one:

- Attack – Declare an attack. Your DEF is -2 until your next turn.
  - Defend – Skip attacking. Your DEF is +2 until your next turn.
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## Core Rules

### Combat

- Combat occurs only during the Battle Phase.
- Compare ATK vs. DEF. Use skills to adjust.
- If  $ATK > DEF$ , deal damage to the opponent's Kingdom HP.

Only one attack or defense action is allowed per turn.

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## **Resources**

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

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

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## **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.
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## **Special Rules**

### **Hero Skills**

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

- Skill examples:
    - "Ignore DEF this turn."
    - "Take 1 self-damage to gain +3 ATK."
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## **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!

Kingdom upgrades restore HP to full of that tier.

### **Alternate Victory: Round Limit**

- Game ends after 15 rounds.
  - The player with the highest remaining Kingdom HP wins.
  - Tiebreaker: Final duel between tied players.
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## **Player Count**

- Supports 2–4 players.
  - No changes or rules required at different counts.
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## **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 (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
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