

The Royal Ascension

RULE BOOK

BUS 240; D100

Introduction

- Welcome to "The Royal Ascension," a strategic board game set in an ancient kingdom where territories fight for control of the land. Players must navigate through political intrigue, battles, and alliances to expand their territories and gain influence. The victor shall etch their name in the history books and ascend to the throne.

Game Overview

- Each territory will have a value attached to it to defend their land.
- Card values will take the form of the number designated (Ex. Queen of Hearts = 12 health points, 6 of Diamonds = 6 gold)
- Dice roll in the battle will signify the tactical advantage of territories over others (higher dice roll adds to territories' total power, making it better tactically)
- Opponents' cards will remain hidden to induce strategy and suspense until the battle occurs in which they will show their territory chosen and see who wins the battle.
- Scrap Paper may be used to help players keep track of adding points during battle.

Territories

- **Jiggy Jungle:** 13 points
- **Dragon Dominion:** 13 points
- **Vapor Vale:** 13 points
- **Flare lands:** 13 points
- **Lucio Land:** 15 points
- **Snore Summit:** 15 points
- **Bulben Crest:** 15 points
- **Teal Shore:** 15 points
- **Venom Valley:** 15 points
- **Pika Hills:** 15 points
- **Char Forest:** 18 points
- **Mewtopia:** 20 points

Game Components

- 1 Game Board
- 4 Character Tokens
 - King Eadric the Wise
 - Lady Seraphina Von Eldora
 - Sir Thaddeus Blondewood
 - Lysandra of Rukenvale
- 2 decks of 52 Suite Cards (26 Hearts, 26 Diamonds, 26 Clubs, 26 Spades)
- 12 Different territories cards
- A set of 2 dice
- 1 Key explaining the meanings of the Action cards
- Some scrap paper (To keep track of points in battle)

- 1 Rulebook

Setting up the Game

1. **Place Tokens:** Place the character tokens in their designated "home" space on the board. (This will be the green circle at the center)
2. **Select Territories:** Each player rolls the dice to determine the order of territory selection. The highest roll gets to choose their territories first, the next highest second etc. In order of (1,2,3,4 – 1,2,3,4 – 1,2,3,4).
3. Players start the game by dividing the 12 territories.
4. If there are 3 players, then they will split the territories by 4 each instead of 3.
5. **Shuffle Decks:** Shuffle the deck of action cards (Spades) and place it face down in the corresponding space. Shuffle the suite cards (Hearts, Diamonds, Clubs) and place them face down in their respective regions on the board.
6. **Distribute Resources:** In order of territory selection, players will draw an equal number of resource tokens from the Diamonds and Hearts pile: 2 Gold cards (Diamonds) and 2 Health/Armor cards (Hearts) each.
7. Place the Jokers if applicable to the discard pile to commence the pile.

Basic Gameplay

1. **Turn Order:** The players will then begin the game in order of territory selection, going clockwise (the player that rolled the highest number will start and move clockwise from there)
2. **Rolling Dice:** On a player's turn, they will roll a single die and move their character token the corresponding number of spaces (players can move in any direction of the board, left or right)
3. **Drawing Suite Cards:** When a player lands on a space, they draw a suite card from that space's suite (each card drawn will represent the number of the card drawn of that value):
 1. **Hearts:** Health/ armor (When players collect health cards, the additional points of strength are added to their chosen territories making it stronger and becoming more difficult to defeat) (in battle you are only allowed to use 2 of the total health cards you hold in your hand)
 2. **Diamonds:** Currency (Gold) used to buy weapons.
 3. **Spades:** Initiate battles and provide an action card.
 4. **Clubs:** Weapons that help players in battle that can be purchased in the shop with gold (clubs hold face value of what they are ex. 6 of clubs = 6 additional points added via armor/ weaponry) (With weapons you are allowed to use as many as you like in a battle, if you hold 4 weapon cards then you may use all 4 in the battle)
4. **End of Turn:** Player's end their turn once the action is completed on the space (battle, shop purchase, etc.)

Action Cards

1. **Drawing Action Cards:** Drawn when a player lands on spades.

1. All action cards drawn will be completed first and then the battle will initiate.
2. **Types of Action Cards:** Events, challenges, and opportunities that can change the game dynamics:
 1. All In (The player who draws this card either wins all the territories or loses all their territories from their opponents during battle)
 1. *Jack of Spades (2 in the deck)*
 2. Royal Decree (All remaining players battle each other heads up and the winner takes one territory from each of the losers) (Once the exchange is made each of the losers will choose at random one health card to remove from the winners' kingdom)
 1. *King of Spades and Queen of Spades (4 in the deck)*
 3. Secret Alliance (The player who drew the card may avoid battle by forming an alliance with another country, this is done by holding the card in the kingdom and once you are chosen to be battled you may use the card and save yourself from the fight) (This may be used strategically to avoid having to battle a stronger opponent or by choosing a friendly territory in the game) (Once the alliance is used up the player will discard the card.)
 1. *3,4,5,6 of Spades (8 in the deck)*
 4. Random NPC event: Roll a die, if the number on the face of the die is **a 5 or a 6** then you succeed; winning additional resources including health and currency cards. (Players may choose whether they want to draw from Hearts or Diamonds to gain additional resources)
 1. *7,8,9,10 of Spades (8 in the deck)*
 5. Plague/sickness: You have been plagued! -10 points to the player's upcoming battle due to unexpected plague.
 1. *Ace of Spades and 2 of Spades (4 in the deck)*

Battles

1. **Initiating Battles:** Battles are initiated when a player lands on spades and after the action card is drawn.
2. **Choosing Opponents:** The initiating player chooses an opponent to battle. (Not including a player who has previously lost a battle)
3. **Health Cards:** A maximum of 2 Collected health cards may be used in battle by attaching them to a player's kingdom and increasing their strength by the amount of health written (Ex. Territory Chosen in Battle = 15 points of strength with 2 health cards totaling 14 points of health making the total strength of the army 29 points + dice roll)
4. **Rolling Dice/ Battling:** Both players choose a territory to use in battle, add their respective points, potential armor/weapons associated, and health cards, then they will roll 2 dice twice and add their values to determine the winner.
5. **Tiebreaker:** If both players have the same total (territory + armor/weapons + health + dice roll) they will roll again and battle again until a winner is determined.
6. **Losing a Battle:** The loser of the battle loses the territory used in battle and gets to pick one health card and one weapon card if applicable at random from the winner's Kingdom to discard in the discard pile.

7. **Winning Battles:** The winner takes control of the loser's territory and discards a random heart card of the loser's choosing.
8. **Battle Repetition:** The same player that has lost in the previous battle cannot battle back-to-back to allow for fairness.
 1. When a "Royal Decree" is used, the above rule is voided, all players will partake in the battle. Following that, all players are eligible to battle when a player lands on the next Spade space.

Board Layout

- **Regions:** Each space corresponds to a suite (Hearts, Diamonds, Spades, and 2 shops) and contains suite cards (except the shop). Please refer to the Suite Card definitions under "Basic Gameplay" for a basic overview.
 - 35 Spots total
 - With 2 shops on the map
- **Shop:** A player that lands on this space can spend their currency cards to purchase weapons to power up their territories.
- **Weapon Choices:**
 - Weapon buffs will be equivalent to the number associated on the card. (Ex. 5 of Clubs will be equal to +5 strength).
- **Purchasing Weapons with Gold:**
 - The value of these weapons will be equal to the number on the card and can be purchased at that price. (Ex. 7 Clubs can be purchased with a 7 Diamonds (Gold)).
- **Discard Pile:** Any card that needs to be discarded after playing or using. Will be placed on the side of the board in a pile.

Winning the Game

1. **Eliminated Players:** If a player loses all their territories, then they are eliminated from the game and must surrender their territories to the player that eliminated them. Resources (Hearts and Diamonds and Clubs) will be discarded in the discard pile.
2. **Conquering Kingdoms:** Players aim to conquer as many kingdoms as possible. This is done by winning battles against other players and taking territories.
3. **Claiming the Throne:** The game ends once a player has attained the majority of kingdoms in the realm. (7 Kingdoms out of 12)

Play Session Duration

- **Typical Session:** A typical play session will last between 60 to 90 minutes.
- **Variation:** Length can vary depending on the number of players and strategies employed.
 - 3-4 players

Enjoy your journey in "The Royal Ascension," where strategy, alliances, and cunning will lead you to the throne!