



Capitals Rulebook Simplified 1.11

Full Rulebook Online

You may need to look up specific card rules at times. Use this QR code for detailed card rules and the full Rulebook.

Feel free to comment if anything needs further clarification.



The Game Phases

1. Build Phase

- Use Gold and Build to Build cards that you have on your hand.
- All cards cost 1 Build and as many Gold indicated by the number.

2. Attack Phase

- Attack other players with Troops you have under buildings with the double sword symbol.
- The defending player defends with Troops under thier buildings with a Shield.

3. Regroup Phase

- Move Troops and Mercinaries between buildings (only time!)
- Store and Draw new cards.

Game Modes

Short Game Mode

Win by completing 6 Capital upgrades. This mode offers a fast-paced, thrilling experience with an added element of luck.

Full Game Mode

Win by completing all 8 Capital upgrades. This mode is perfect for players seeking a deeper, more tactical, and strategic gameplay experience.

2v2 Mode

Coming soon!

Tip

3 player Full game is seen as the standard way to play the game, but can take long time especially if it is the first times you play the game.

Game Mode	Short Game (Win: 6 Capital upgrades)	Full Game (Win: 8 Capital upgrades)
2 player	15-30 min	20-45 min
3 player	25-45 min	45-75 min
4 player 2v2	-	15-30 min

Add some extra time if it's the first times you play the game.

Game Setup



Every player starts with an Income tracker, it shows the sum of all your income **you spend every turn**, nothing is saved until later turns, spend it all this turn or it is gone!

This is your starting resources provided by your city.



Every player starts with a city; you win the game by upgrading all the upgrades and declaring your city the Capital of the Empire!

- You can do the upgrades in any order you like.
- Complete all 8 upgrades for a Full Game or any 6 of them in a Short Game to win.
- You can also win the game if you destroy all other players' cities.

You perform Capital Upgrades by taking the brown indicators from the bag and put on you city.

Tip

Allways keep an eye at the opponents Income Tracker and number of Capital Upgrades.

The first time you play the game, use cities with an A indicating it is a Standard city. (The cities with B are more advanced and allow for a more varied and tactical game, but save them for next time.)

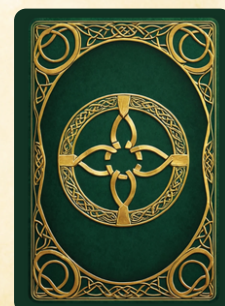


Place all the cards with a black flag behind the name of the card in the Legendary Deck and the rest of the cards in one pile called the Deck. Also, leave some space for the Discard pile.

Legendary Deck



Deck



Discard Pile



Then all players draw 5 cards from the Deck as a starting hand, and the setup is complete!

The Cards

The Deck contains almost all cards and is the one place all players will draw new cards from. Then there is also one small Deck with Legendary cards that players will draw from only when completing Quests. There are 3 different kinds of cards in the game: Buildings, Troops, and Mercenaries. The Legendary Deck also contains these 3 kinds of cards but in stronger and more powerful versions. At the top of all cards is information on what the cards cost, their type, and name, and at the bottom is described what effect the card gives you when it is already built.



Buildings will be built face up on the table in front of you, and will form the base of your kingdom. You recognize them on the brown background behind the name and that they all have a banner behind the number in the top left corner.

Tip
Nothing you need to remember now but good to know, there is 4 different types of buildings indicated by banners in the top left of building cards.



Troops are military units used to defend your kingdom and attack your enemies. You recognize them by the red color behind the name of the card and also by the troop symbol in the top right corner. All troops have an Attack points value indicated by the number with crossed swords in the bottom left, and Defense points on the bottom right with the number on the shield. Some troops also have special effects indicated by a text at the bottom.



Mercenaries are individuals you hire to perform various tasks for you, ranging from constructing additional buildings to healing your troops or providing an advantage in battle. Each mercenary offers a unique effect. You can identify them by the blue color behind their name or the mercenary symbol in the top right corner. They always come with a one-time-use ability, and some also feature a Quest or a permanent effect known as Settle.

Game procedure

A player makes their turn in these three phases, then it is the next player sitting clockwise. In this rulebook, we will explain first 1. Build phase, then 3. Regroup phase, and then 2. Attack phase, so we can follow a gameplay example more easily.

The Player Turn:

1. Build phase

Build buildings, troops and mercenaries from cards on your hand.

2. Attack phase

Use your attacking troops to attack other players.

3. Regroup phase

Move around troops and mercenaries between buildings then draw new cards to your hand.

1. Build phase

When you start the game, you have the following resources provided by your city: 1 Gold, 1 Build, 3 Draw, 1 Store, and 1 Passive Defence. This is indicated by your Income Tracker.

In the building phase, you will use your Gold and Build, so let's go over them first. You start out the game by having 1 Gold and 1 Build counted at the beginning of your building phase. This is what you can spend this building phase to build cards from your hand down on the table or to do Capital Upgrades by placing metal rings on your city.

Cost of Cards

1 Build (everything costs 1 Build) + Gold equal to the number in the top left corner (between 1 and 4 per card)

Cost of Capital Upgrades

1 Build + Gold equal to the level of the upgrade (first upgrade 1 Gold, second upgrade 2 Gold, third upgrade 3 Gold, etc.).

Tip



Symbols for Gold and Build

Tip

All cards and upgrades allways cost one Build, the resource Build can also be seen as number of actions you have in your build phase.

Example of a starting hand



There are three rules you need to learn and look out for when building buildings.

1. If there is a small banner next to the bigger banner, you need to have already built one building of this type before constructing this building.
2. You are not allowed to build two of the same building (two buildings with the same name) except Villages.
3. Villages (green banner) cost the usual 1 Build plus the number of Villages you have in Gold (first Village 1 Gold, second Village 2 Gold, third Village 3 Gold, etc.). This is indicated by a little arrow ↑ next to the number on all the Village cards. Villages are the only buildings you are allowed to build many of the same.



Mercenaries and Troops need to be built into free "slots" indicated by the symbol on the buildings and are placed face down under that building. The number of symbols also indicates how many troops/mercenaries can be placed under that building. All mercenaries and troops always cost 1 Build and 1 Gold.

Troops (red)



Mercenaries (blue)



Example: Your first turn

During your first turn, you have 1 Build and 1 Gold, meaning you can build one card costing 1 Gold (with a number 1 in the top left corner) or do your first Capital Upgrade.

Let's say you build your first Farming Village, take the card from your hand, and place it on the table next to your city.



The Farming Village has an effect that it gives you +1 Gold, so you update the Income Tracker.



All buildings that are built during the building phase are finished at the attack phase, meaning all effects from buildings will start to be active in the Attack phase (but not in the building phase). Troops and mercenary slots can be filled and used in same building phase.

~~2. Attack phase~~

During your first turn, you have no troops and therefore you will just skip your Attack phase (we will come back to this later!).

3. Regroup phase

One card of your choice is stored in your hand (because you have 1 store on your income tracker).

The rest is discarded

In your Regroup phase, you will do 3 things.

1. You may move your Troops and Mercenaries between buildings; this is the only time during the turn it is allowed.
2. Save as many cards in your hand as you have in Store, indicated by your Income tracker. Then throw the rest in the Discard pile.
3. Draw cards from the Deck to your hand equal to the value you have in Draw on your Income tracker.

Tip

Symbols for Store and Draw



Draw 3 new cards from the Deck to your hand (because you have 3 Draw on your Income tracker)

Tip

The first turns of the game can be done quite fast as there are few choices, the game then builds up and becomes more and more complex over the course of the game, as more and more cards are placed on the table.

Your turn is complete!
Drawing cards indicate the next player can start their turn.

Example: Your second turn

On your second turn, you decide to build your second Village spending your 2 Gold and 1 Build this turn (remember Villages will cost you one more Gold per Village you build symbolized by the little arrow next to the number 1). You update your Income tracker with the income from the new Village.



You have no troops, so there will be no Attack phase. During the Regroup phase, you store one card, discard the rest, and draw 3 new cards from the Deck.

Example: Your third turn

On your third turn, you decide to build the Stronghold you stored from before with your newly upgraded income of 3 Gold this turn.



You have no troops, so there will be no Attack phase. During the Regroup phase, you store one card, discard the rest, and draw 3 new cards from the Deck.

Example: Your fourth turn

During your third turn, you decide to do the Capital upgrade, giving you one extra Build. This will cost you 1 Build and 1 Gold (Level 1 Capital upgrade = 1 Gold). This means you have two unspent Gold that will be lost. Then you update the Income tracker.



No Attack phase; during the Regroup phase, you store and draw cards.

Example: Your fifth turn

During your fourth turn, you have 2 Builds and 3 Gold, and you decide to build 2 Troops under your Stronghold. The remaining one Gold is lost.



During your Attack phase you decide to attack!

Tip

Drawing no good cards to your hand in the first turns? No worries, just upgrade the Capital Upgrades Gold and Build in your first and second turn, this is seen as one of the strongest openings in the game!

Tip

The example we use is an extremely aggressive opening used for demonstration purpose, usually it is recommended to attack much later in the game.



2. Attack phase

Ok, you gathered two troops fast and decided to launch an attack already in your fourth turn. Luckily for them, your opponent has already built a Watchtower housing one defensive troop.

You start by declaring war verbally on another player, "I declare war!"

Attacking player kingdom

Defending player kingdom

The Attacking player may then Attack with Troops inside Attacking Slots indicated here...

...and the Defending player may Defend with Troops inside Defending Troop Slots indicated here.

Both players decide to deploy their troops. The total attacking value is 4 for the attacking troops, and the total defense value is 2, which includes the 1 extra passive defense the defending player always has from the city.

Tip

You can also just skip the Battle Tracker and count in your head. The Battle Tracker is good to use in more complex battles when the numbers on both sides keep changing.

You then subtract the Defensive Score (2) from the Attacking Score (4) and are left with the Battle Score (2).

$$\text{Attack Score} - \text{Defend Score} = \text{Battle Score}$$

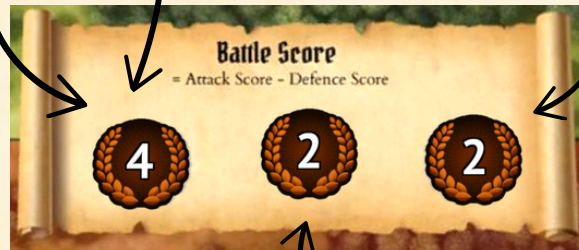
$$4 - 2 = 2$$



$$2 + 2 = 4$$



$$1 + 1 = 2$$



You won the battle with a score of 2!

This means you can destroy buildings for a total value of 2 hitpoints (HP). The HP of a building is also indicated by the number in the top left corner (the same as the cost in Gold). The cities themselves have 5 HP, so if a battle is won by 5, the defending player is defeated and out of the game. You decide to destroy both the Watchtower (1 HP) and one Village (1 HP). You may then survive with troops whose total Attack Points equal the Battle Score (2). You decide to survive with the Royal Guard, which returns to your Stronghold. The rest of the troops on the battlefield are discarded to the discard pile.

Note: Only troops with full health may survive. If you instead won the battle with 1, you could still destroy buildings for 1 HP but not return home with any troops, as both the Cavalry and Royal Guards have 2 Attack Points each.

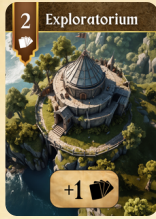
The enemy player reduce thier Income tracker (because they lost one Village giving one Gold income). You proceed with the Regroup phase, storing and drawing new cards, then your turn is complete.

Tip

Even if it is possible to attack already in the first turns of the game it can be more strategic to wait until you have a larger army.

Effects

No matter if you wish to build your city to become the grand Capital of the Empire or you want to defeat your enemies in battle, you will need to expand your kingdom. All buildings and upgrades will give you extra effects to make you more powerful. When you build a building, remember to update your Income tracker.



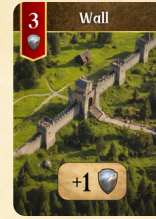
Gives you one more Draw in Regroup phase



Gives you one more Store in Regroup phase



Gives you one more Build in Build phase (remember the condition for building this card!)



Gives you one more Passive Defence



Makes Capital upgrades costing one less Gold.

Lethonia
The Last Bastion

Lethonia, known as the "Shield of the Empire," prides itself on being the last bastion of true order in a chaotic world. Its towering walls and disciplined citizens have stood firm under strict military rulers who, naturally, view progress and innovation as threats to stability. The people of Lethonia feel the other cities look down on their traditions with their velvet tongues, fostering a defiant pride and a preference for leaders who will rescue their better and rightful place on the world's stage. But a bold ruler, Lethonia's loyalty and resolve offer potential to command and conquer.

Upgrades:

- +1 Store** (Store icon)
- +1 Draw** (Draw icon)
- +1 Gold** (Gold icon)
- +1 Build** (Build icon)
- +1 HP** (HP icon)
- Attack / Defense Slot** (Troop icon)

Mercenary Slot
If you upgrade this you will be able to use the Mercenary slot. You can place maximum one mercenary here, and you can build the mercenary even if you have not upgraded, but you will not be able to use the mercenary until you have upgraded.

Attack / Defense Slot
If you upgrade this, you will be able to use the Troop slot for Attack or Defense. If you upgrade both, you may use the Troop for both Attack and Defense. You can place a maximum of one troop here, and you can build the troop even if you have not upgraded, but you will not be able to use the troop until you have upgraded.

All your Villages gets instead 2 HP.
(The Gold cost to buy the Villages is still the same)

Mercenaries

We're almost finished, but we've saved the best for last: the Mercenaries! These are characters you hire to carry out tasks. Use them wisely, and you'll be able to turn the tides of the game. They're what make the game truly exciting, offering both surprising twists and strategic tactics.

Tip
Feels like many rules at the same time?
Skip Quest and Settle the first times you play; the game works great without them too!

Then use just the one-time use ability of the mercenaries.
If you choose to skip them, then remove the Legendary Deck from the setup.



Quest (optional)

When completing the Quest, draw 3 cards from the Legendary Deck, choose one and put in your hand and place the other two at the bottom of the Legendary Deck.

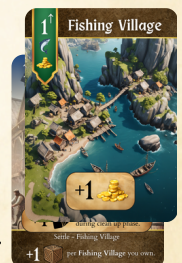
One-time use ability
Use this anytime with immediate effect (unless otherwise stated). After used you will discard the mercenary.

Then there is two different kinds of mercenaries, ones with Quest and ones with Settle indicated by blue or brown boxes in the bottom of the cards.



Settle (optional)

During the building phase, you may place a mercenary with the settle ability under the building stated. You must have built the mercenary to one of your free mercenary slots beforehand, but except for that, there is no extra cost. You will then **gain this effect every turn**. The effect starts to take place after the building phase is over (meaning that text starting with "During your building phase..." will first take place next turn). The settled mercenary will be discarded if the building is destroyed.



Now you are ready to expand your kingdom and claim the throne!

Have fun and play with honor!