



GAME MANUAL

Version 1.0

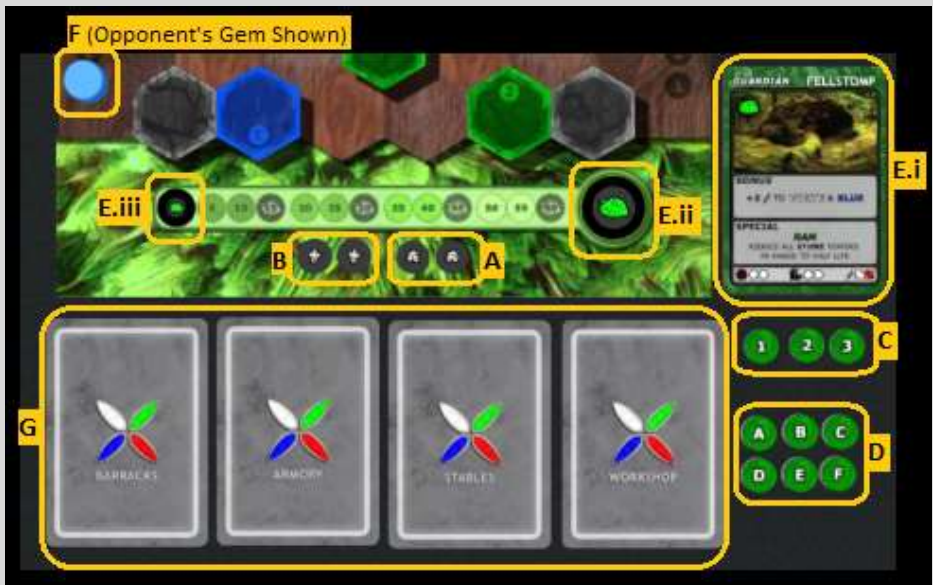
GAME SETUP

2-Player Game - Use only one (1) card deck.

3,4-Player Game - Use two (2) decks with up to two players sharing each deck.

Each player should begin by choosing which color/kingdom they would like to represent. Each player shall be given:

- A) Two (2) Build tokens
- B) Two (2) Training tokens
- C) One (1) set of Tower Tracking tokens (1X 1-3)
- D) One (1) set of Unit Tracking tokens (2X A-F)
- E) For their corresponding Guardian:
 - i) One (1) Guardian card (remove unused cards from deck)
 - ii) One (1) Guardian token (large)
 - iii) One (1) Guardian Training/Life token (small)
- F) One (1) Crystal: place on the '8' bubble in the player's Gem Zone.
- G) Four (4) Structure cards: Barracks, Armory, Stables, & Workshop.



Deal five (5) cards to each player. The cards can be viewed by the player. If desired, the entire hand may be discarded and re-drawn once.

Finally, roll one (1) die to determine who goes first.

GAMEPLAY - QUICK REFERENCE

OBJECTIVE - REMOVE ALL GEMS:

Deploy units and move them across the board to the opponent's side to remove gems. When a player loses all gems, they are out of the game. Last player standing wins.

When a unit moves off the gameboard into an opponent's Gem Zone, a certain number of Gems are removed from the Gem Pool, per the following:







1 GEM: Ground & Mounted Units (Swordsman, Archer, Horseman)

2 GEMS: Siege Units (Catapult)

1 TO 5 GEMS: Guardian. Guardian Gem removal is dependent on its remaining life. The Guardian Life Pool has five (5) Guardian icons, each worth one (1) Gem. If the Guardian life is at or above an icon, it counts toward the total gem count.

PLAY ORDER:

When it is a player's turn, they will play through the following stages in the order listed:

| | | | | | |
|---|---|--|--|--|---|
| BUILD  | TRAIN  | CHARGE  | MOVE  | ATTACK  | DISCARD /DRAW  |
|---|---|--|--|--|---|

More details for each step are provided on the following pages.

CORE MECHANIC

HOW TO APPLY ‘PROGRESS’ & ‘DAMAGE’

Each Structure, Tower, & Unit has a pool of ‘Progress’/‘Training’/‘Life’ bubbles in increments of 2, 3, 4, or 5. When applying any type of Progress (building, training) or Damage, the dice roll and any Bonus(es), Instant(s) & Affix(es) should be added together to find the total, then ***rounded down to the nearest increment.***

EXAMPLE: A Guardian’s Life Pool has increments of 5. Applying Progress (or Damage) to a Guardian requires a minimum roll of 5. Anything less is considered a ‘MISS’ and no Progress is made. However, a roll of 10 or more would allow the Guardian to progress 2 life bubbles.

PLAY ORDER - IN DETAIL



STEP 1 - BUILDING:

At the beginning of each turn, a player should focus on the Build tokens. For any token that is not in use, the player may begin building another Structure or Tower. For tokens already in use, the player must roll two (2) dice to apply additional progress.

TO BUILD A STRUCTURE: Turn the Structure card face-up, and roll two (2) dice to apply build progress. A Build token shall be placed on the Structure card on the appropriate bubble to show build progress.

TO BUILD A TOWER:

Towers can only be built on spaces that match a player’s color. Only Level 1 towers can be built on a blank space.

- 1) Place the appropriate Tower token on the Gameboard with the ‘Clock’ side face-up.
- 2) Place the tower card on the table, face-up, and place the correct Tower Tracker token on top. Tower Trackers are numeric and correspond to the number on the gameboard space the Tower is placed.

- 3) Roll two (2) dice to apply build progress. A Build token shall be placed on the Tower card on the appropriate bubble to show build progress.

UPGRADING TOWERS: All Towers start at Level 1. Level 2 & 3 Towers are considered upgrades and require the corresponding lower level tower to be complete and active before an upgrade can be applied. When upgrading a Tower, replace its card with the new level card, discarding the old card. Build the Tower as you would a Level 1 Tower per above.

COMPLETING A BUILD: When Build Progress reaches the last bubble, the Structure or Tower becomes active, and the build token can be moved back to its holding space on the gameboard. The Build token CANNOT be used again until the next turn. **Exception:** The player may still use an Instant to apply Build Progress to a new Structure/Tower using the available token.

WHEN A STRUCTURE BECOMES ACTIVE: It will unlock certain benefits as indicated on the Structure card. If desired, the Structure card can be set aside to make room for additional cards.

WHEN A TOWER BECOMES ACTIVE: Place the tracker token on the last Progress bubble, and flip the Tower token on the gameboard to hide the 'clock'.



STEP 2 - TRAINING:

After building, a player should focus on the Training tokens. For any token that is not in use, the player may begin training a new unit.

However, the player is also required to have a Unit Tracker token available in order to begin training a unit. If no tracker tokens are available, training must be postponed.

TO TRAIN A UNIT: Place the Unit card on the table, face-up, and roll two (2) dice to apply training progress. A training token shall be placed on the Unit card on the appropriate bubble to show training progress. **Note:** Unlike Towers, Units do not need to progress through all bubbles before becoming active. Each unit has a shaded 'Training' area to indicate the progress needed to complete the unit.

TO DEPLOY A UNIT: Once a unit has reached its last 'Training' bubble:

- 1) Return the Training token to the gameboard.

- 2) Select the corresponding Unit token from the token pile and place the token on the 'Deploy' hex next to your Gem Zone. If the 'Deploy' hex is occupied by a friendly unit, place the token in one of the 'Stage' spaces instead. If the 'Deploy' hex and 'Stage' spaces are all occupied, place the token on top of the Unit card and wait for space to become available. If the 'Deploy' hex is occupied by an enemy Unit, the Unit can instead be deployed to another available space that is still adjacent to the Gem Zone.
- 3) Select a set of Unit Tracker tokens (alphabetical). Place one token on top of the Unit token on the board, and the place the other token on the last bubble of the Unit card. The bubbles now represent the Unit's Life.

Key Note 1: Units deployed are NOT allowed to Move until the following turn (unless an Instant is used). However, deployed Units ARE allowed to attack.

Key Note 2: Beware, Units in the 'Stage' spaces cannot attack, but they can BE attacked. **Exception:** if the 'Deploy' space is occupied by an enemy unit, 'Staged' units are permitted to attack that unit.



STEP 3 - CHARGING THE GUARDIAN:

After training Units, roll two (2) dice to apply Progress to the Guardian. Once the Guardian reaches the last bubble, the Guardian becomes active and can be deployed in the same way as a Unit.

While active, progress rolls are suspended for the Guardian until it is removed from play.



STEP 4 - MOVING:

The Moving and Attacking steps can occur concurrently. However, keep in mind, ***a Unit can move and then attack, but it CANNOT attack and then move***, even with an Instant.

Units may only move forward or laterally; they ***may not move backward*** toward their own kingdom. The Guardian may move in any direction.

Units cannot pass over/through other Units.

Units cannot move into an Opponent's Gem Zone if the corresponding 'Stage' space is occupied.

Units which were deployed this turn cannot be moved unless an Instant is applied.



STEP 5 - ATTACKING:

The Moving and Attacking steps can occur concurrently. However, keep in mind, ***a Unit can move and then attack, but it CANNOT attack and then move***, even with an Instant. Units and Towers may attack in any order. Apply attack damage per the Core Mechanic at the top of Page 3.



STEP 6 - DISCARD/DRAW:

At the end of a player's turn, after all desired actions have been taken, the player may choose to discard any unwanted cards. After discarding, the player shall draw additional cards until they have five (5) cards in-hand. If the player has five (5) cards prior to drawing, they still must draw one (1) card, then select one (1) card to discard.

STEP X - INSTANTS:

Instants may be used at any time during a player's turn up until the point where the player begins to draw additional cards (see Step 6 above).

See more under "Card Types" on Page 10 & "Instant Clarification" on Page 11.

STEP Y - AFFIXES:

Affixes may only be applied to Units and Towers that are active. They cannot be applied while a Unit is in training or to a Tower while it is being built or has taken damage. Only one (1) affix of a given type can be applied. Example: you cannot apply two Pack Mules to the same Unit.

Affixes CANNOT be applied to Guardians.

See more under "Card Types" on Page 10 & "Affixed It" on Page 11.

CARDS - IN DETAIL

ANATOMY OF A CARD



CARD TYPE: See “Card Types” on Page 10

TITLE: Name used to refer to the card

LEVEL & ICON: Level (Tower) & Icon correspond to the related game token

SPECIAL BENEFITS: Details specific to the card

PROGRESS/TRAINING/LIFE POOL: Tracking bubbles

ATTACK RANGE: How many hexes away a unit can attack

MOVEMENT RANGE: How many hexes a Unit can move

DAMAGE TYPE & AMOUNT: Sword indicated Physical damage. Damage amount is shown by number of Dice. In this case, 1 die.

CARD TYPES

STRUCTURES: Each player starts the game with all Structures in their possession. Structures need to be built to unlock certain abilities as indicated on their cards. One build, a Structure is permanent and cannot be damaged or removed from play.

UNITS: There are three (3) types of Units: Ground, Mounted, & Seige. Beware, some Units & Towers do extra damage depending on the type of Unit they are attacking.

TOWERS: There are two (2) types of Tower: Wood & Stone. Higher level Wood towers do extra damage to Ground Units. Higher level Stone towers do extra damage to Siege Units. Towers can be upgraded to higher levels of the same type (i.e. wood can only be upgraded to wood).

Towers CANNOT be attacked by Units. However, they can be damaged by certain Instants. A damaged tower must be repaired to max life before it can become active again.

GUARDIANS: Each player starts with one (1) Guardian. Each has a 'Special' which can be used once per deployment.

INSTANTS: Instants may be played at any time during a player's turn. Multiple Instants may be applied at the same time, providing stacked benefits.

AFFIXES: Affixes may be applied at any time during a player's turn. Multiple Affixes may be applied to the same Unit or Tower. However, only one Affix of a given type may be applied.

ADDITIONAL RULES & GUIDELINES

INSTANT CLARIFICATION

DRIFTWOOD, FIELDSTONES, & SPARRING: The Progress applied by these instants can be added to the standard progress roll, or it can be applied on its own. The only requirement is that a build or training token must be available to place on the target card.

PRESENCE: This card adds one (1) die to the roll. This can be added to the standard roll, or an additional die roll can be applied later in play as desired.

NIGHTMARCH: This can be applied to units to allow them to move one (1) space during the same turn as their deployment. It CANNOT be applied to a unit after it has attacked.

AFFIXED IT

When applying an Affix, the Affix card should be tucked under the Unit/Tower card so that the Affix icon is visible. This will save considerable table space.



CORE DECK - CARD COUNT

| CARD TYPE | CARD TITLE | # PER DECK |
|-----------|--------------------------|------------|
| AFFIX | PACK MULE | 4 |
| AFFIX | SHIELD | 4 |
| AFFIX | SMITHWORK | 6 |
| GROUND | SWORDSMAN | 4 |
| GROUND | ARCHER | 4 |
| GUARDIAN | CICLESTONE | 1 |
| GUARDIAN | DEEPSWELL | 1 |
| GUARDIAN | FELLSTOMP | 1 |
| GUARDIAN | FLAMEDROP | 1 |
| INSTANT | SPARRING | 3 |
| INSTANT | DRIFTWOOD | 3 |
| INSTANT | FIELDSTONES | 3 |
| INSTANT | NIGHTMARCH | 2 |
| INSTANT | HIGHGROUND | 2 |
| INSTANT | PRESENCE | 1 |
| INSTANT | EARTHQUAKE | 1 |
| INSTANT | BERSERK | 1 |
| MOUNTED | HORSEMAN | 4 |
| SIEGE | CATAPULT | 2 |
| STRUCTURE | BARRACKS | 2 |
| STRUCTURE | ARMORY | 2 |
| STRUCTURE | STABLES | 2 |
| STRUCTURE | WORKSHOP | 2 |
| TOWER | WOODPILE (WOOD LVL 1) | 3 |
| TOWER | GUARD TOWER (WOOD LVL 2) | 3 |
| TOWER | FORTRESS (WOOD LVL 3) | 2 |
| TOWER | STONEWALL (STONE LVL 1) | 3 |
| TOWER | WATCHTOWER (STONE LVL 2) | 3 |
| TOWER | CASTLE (STONE LVL 3) | 2 |
| | TOTAL | 72 |