

Kingdom Duel Board Game

Kingdom Duel is a game where 2 players face each other to obtain victory. In Kingdom Duel you can build the board as you like because the game is made completely of cards.

There are Hero cards, Ability cards, Field cards and Wall cards, every one of them has an use, and this guide will explain them all.

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1.- Cards:

There are different cards in Kingdom Duel, everyone of them with different ways to use it. In Kingdom duel exists 5 Types of cards.

a.- Hero Cards:

There are 4 kinds of Hero cards in Kingdom Duel:

- The first one is the Guard card, the hero with the most life and the most defensive abilities.
- Then it's the Archer which is the hero that attacks from the distance.
- The third one is the Wizard, this is the elemental magic expert. The wizard can use elements to attack and defend.
- And the last one is the Rogue, He is the thief of the team, it can poison you and steal tokens from you.

b.- Ability Cards:

Every hero in Kingdom Duel has ability cards. This abilities can be use in different ways according to it's effect.

It Exists abilities that can buff your teammates, giving them life and invisibility. There are also abilities that can debuff your enemy, like poison, and abilities that can affect movement, this can block your movement or make you go backwards.

Abilities can be bought with coin tokens that you win everytime you beat an enemy hero or with certain Ability card.

c.- Wall Card:

The Wall is your last defense, in Kingdom Duel is your life. After enemies reach your wall and hit it with 4 successive attacks you lose.

The wall is divided by 4 cards, every card represents your Life Points. So if your LP (Life points) fall, you lose.

d.- Board Cards:

Kingdom Duel is made completely of cards, even the board, this gives the possibility to create your own board, make it bigger or smaller.

There are 24 Board cards, with its respective illustration, they can be organized as you like.

The board is used to move your Heroes through it, this is the only way to reach enemy walls and knock them down.

d.- Life Bar Cards:

These kind of cards are used together with the Life Tokens, They are used to keep track of the Hero LP (Life Points). This means, everytime your Hero is hit, you have to remove a token from this card.

2.- Tokens

In Kingdom Duel there are 3 types of tokens, these were made to make its gameplay easier.

a.- Coin Tokens:

The Coin tokens are the money in Kingdom Duel, these are used to buy abilities that are needed to defeat your enemy.

You can win Coin tokens by defeating hero enemies or by using certain abilities,

b.- Life tokens:

These tokens are used with the Life Bar cards. The only use these tokens have is to keep track of the Hero LP (Life Points).

c.- Time tokens:

Time Tokens are used to keep track of abilities that take turns to end, like Poison ability card, that "Poisons a hero for 2 turns".

You put the quantity of Time Tokens over your hero and begin to remove them every turn it passes until the ability ends.

3.- Rules:

To play Kingdom Duel we need to build the Board First using all the cards that we got. The first part is a preparation phase where we put every card in its place, Hero cards, Board Cards, Ability Cards, Wall Cards and Life Bar Cards.

The order is the following:

- a. - Life Bar Cards: Here you put the Life Tokens according to the hero you got
- b. - Wall Cards:
- c. - Hero Cards: You can organize them as you like,
- d. - Board Game Cards: This represent the terrain you use to move, you can organize it as you like.
- e. - Ability Cards: Before starting to play they are shuffled.

The Ability Cards go next to the Game Board, because these are part of the game but are upside down so you can pick one everytime you buy one.

Every player begins with 5 Coin tokens that can expend buying abilities.

The second part is a Hero Pick Phase. In this phase we pick the 4 Heroes that will join us in the battle. Every Hero has his own skin and level, the level in the hero cards decides who wins the encounters, for example, If a Rogue level 1 face a Rogue level 3, the Rogues level 3 Wins.

To choose which hero cards you will have in your board, the levels of all the heroes must be 11, this means that in my team i can only have, Guard level 4, Rogue level 3, Wizard level 2 and Archer level 2. Their levels added are 11.

After every card is on the Board with the Heroes in its position you can go to the Action phase. In this phase the game starts by picking which player will start first.

In the Action phase the players can choose to move, attack, buy an ability or use it, the only condition in this phase is that if you attack you can't move and viceversa.

If the player decides to move, he can do it in every direction, forward or backward.

If the player decides to attack, he can only do it in the direction of the attack Gem, Attack gems are indicate by red colors, every Hero card has a couple of attack Gems.

If the player decides to buy abilities, he can buy as many abilities as Coin Tokens he has. Every ability costs 1 Coin token.

If the player decides to use an ability, he can use it in the same direction of the Attack Gem, but if the ability is a buff like Cure, you can use it in any direction.

The objective of Kingdom Duel is to destroy the enemy Wall by reaching it and attacking it 4 times.