



# SCENARIO BOOKLET

## INTRODUCTION

**KINGDOM RUSH - A RIFT IN TIME** IS A CAMPAIGN GAME. IN THIS BOOKLET, YOU'LL FIND 10 SCENARIOS OF THE CAMPAIGN. PLEASE READ THE RULEBOOK FIRST AND THEN FOLLOW THE SET-UP FOR THE FIRST SCENARIO. IT IS HIGHLY RECOMMENDED TO PLAY SCENARIOS IN THE RIGHT ORDER BECAUSE EACH SCENARIO INTRODUCES NEW GAMEPLAY ELEMENTS AND TOGETHER THEY TELL A CONTINUING STORY.

A CO-OPERATIVE TOWER DEFENSE GAME  
BY HELANA HOPE, SEN-FOONG LIM, AND JESSEY WRIGHT

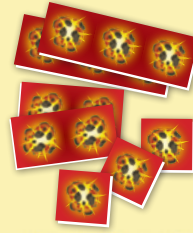
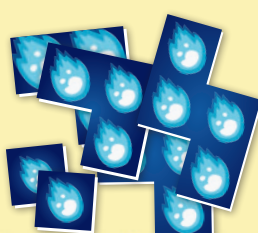


## HEROES AND SPELLS SELECTION

KINGDOM RUSH - A RIFT IN TIME HAS THREE EXPANSIONS. IN EACH OF THEM, YOU CAN FIND NEW HEROES AND SPELLS. YOU ARE ALLOWED TO USE ANY HEROES OR SPELLS YOU WANT IN THIS CAMPAIGN, ALTHOUGH SOME SCENARIOS WILL LIMIT THE LEVEL OF HERO ABILITIES AND LEVELS OF SPELLS YOU MAY USE. PLEASE FOLLOW THE INSTRUCTIONS OF EACH OF THE SCENARIOS.

## GENERAL SET-UP

- 1** SET UP THE TOWER SUPPLY AREA TO THE SIDE OF THE MAIN PLAYING AREA. THE TOWER SUPPLY CONTAINS A STACK FOR EACH LEVEL AND CLASS OF TOWER CARDS. THERE ARE 4 COLUMNS OF STACKS ORGANIZED BY TOWER CLASS AND RANKED ACCORDING TO LEVEL. SOME SCENARIOS DO NOT ALLOW YOU TO USE SOME (OR EVEN ANY) LEVEL 4 TOWERS. IN SUCH A CASE RETURN THEM TO THE BOX. THERE SHOULD BE 4 OF EACH LEVEL 1 TOWER, 3 OF EACH LEVEL 2 TOWER, 2 OF EACH LEVEL 3 TOWER, AND 2 DIFFERENT LEVEL 4 TOWERS.





**2** PLACE THE DAMAGE TILES FOR EACH TOWER CLASS BELOW ITS COLUMN (SEE DIAGRAM ON PREVIOUS PAGE). PLACE ALL THE SOLDIER MEEPLES BELOW THE MILITIA TOWERS STACK.

**3** EACH PLAYER CHOOSES A COLOR AND TAKES THE SET OF TRANSPARENT BUILDING SITE CARDS IN THAT COLOR. YOU ALSO TAKE THE CORRESPONDING PLAYER COLOR MARKER AND PUT IT FRONT OF YOU AS A REMINDER. THE SET UP DIAGRAMS IN EACH SCENARIO WILL SHOW YOU WHERE TO PUT THE BUILDING SITES. UNUSED BUILDING SITES AND COLOR MARKERS SHOULD BE RETURNED TO THE BOX.

**4** EACH PLAYER PICKS A HERO AND TAKES THE HERO BOARD, HERO MINIATURE, AND DAMAGE TILES FOR THAT HERO. RETURN UNUSED HEROES AND THEIR COMPONENTS TO THE BOX. EACH PLAYER TAKES ONE HEART TOKEN AND PLACES IT ON THEIR HERO BOARD MARKING THE



MAXIMUM HEALTH OF THAT HERO.

**5** TAKE YOUR STARTING TOWERS FROM THE TOWER SUPPLY AS INDICATED ON YOUR HERO BOARD. THE NUMBER OF TOWERS YOU RECEIVE DEPENDS ON THE PLAYER COUNT. IN A SOLO GAME, A PLAYER HAS 4 TOWERS. IN A 2-PLAYER GAME, EACH PLAYER HAS 3 TOWERS. IN A 3-PLAYER GAME, EACH PLAYER HAS 2 TOWERS. IN A 4-PLAYER GAME, EACH PLAYER ONLY GETS ONE TOWER.

**6** EACH PLAYER TAKES A HELPER CARD.

**7** NOW CHOOSE THE DIFFICULTY SETTINGS YOU WISH TO USE FOR THIS SCENARIO. THERE ARE FIVE DIFFICULTY LEVELS: 1 STAR, 2 STARS, 3 STARS, HEROIC, AND IRON CHALLENGE\*. WE SUGGEST STARTING FROM 3 STARS AND THEN ADJUSTING THE DIFFICULTY BASED ON YOUR EXPERIENCE IN THE FIRST SCENARIO.

**PLEASE NOTE THAT ON 1 AND 2 STAR DIFFICULTY LEVELS YOUR TEAM GETS EXTRA STARTING RESOURCES IN THE FORM OF ADDITIONAL CRYSTALS AND SPELLS. IF THE SCENARIO DOES NOT ALLOW YOU TO USE SPELLS, YOU DO NOT GAIN ANY EXTRAS.**

\*THE IRON CHALLENGE IS A SPECIAL GAME MODE, WHERE YOU PLAY USING HEROIC DIFFICULTY AND YOU HAVE TO FOLLOW SPECIAL LIMITATIONS THAT ARE SPECIFIC TO EACH OF THE SCENARIOS. YOU'LL FIND AN IRON CHALLENGE DESCRIPTION IN THE SET UP FOR EACH SCENARIO. IF YOU ARE NOT PLAYING IRON CHALLENGE MODE, THEN IGNORE THESE DESCRIPTIONS.

AFTER COMPLETING A SCENARIO YOU CAN USE STICKERS TO TRACK YOUR PROGRESS ON THE KINGDOM MAP. IF YOU COMPLETED IT WITH A STAR DIFFICULTY, PLACE A NUMBER OF STAR STICKERS CORRESPONDING TO THE HIGHEST STAR DIFFICULTY LEVEL YOU COMPLETED THE SCENARIO WITH (1, 2, OR 3) OVER THE LEVEL FLAG. IF YOU COMPLETED A HEROIC OR IRON CHALLENGE, MARK IT WITH THE CORRESPONDING SPECIAL STICKER. SINCE IRON CHALLENGES ARE MORE DIFFICULT VERSIONS OF THE HEROIC DIFFICULTY, IF YOU COMPLETE A SCENARIO'S IRON CHALLENGE YOU CAN ALSO MARK IT AS HAVING COMPLETED IT AT HEROIC DIFFICULTY.



**8** PLACE A NUMBER OF HEART TOKENS CORRESPONDING TO THE CHOSEN DIFFICULTY SETTING ON THE TABLE NEXT TO THE EXIT TILE. THESE REPRESENT THE STRENGTH OF THE KINGDOM. YOU LOSE IF NO HEART TOKENS REMAIN IN THE KINGDOM.

**9** CHOOSE A SCENARIO TO PLAY AND FOLLOW THE SET UP INSTRUCTIONS FOR THAT BASED ON YOUR PLAYER COUNT.

**10** PLACE A NUMBER OF CRYSTALS, AS INDICATED BY THE SETUP DIAGRAM FOR YOUR PLAYER COUNT, NEXT TO THE EXIT TILE, TO FORM YOUR SUPPLY. THESE ARE YOUR STARTING CRYSTALS.

**THE GAME IS LIMITED TO 12 CRYSTALS, SHOULD YOU EVER HAVE ALL 12 CRYSTALS IN YOUR SUPPLY, YOU CANNOT GAIN ANY MORE, UNTIL YOU HAVE SPENT SOME IN PHASE 6.**



# 1 RIFT IN TIME

**IRON CHALLENGE**  
HEROES HAVE ONE LESS MOVE POINT EACH.

STRANGE PORTALS HAVE BEGUN TO APPEAR THROUGHOUT THE KINGDOM. FROM THEM, FOES WE DEFENDED THE KINGDOM AGAINST IN THE PAST ARE ARRIVING AT OUR BORDERS. THESE OLD ENEMIES HAVE RALLIED THE LOCAL GOBLIN TRIBES TO ONCE AGAIN ATTACK THE KINGDOM. THEY ARE JOINED BY CREATURES THAT WE HAVE NEVER SEEN BEFORE! YOU MUST SQUASH THIS THREAT AND CLOSE THOSE PORTALS BEFORE WE ARE ONCE AGAIN AT WAR!

## HEROES

HEROES DO NOT HAVE ANY ABILITIES IN THIS SCENARIO. RETURN ALL ABILITY TILES TO THE BOX. DO NOT USE LILITH.

## SPELLS

DO NOT USE SPELLS IN THIS SCENARIO.

## TOWERS

LEVEL 4 TOWERS ARE NOT USED IN THIS SCENARIO.

## HORDES

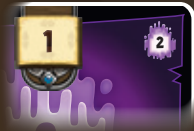
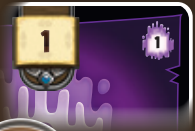
ALL HORDES HAVE A NUMBER ON THE BACK IN THE BOTTOM LEFT CORNER. THIS INDICATES THE WAVE THEY BELONG TO. SELECT 3 GREEN HORDE CARDS FROM THE WAVE 0 SET, AND 4 YELLOW AND 4 RED FROM THE WAVE 1 SET. IF THERE ARE EVER MORE HORDES IN THE GAME BOX THAN YOU NEED OF A SPECIFIC COLOR FROM A SPECIFIC WAVE, SELECT THE NUMBER YOU NEED RANDOMLY.



WAVE 0	WAVE 1
3x GREEN	4x YELLOW
	4x RED

## PORTALS

THIS SECTION TELLS YOU WHICH PORTAL CARDS, IF ANY, ARE NEEDED FOR SET UP. PORTAL CARDS HAVE TWO NUMBERS ON THE BACK, WHEREAS HORDE CARDS ONLY HAVE WAVE ICONS. THE FIRST (A) CORRESPONDS TO THE SCENARIO NUMBER THE PORTAL IS USED IN, AND THE SECOND (B) IS USED IN THE SET UP DIAGRAM. FOR THIS SCENARIO YOU NEED PORTALS:



## PATH TILES

THIS SECTION TELLS YOU WHAT PATH TILES ARE USED TO MAKE THE MAP AND WHICH SIDE. PATH TILES HAVE A NUMBER AND ONE SIDE IS SIDE A, THE OTHER SIDE B. THE SMALLEST MAP TILES HAVE A NUMBER AND THEY ARE MARKED WITH THE LETTER G ON ONE SIDE AND THE LETTER P ON THE OTHER SIDE. IN SCENARIO 1 YOU NEED TILES A11, G3, A2, AND A9, AS SHOWN HERE.



## SPAWN STACKS

TO PREPARE THE SPAWN STACKS TAKE OUT THE NUMBERED SPAWN TOKEN SHOWN IN THE DIAGRAM UNDER MAP SETUP, AND PLACE THEM ON THE TABLE IN THE GROUPS SHOWN. IN THIS CASE; SPAWN 1 AND SPAWN 2 WILL BOTH BE ASSIGNED TO THE SAME STACK OF HORDE CARDS.

THEN, USING SOME OF THE HORDE AND PORTAL CARDS YOU HAVE COLLECTED FROM THE BOX, CREATE THE SPAWN STACK ACCORDING TO THE DIAGRAM HERE. HORDE CARDS SHOULD BE STACKED SO THAT THE GRAPHIC SHOWING ENEMIES ON IT IS FACING DOWN. WHEN CREATING STACKS, IF THERE ARE MULTIPLE HORDES OF THE SAME WAVE AND COLOR, MIX THEM TOGETHER AND PUT THEM RANDOMLY INTO THE STACKS.



## SPECIAL MECHANISMS

EACH SCENARIO THAT INTRODUCES NEW ENEMIES OR RULES WILL SUMMARIZE THOSE IN A SECTION LIKE THIS. THESE SECTIONS ARE JUST QUICK SUMMARIES OF THE RELEVANT RULES. IF YOU HAVE QUESTIONS CONSULT THE APPENDIX OF THE MAIN RULEBOOK.



IF A HORDE WITH A BIG ENEMY REACHES THE KINGDOM, BY CROSSING THE EXIT, THE KINGDOM LOSES 4 HEARTS IF AT LEAST ONE PART OF THE BIG ENEMY IS NOT COVERED.



BEFORE MOVING A HORDE WITH SPEED ICONS, IF ANY OF ITS SPEED ICONS ARE SHOWING, IT WILL MOVE TWICE.



HEROES AND SOLDIERS CANNOT BE PLACED ON TOP OF DEADLY ENEMIES.



# MAP SETUP

- 1 USE THE PATH TILES YOU HAVE GATHERED TO BUILD THE MAP AS SHOWN IN THE ILLUSTRATIONS FOR EACH PLAYER COUNT.
- 2 PLACE THE SPAWN TOKENS WHERE INDICATED.
- 3 BESIDE EACH SPAWN TOKEN PUT THE ASSIGNED HORDE STACK YOU CREATED AS SHOWN BELOW.
- 4 PLACE THE EXIT TILE WHERE SHOWN.



## SPAWNING RULE

WHEN IT IS TIME TO SPAWN HORDES FROM SPAWN STACKS, YOU WILL DRAW 1 HORDE CARD FROM EACH SPAWN STACK FOR EACH SPAWN TOKEN ASSIGNED TO THAT STACK. SO, AS IN THIS SCENARIO, IF THERE ARE 2 SPAWN TOKENS ASSIGNED TO THE SAME STACK IT WILL SPAWN 2 HORDE CARDS A ROUND.

THE SECTION WITH THE PLAYER COUNT IN IT SHOWS A SUMMARY OF HOW MANY CRYSTALS AND SPELLS THE TEAM STARTS WITH, AND HOW MANY SPECIAL ABILITIES EACH HERO MAY CHOOSE TO HAVE.

- 5 PUT THE REMAINING HORDE CARDS INTO TRAYS WITH THE ENEMY GRAPHICS FACE UP AND PLACE THEM ON THE PATH IN THE SPACES INDICATED ON THE DIAGRAM. ORIENT THEM SO THAT THE PURPLE LINE ON THE HORDE CARD EDGE IS PARALLEL TO THE EXIT.
- 6 PLACE BUILDING SITES FOR EACH PLAYER COLOR AS SHOWN. ONCE THE BUILDING SITES ARE PLACED, YOU ARE READY TO PLAY!

**1 PLAYER:**

- 8x
- 0x SPELL TILES
- 0x SPECIAL ABILITIES

**2 PLAYERS:**

- 3x
- 0x SPELL TILES
- 0x SPECIAL ABILITIES

**3 PLAYERS:**

- 0x
- 0x SPELL TILES
- 0x SPECIAL ABILITIES

**4 PLAYERS:**

- 1x
- 0x SPELL TILES
- 0x SPECIAL ABILITIES