

Land of Medievals

INSTRUCTION MANUAL



INITIAL SETUP

SHUFFLE AND PLACE ARMY CARDS, CREATURES, IMPROVEMENTS, KINGS AND ENCOUNTERS IN FOUR DIFFERENT DECKS. ARMY, IMPROVEMENTS, ENCOUNTERS AND CREATURE DECKS MUST BE FACE DOWN ON THE TABLE OR BOARD. EACH PLAYER STARTS WITH 1 KING CARD, 3 ARMY CARDS AND 1 RANDOM IMPROVEMENT CARD. EACH PLAYER CHOOSES A CASTLE AND PLACES THERE HIS KING, THE OTHER PLAYER'S CARDS REMAIN IN THE CASTLE RESERVE. LEAVE 10 DICE WITHIN REACH OF THE PLAYERS.

TURN

THE YOUNGEST PLAYER OR WITH LESS EXPERIENCE IN THE GAME STARTS AND DECIDE THE TURN DIRECTION. EACH TURN THE PLAYER DECIDES WHETHER TO EXPLORE THE OUTSIDE WITH THEIR TROOPS IN SEARCH OF ENCOUNTERS, MOVE YOUR TROOPS OR TRY TO CONQUER AN ENEMY CASTLE. YOU CAN ALSO PASS THE TURN BY PAYING A UNIT OF YOUR ARMY.



SUMMARY OF POSSIBLE ACTIONS (1 ACTION PER TURN)

- [x] MOVE CASTLE UNITS TO THE OUTSIDE AND VICE VERSA
- [x] HOLD A ENCOUNTER
- [x] SIEGE ENEMY CASTLE
- [x] PASS TURN



EXPLORING THE OUTSIDE

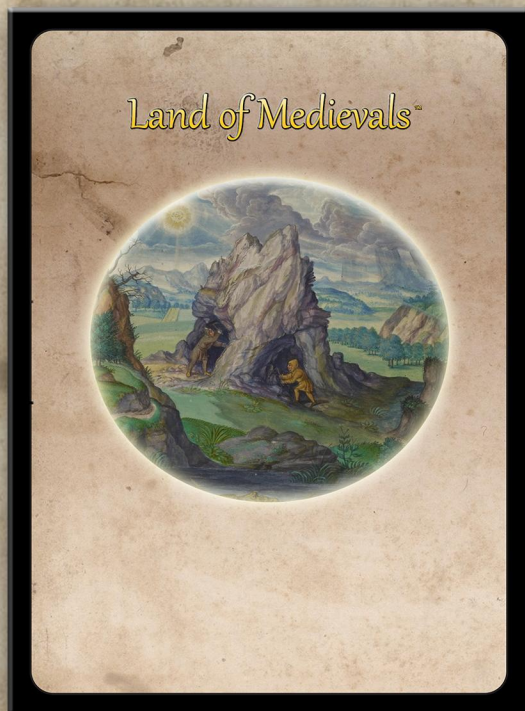
IF YOU DECIDE TO EXPLORE THE OUTSIDE IN SEARCH OF ENCOUNTERS, YOU MUST CHOOSE WHICH UNITS OF YOUR ARMY YOU GET ABROAD AND WHICH ONES YOU LEAVE IN THE RESERVE OF YOUR CASTLE.
 STACK THE CARDS THAT YOU WANT TO RESERVE IN THE CASTLE AND HOLD THE REST IN YOUR HAND.
 TO RETURN YOUR TROOPS FROM THE OUTSIDE TO THE CASTLE AND VICE VERSA YOU MUST SPEND A TURN, YOU CAN MOVE THE AMOUNT OF UNITS THAT YOU WANT.



ENCOUNTERS

ONCE OUTSIDE, YOU CAN STEAL A ENCOUNTER CARD FROM THE DECK AND PERFORM IT ON YOUR TURN.
 THE ENCOUNTERS OFFER COMBAT AGAINST CREATURES, REWARDS OR IMPROVEMENT CARDS, ARMY UNITS AND DIFFERENT SITUATIONS MORE OR LESS FAVORABLE TO THE PLAYER.
 ONCE THE MATCH BEGINS, YOU CAN NOT PASS THE TURN UNLESS INDICATED BY THE CARD.
 TRY TO MAKE AS MANY MATCHES AS POSSIBLE BEFORE ENTERING INTO COMBAT AGAINST ANOTHER PLAYER.

ENCOUNTER CARDS





COMBAT AGAINST CREATURES

ONCE YOU ARE OUTSIDE AND THERE IS AN ENCOUNTER AGAINST CREATURES, THE COMBAT BEGINS:

YOU MUST ADD THE TOTAL POINTS OF YOUR UNITS ABROAD TO KNOW HOW MANY DICE TO THROW.
YOU MUST SUBTRACT THE POINTS THAT INDICATE THE ENEMY CREATURES OF YOUR NUMBER OF DICE IN THAT ROLL OF COMBAT.
(EG -2 DICE = SUBTRACT 2 DICE FROM YOUR ROLL)

YOU DECIDE WHICH CREATURE YOU WANT TO ATTACK FIRST, NEEDING AS MANY HITS AS LIFE HIT POINTS
HAVE THAT CREATURE TO DEFEAT IT AND ATTACK THE NEXT.

YOU LOSE A POINT OF LIFE FOR EACH ROLL IN WHICH THERE ARE STILL CREATURES ALIVE
OR THAT YOU FAIL (0 HITS), BUT YOU CHOOSE THE UNIT THAT RECEIVES THE DAMAGES:
IF THE UNIT REACHES ZERO LIFE POINTS IT IS CONSIDERED WOUND AND RETURNS TO THE CASTLE RESERVE.

YOU CAN RE-ROLL THE COMBAT DICE WHILE THERE ARE STILL CREATURES OR UNITS IN THE SAME ENCOUNTER.

AFTER DEFEATING A CREATURE YOU GET A RANDOM UPGRADE CARD.

IF YOU ELIMINATE TWO CREATURES IN THE SAME ENCOUNTER YOU WIN AN ARMY CARD INSTEAD OF IMPROVEMENT.

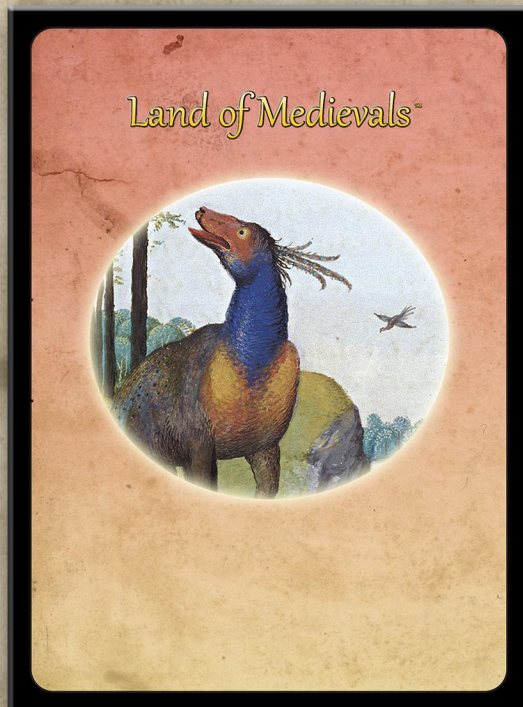
RETURN TO THE DECK ANY CREATURE CARDS THAT YOU HAVE DEFEATED.

PASS THE TURN WHEN YOU COMPLETE OR END THE ENCOUNTER.

IF A PLAYER CAN NOT ROLL DICE DUE TO THE SUBTRACTION OF THE COMBAT ALL HIS UNITS ABROAD
FLEE TO THE CASTLE RESERVE.

THE CREATURES THAT REMAIN OUTSIDE AFTER RETIRING OR DYING PASS TO THE DECK OF CREATURES.
HITS ARE CONSIDERED NUMBERS 5 AND 6 OF THE DICE (1,2,3 AND 4 ARE FAILURE)

CREATURE CARDS





COMBAT BETWEEN PLAYERS

YOU CAN ATTACK THE CASTLE OF A PLAYER WITH ALL THE TROOPS THAT YOU HAVE IN THE OUTSIDE SPENDING A TURN.

BEFORE THE COMBAT BEGINS THE PLAYERS SHOW THEIR CARDS OF ARMY.

BOTH PLAYERS INVOLVED IN A BATTLE MUST ADD UP THE TOTAL POINTS OF THEIR UNITS TO KNOW HOW MANY DICE TO THROW.

THE ATTACKING PLAYER DECIDES WHICH OPPOSING UNIT TO ATTACK FIRST, NEEDING AS MANY HITS AS POINTS THE OPPONENT HAS TO KILL IT;

ONCE THE DICES ARE THROWN THE TURN OF THE BATTLE GOES TO THE OPPOSITE PLAYER WHO DECIDES TO WHICH UNIT HE WANTS TO COUNTERATTACK.

THE UNITS ARE ELIMINATED IN EACH COMBAT TURN ONCE THE DICES FROM BOTH PLAYERS HAVE BEEN THROWN,

THEN THE DAMAGES ARE APPLIED AND THE UNITS THAT HAD DIED ARE REMOVED.

A UNIT DIES IF HITS EXCEEDS OR EQUALS THE TOTAL POINTS OF THE UNIT, RETURNING TO THE ARMY DECK.

THE COMBAT CONTINUES AS LONG AS THERE REMAIN UNITS ON THE OUTSIDE OF BOTH PLAYERS OR UNTIL ONE IS SURRENDERED

IN HIS TURN OF THE COMBAT. TO SURRENDER, YOU MUST REMOVE ALL YOUR UNITS FROM THE OUTSIDE TO YOUR CASTLE, IF YOU DO NOT HAVE A CASTLE YOU WILL NOT BE ABLE TO WITHDRAW FROM THE BATTLE.

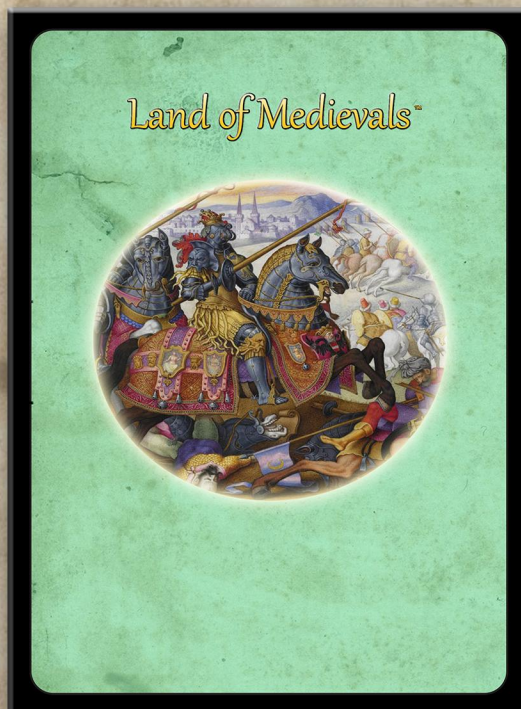
THE PLAYER WHO ELIMINATES ALL UNITS OF THE OPPONENT OR GETS HIS ENEMY TO RETREAT GETS AN ARMY CARD AFTER WINNING THE COMBAT.

UNITS DEFEATED IN COMBAT PASS TO THE DECK OF ARMY CARDS.

ONLY 2 PLAYERS CAN BATTLE EACH OTHER.

HITS ARE CONSIDERED NUMBERS 5 AND 6 OF THE DICE (1,2,3 AND 4 ARE FAILURE)

ARMY CARDS





CONQUERING A CASTLE

THE PLAYER WHO ATTACKS AN OPPOSING CASTLE MUST SPEND A TURN ATTACKING WHILE BEING OUTSIDE. TO CONQUER THE CASTLE HE MUST ELIMINATE ALL THE UNITS OF THE OPPOSITE INCLUDING THE KING, OR THE OWNER OF THE CASTLE CAN RUN TO THE OUTSIDE AT HIS TURN OF COMBAT, REMOVING TO THE OUTSIDE ALL THE INVOLVED UNITS. THE FIGHT CONTINUES WHILE THERE ARE STILL ALIVE UNITS OF BOTH PLAYERS OR UNTIL ONE RETIRES.

THE KING CAN ONLY JOIN A SIEGE COMBAT AFTER ALL THEIR ARMY UNITS HAVE BEEN DEFEATED, IN CASE OF A DRAW THE TWO FACTION KINGS INVOLVED IN THE SIEGE SHOULD FIGHT EACH OTHER AT SUDDEN DEATH.

A KING CAN LEAVE HIS CASTLE ONLY AFTER A SIEGE AND WHEN ALL THEIR ARMY UNITS ARE DIED OR IF THEY RUN TO THE OUTSIDE, AFTER THAT THE KING CAN SIEGE ENEMY CASTLES OR MAKE ENCOUNTERS TO EARN CARDS.

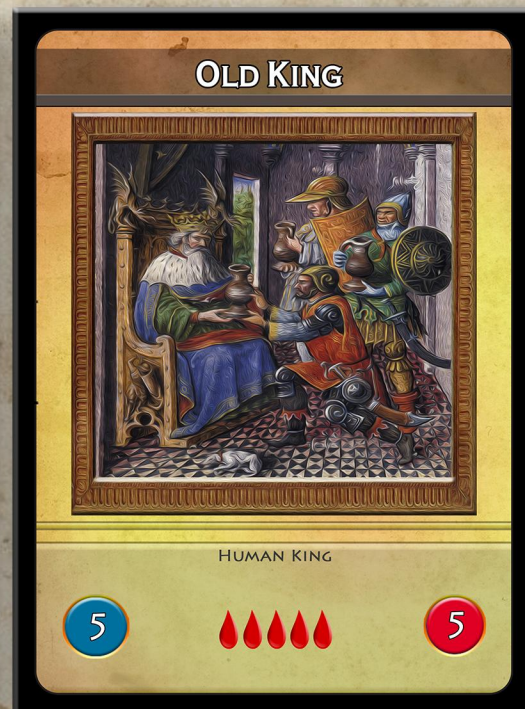
IF THE KING FAILS A CREATURE COMBAT AND LOSE ALL HIS HEALTH POINTS HE WILL BE DEAD IF HIS FACTION DOESN'T OWN A CASTLE (FOR EXAMPLE IN A 2-3 PLAYER GAME HE COULD GO BACK TO THE CASTLE RESERVE IF THE SAME FACTION OWNS ONE OF THE CASTLES WITH AT LEAST 4 ARMY UNITS ON IT, BUT HE CANNOT LEAVE THE CASTLE AGAIN UNTIL ANOTHER SIEGE STARTS AGAINST HIM)

WHEN CONQUERING A CASTLE, THE PLAYER EARN 2 ARMY CARDS AND 1 IMPROVEMENT CARD.

WHEN A UNIT IS ELIMINATED IN A SIEGE IT GOES DIRECTLY TO THE ARMY DECK.

IN A GAME OF 2 OR 3 PLAYERS, ANYONE CAN CONQUER THE FREE CASTLES BY SPENDING A TURN IF HE IS OUTSIDE, BUT CAN ONLY HAVE ONE KING AND MUST LEAVE AT LEAST 4 UNITS FROM THE OUTSIDE IN RESERVE IN THE NEW CASTLE.

KING CARDS



IMPROVEMENT CARDS

THESE CARDS HAVE UNIQUE ACTIONS AND SPELLS THAT WILL HELP YOU WIN THE BATTLE.

YOU CAN EXCHANGE 4 IMPROVEMENT CARDS FOR AN ARMY UNIT AT ANY TIME OF YOUR TURN.

UPGRADE CARDS MAY ONLY BE USED ONCE, AFTER USE THEY RETURN TO THE DECK.



WINNING THE GAME

IN A 4 PLAYER GAME IF A PLAYER CONQUERS 1 CASTLE AND HOLD HIS OWN CASTLE AND THE CONQUERED ONE FOR A TURN HE WINS THE GAME.

IF A PLAYER KILL 4 DRAGONS HE WINS THE GAME.

IN A 4 PLAYER GAME IF ALL UNITS FROM TWO PLAYERS DIE THE GAME ENDS, AND THE PLAYER WITH MORE POINTS ON HIS ARMY CARDS WINS.

IN CASE OF DRAW, A BATTLE IS CARRIED OUT ON THE OUTSIDE WITH ALL THE TROOPS OF BOTH PLAYERS EXCEPT THE KINGS WHO WILL GUARD THE CASTLE FOR THE WINNING FACTION.

IN A GAME OF 2 PLAYERS WINS THE PLAYER WHO ELIMINATES ALL THE UNITS OF THE OPPONENT OR WHO CONQUERS 3 CASTLES.

