

# PAPER TALES

A game by **Masato Uesugi** - illustrated by **Christine Alcouffe**

## SOLO MODE ARMY OF THE LICH KING

Cards dedicated to this solo mode feature a  icon.

In this mode, one single **Monarch** faces the powerful **Lich King** and his minions, awakened by human occult researchs. You can play this mode **with or without expansions**. If you choose to include some, you can indistinctly use one and/or the other.

### COMPONENTS

20 Necropolis cards



4 Lich King cards



1 Solo Aid card



## ANATOMY OF A NECROPOLIS CARD

- 1 Immediate gain:** the Lich King earns these Legend points once, whatever happens.
- 2 Quest bonus:** the Lich King can earn these LP each turn, every time that he meets the indicated requirement.
- 3 Strength:** military values of the Lich King's Black and Purple armies.
- 4 Turn icon:** turn on which the card earns the Lich King its immediate gain.



## GOAL OF THE GAME

Your goal is to end the game with **more Legend points than the Lich King**.

## SETUP

Place the **scoretrack** on the table **a**.

Form the **pools** with Gold and Age tokens **b** and take **3 Gold c** from the Gold pool.

Choose a **color** and take the corresponding Player's Aid card **d** and score pawn. Take the Solo Aid card **e** and choose a **second token of a different color** for representing the **score of the Lich King**. Place both score pawns on the Scoretrack's starting spot **f**.

Take your **available Buildings g**, as for a multiplayer game, depending on which expansions you are using or not.

Form the **draw pile with all Unit cards h**, depending on which expansions you are using or not.

Sort out the **Necropolis cards into 5 distinct piles**, by grouping cards with an identical back. Shuffle each pile and randomly draw one card from each, without looking at it. Display these 5 cards facedown in a line below the scoretrack, in the following order: 1-2-3-4-E **i**

Reveal the **first card** from this Necropolis cards line and put the Time pawn on it **j**, instead of using the turn track area on the scoretrack board.

## LICH KING CARDS

You can **raise the difficulty** of the solo mode by adding from **1 to 4 Lich King cards**. The more of these cards you play with, the harder the Lich King will be to defeat.

Select or randomly draw the cards that you want to include, and display them face up in sight. They provide the Lich King with the additional indicated abilities, **for the duration of the game**.



# GAMEFLOW

A game still plays in **4 turns**. During each one, you go through the **6 phases**, as usual:

- |  |                       |   |                        |
|--|-----------------------|---|------------------------|
|  | <b>1. RECRUITMENT</b> |  | <b>4. INCOME</b>       |
|  | <b>2. DEPLOYMENT</b>  |  | <b>5. CONSTRUCTION</b> |
|  | <b>3. WARS</b>        |  | <b>6. AGING</b>        |

The phases play like in a multiplayer game **except for the Recruitment and Wars phases**, which are **modified**.

Facing you, **the Lich King does not deploy Units, nor constructs any Buildings**. He earns Legend Points **through his Necropolis cards**.



## RECRUITMENT

SELECT YOUR UNITS. ALL UNSELECTED CARDS GO INTO NETHERWORLD.

### Netherworld

Cards **that you do not recruit** for your Kingdom go **into a new Netherworld pile**, distinct from both the draw and discard piles. At the end of the Recruitment phase, these cards give the Lich King opportunities to earn **the Quest bonuses of his Necropolis cards**.

### Units selection process

Take **5 Unit cards** from the draw pile, **keep one** of your choice and place **the 4 remaining cards into Netherworld**. Take **4 new Unit cards** from the draw pile, **keep one** of your choice and place **the 3 remaining ones into Netherworld**. Take **3 cards** from the draw pile, **keep one** of your choice and place **the 2 remaining ones into Netherworld**.

Now, **shuffle the 9 cards currently in Netherworld**, without looking at them.

**Take the 2 top cards from that pile**. Choose one to keep and put the other back at the bottom of the pile. **Take one last card from Netherworld** and keep it.

Christine already kept Colossus first, then Woodcutter earlier this phase. She draws 3 cards and now keeps Time Master. Unchosen Adventurer and Miner join the Netherworld pile.



She then shuffles the Netherworld pile facedown and draws two cards from it, as her 4<sup>th</sup> and 5<sup>th</sup> cards have to be picked from Netherworld.

## LICH KING'S GAINS

At the end of Recruitment phase, **once you have recruited 5 Unit cards** for your Kingdom, the Lich King scores Legend points **through his Necropolis cards**. These cards earn him both an **Immediate gain AND Quest bonuses**.

**Immediate gain:** The Lich King scores the Legend Points indicated on the top-left area of current turn's Necropolis card, on which the Time pawn currently is.

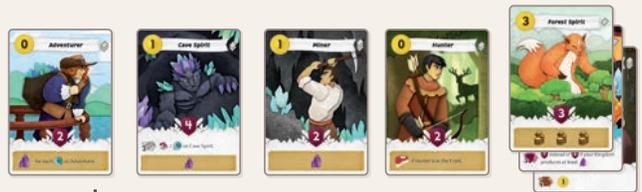
**Quest bonuses:** for each already revealed **Necropolis card**, check among the 7 cards left in **Netherworld** how many fulfill the Quest bonus requirement stated on the Necropolis. For each card fulfilling it, the Lich King scores the indicated Quest bonus. So, the more the game progresses, the more of those bonuses the Lich King has a chance to trigger.

When checking Quest bonuses triggering, **Units always have the unmodified strength indicated inside their shield**, and **any specific condition linked to the production of a resource is always considered as met**.

Example: in Netherworld, Manticore has a strength of 2 and Adventurer produces Ore.

When resolving Lich King's scoring on turn 2, he immediately earns 1LP for current Necropolis. Then he also earns his Quest bonuses based on what is in Netherworld. First revealed Necropolis' bonus earns him 1LP (1 x 1LP). Second Necropolis' bonus earns him 6LP (3 x 2LP).

So, Lich King's score progresses of 8LP in total (1 for Immediate gain + 7 for Quest bonuses) during that phase.



Once the Lich King has earned his Legend points, **all cards in Netherworld are placed into the discard pile**, then Recruitment phase ends.

**Note:** At any time during Recruitment phase, you are allowed to peek at cards currently in the Netherworld and discard piles.



## WARS

YOU WAGE A WAR AGAINST EACH OF THE TWO LICH KING ARMIES (♣ and ♠), IN ORDER TO EARN LEGEND POINTS.

## END OF TURN

Move the Time pawn forward onto the next Necropolis card, then start a new turn.

## END OF GAME

At the end of turn 4, when you move the Time pawn onto the last Necropolis card, the game ends. You earn the Legend points awarded for the Buildings you constructed in your Kingdom. **The Lich King scores the Immediate gain indicated on his last (E) Necropolis card.** You win the game if you total more Legend points than him. In case of a tie, the Lich King is the winner.

Reveal the next Necropolis card in the line without advancing the Time pawn.

For this turn, Black army's strength is obtained by adding the value indicated inside the black shield ♣ on current turn's Necropolis card (on which the Time pawn is) to the value indicated inside the black shield ♣ on next turn's Necropolis card (that you just revealed).

Purple army's strength is obtained the same way, by cumulating the values indicated inside the purple shields ♠ on these two cards.

Christine is in the 2<sup>nd</sup> turn of the game, during Wars phase. She reveals the 3<sup>rd</sup> Necropolis card and calculates the strength of Black and Purple armies. Black army totals 6 (2+4), Purple army totals 8 (3+5).

You calculate the strength of your own Kingdom according to normal rules, then you wage **one War against each army of the Lich King**. You earn 3 Legend points for each War won, as normal.

The Lich King earns **1 Legend point for each of his armies that wins its War** against your Kingdom.

In case of a tie on a War, both your Kingdom and the opposing army win that War.

## LEGENDARY ARTIFACTS

(WHAT FORGES LEGENDS)

For calculating Lich King's Quest bonuses, check the abilities on the **Legendary Artifacts** that are in **Netherworld**, exactly as you do for Unit cards.

Legendary Artifacts that you have in play in your Kingdom earn you their Legend points at the end of the game, as in a multiplayer game.



With Forest Spirit and Golem in the Front, Christine's Kingdom has a strength of 6. She wins only one War, tied with Black army, so she scores 3 Legend points. As the Lich King wins both Wars, he scores 2 Legend Points (1 for each War).

