



General Rules

Objective

Control the designated amount of Provinces on your field of play. This number is dependent on the number of players

Initial Setup

- Each player is dealt three playing cards
- The remaining cards are placed face-down in a central location
- The first player to shout out a random comment followed by saying they go first, goes first. For example, "It's Monday, I go first!" or "I can do 10 push-ups, I go first!" or "I rule my Kingdom with an iron fist, I go first!"

Gameplay

- To begin a turn, a player draws two cards from the deck
- A turn consists of up to two actions
- A player's turn is over after they use two actions. However, they can terminate their turn without playing any cards, or only playing one card. Players may only have 5 cards in their hand when their turn is over. Additional cards must be discarded following the end of the turn.
- An action is defined as:
 - 1) Banking a soldier card into your treasury. That card is designated as gold for the remainder of the game.
 - 2) Activating a soldier card, paid for with its weight in gold from the treasury in exact amount per lay, and placing it in your army.
 - 3) Attacking an opponent with your soldiers. Each soldier can only attack once per turn.
 - 4) Attaching a power-up to an activated soldier for upgraded power.
 - 5) Combining two soldiers together for upgraded power; the value of the combined soldier is the sum of the two.
 - The maximum combination includes two soldiers and one upgrade of each level.
 - 6) Detaching soldiers from each other.
 - 7) Playing an ability card
 - 8) Laying a Province card.
- There are a few cards that do not count as actions, and can be played out-of-turn. These are called Reaction Ability cards
 - 1) Royal Guard: Used to negate an opponent's attack or ability.
 - 2) Monk: Revive any soldier at the time of death. Can be played by any player to resurrect any killed soldier in- or out-of-turn. The first person to lay a Monk card takes possession of the soldier.
 - 3) Reaper: Played when your Kingdom is targeted for an attack. Negates the attack, and kills the attacking soldier.
- Players are only allowed to keep one Province card in their hand between turns. If a player's hand consists of more than one Province card, a Province card must be played as one of the two actions. If a Province card is obtained as part of the player's second action, they are permitted to keep it until their next turn. Players may only lay one Province card per turn.

Controlling Provinces

- There are two levels of defense for Provinces in your field of play: your army and treasury.
- The first level of defense is your army. Opponents must attack your army, consisting of peasants and soldiers, before they can access your treasury or Provinces.

- The second level of defense is your treasury. After your army has been defeated and cleared from the field of play, or if you do not have an army, attacks are covered by your treasury. You must pay the attacking Kingdom in gold from your treasury in an amount that is AT LEAST the amount they are attacking you with. No change is given.
 - For example, if you are attacked by a level-6 Viceroy, but only have an 8 gold in the treasury, you are required to pay the 8 gold without receiving any gold back.
 - If you cannot cover the amount of the attack, you lose all of your gold *and* a Province to the attacking player, if you have a Province on the field of play. The gold is sent to the attacking player's treasury, and the Province goes directly into the attacking player's field of play.
- If you control Provinces on your field of play, but no soldiers or treasury, then you will lose one Province to the attacking player for each attack. The Province is sent directly to the attacking player's field of play.
- If you do not have an army, treasury, or Provinces, you cannot be attacked. Otherwise known as the Marvin-Graham Peace Treaty of 2014.

Winning the Game

- The game is won when a player possesses the necessary number of Provinces in their field of play:
 - 2 Players:** 5 Provinces
 - 3 Players:** 4 Provinces
 - 4 Players:** 3 Provinces