

Pieces:

Level1 - Soldier

Level2 - Knights

Level3 - Judges

Level4 - Sovereign

If you want an abstract highly competitive mental challenge of a game, with the added bonus of upgrading and summoning new units to the board, this is your game!

Setup:

To begin with, each player chooses either black or white as their colour, and the player who will move first is chosen by highest dice roll. Players should set up 6 Soldiers, along the first row, on their side of the board, then, the game can begin.

Rules:

One Soldier can be selected to use per turn and each one has one "action" per turn that can be used to do a number of things, (unlike Knight which have two, Judges three, Sovereign four, which we will come to later).

Each unit has three potential options they can use action; Move, Build or Attack. As for moving, the L1 pieces can move one tile in any direction. If there is an adjacent friendly wall (which we will come to) they can jump onto it using up their action. If there is an adjacent enemy wall they can attack it, reducing the level of the wall with each attack.

The next thing you can do with your unit is to place a wall. A Soldier can place a wall of their own colour on any adjacent free tile that leaves at least one tile gap from any enemy walls (excluding the edge of the board which also count as walls), using up their action, and if they are L1 (Soldier), their whole turn (since Soldier only have 1 action per turn when selected).

Cities:

When an enclosed area has been created out of friendly wall tiles at least one high (the sides of the board count as a wall for any player) and is closed on all sides, a city is created.

When a city is created, the player can use their whole turn to summon an L1 (Soldier) into any empty tiles within the walls of the city. (There is no limit to the amount of Soldier's that can be summoned at one time using your turn, the bigger the city the better!)

In order for more Soldier's to be summoned, one or more Soldier already summoned in the city need to be moved out (over the wall) to create space before more can be summoned, on your turn (keep in mind only one can be moved out of the city per turn, it might be better to merge first!).

Should you wish to expand your city or move some walls around, you can do the reverse of placing a wall, by using a turn to remove a wall tile with a Soldier's turn on an adjacent tile to the wall to be removed.

It is also important to note that you can stack wall tiles on top of each other to create stronger defenses.

When attacking enemy walls, you must be adjacent to them. Please note that enemy walls cannot be climbed, to get past them you must move around them if possible or break them down. You can attack an enemy who is on top of their wall from an adjacent tile, but cannot climb it yourself. You can attack a multilevel wall when adjacent to it, and a piece is removed from the wall per action/attack. When taking out a 1 high wall, your unit stays in place of attack, until the next turn when you can move forward into the cleared space. If an enemy is on top of a wall tile, they must be killed or move before the wall can be attacked.

For deconstructing your own walls, which is the opposite of placing a wall, you take up an action and must be adjacent to the tile, should you wish to strategically move your walls on the board.

To get past your own city walls, you can hop on to them, then hop down out of the city with the next available action.

Knights:

Knights can be created by merging two Soldiers. This is done by using a whole turn, replacing two adjacent Soldiers (merging them) and replacing them with a Knight that can go on either of the two spots where the Soldiers previously were. This pattern follows for creating up to an L4 (Sovereign), by using two adjacent units of the previous level and replacing them with the higher unit.

Knights have the special ability that they have two actions per turn. This means that once you have selected the Knight you would like to use for your turn, it can do two things (actions), be it; move two spaces, place two wall tiles on adjacent tiles, attack two enemies or do a combination of these things. Keep in mind that when you have selected your Knight for your turn, the two actions only apply to that unit/piece that you have selected and cannot be transferred to another piece for the remaining turn.

Merging to create a higher level unit takes up a whole turn!

Judges:

Merge two Knights to create a Judge. Judges have a maximum of 3 actions for the selected piece for a turn, the actions are not transferable to other pieces once the unit has been selected as the active piece for the turn.

Sovereign:

Merge two Judges to create a Sovereign. Sovereign have a maximum of 4 actions for selected piece for a turn, the actions are not transferable to other pieces once the Sovereign has been selected as the active piece for the turn.

Attacking:

At last we come to it, the objective. The goal of the game is to eliminate all enemy pieces, and break open any cities so they cannot summon more Soldier's.

Destroying an enemy unit is done by using an action to choose an adjacent enemy piece on tile away, to kill on your turn.

Merging/Upgrading:

When merging two units to create a higher tier unit, the merge takes up the entire turn.

Thanks for reading, we hope you enjoy the game! If you have any questions be sure to visit our instagram page [@Vocareofficial](#) where we are regularly active to answer questions.

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