

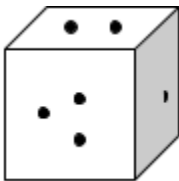
Game Objective

The player(s) who owns the crown and *70 victory points win the game, and the game ends immediately. The player(s) can only win during his/her/their turn.

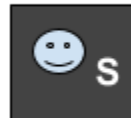
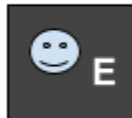
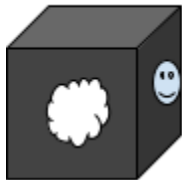
*For a two-person game or a team match (check *Advance Mode for team play), 50 victory points

Game Materials

- 2 dice (1 white, 1 black)



Move the hero (and dragon if applicable)



Rock indicates blocking the tunnel.
Dragon's face with direction indicates the way in which the dragon should move.

- 4 heroes & Hero cards(4개 작게 일렬로 일러스트[사진 작게 올려볼혀도 좋을듯], Hero card= 버프있는 장수카드)
- 27 generals & General cards (몇개만 작게 일렬로 일러스트[사진 작게 올려볼혀도 좋을듯])
- 1 dragon & 4 Dragon cards (일러스트[사진 작게 올려볼혀도 좋을듯])
- 1 crown (일러스트[사진 작게 올려볼혀도 좋을듯])
- 12 castles & Castle cards (몇개만 작게 일렬로 일러스트[사진 작게 올려볼혀도 좋을듯])

- 32 walls (몇개만 작게 일렬로 일러스트[사진 작게 올려볼혀도 좋을듯])
- 1 rock token (일러스트[사진 작게 올려볼혀도 좋을듯])
-



- 4 Fortress Finalization tokens (4개 작게 일렬로 일러스트[사진 작게 올려볼혀도 좋을듯])
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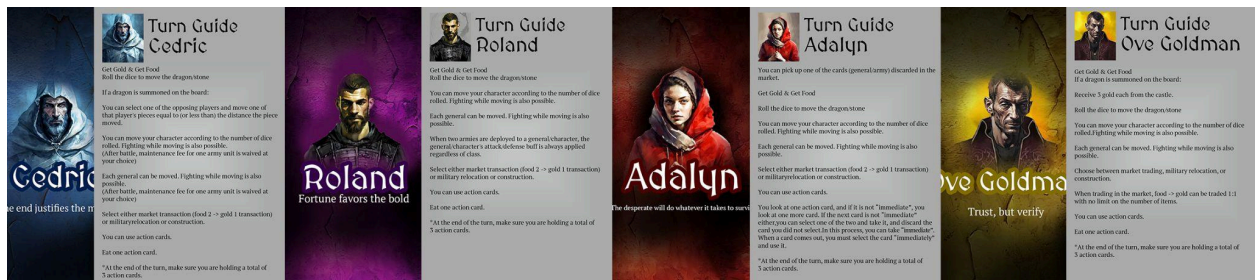
- 50 gold coins (일러스트[사진 작게 올려볼혀도 좋을듯])



- 25 food tokens (일러스트[사진 작게 올려볼혀도 좋을듯])



- 68 Action cards (일러스트 with card deck [사진 작게 올려볼혀도 좋을듯])
- 90 Military cards (일러스트 with card deck [사진 작게 올려볼혀도 좋을듯])
- 19 Black cards (일러스트 with card deck [사진 작게 올려볼혀도 좋을듯])
- 4 Your Turn cards (카드 좌르륵 펼친 일러스트 [사진 작게 올려볼혀도 좋을듯])

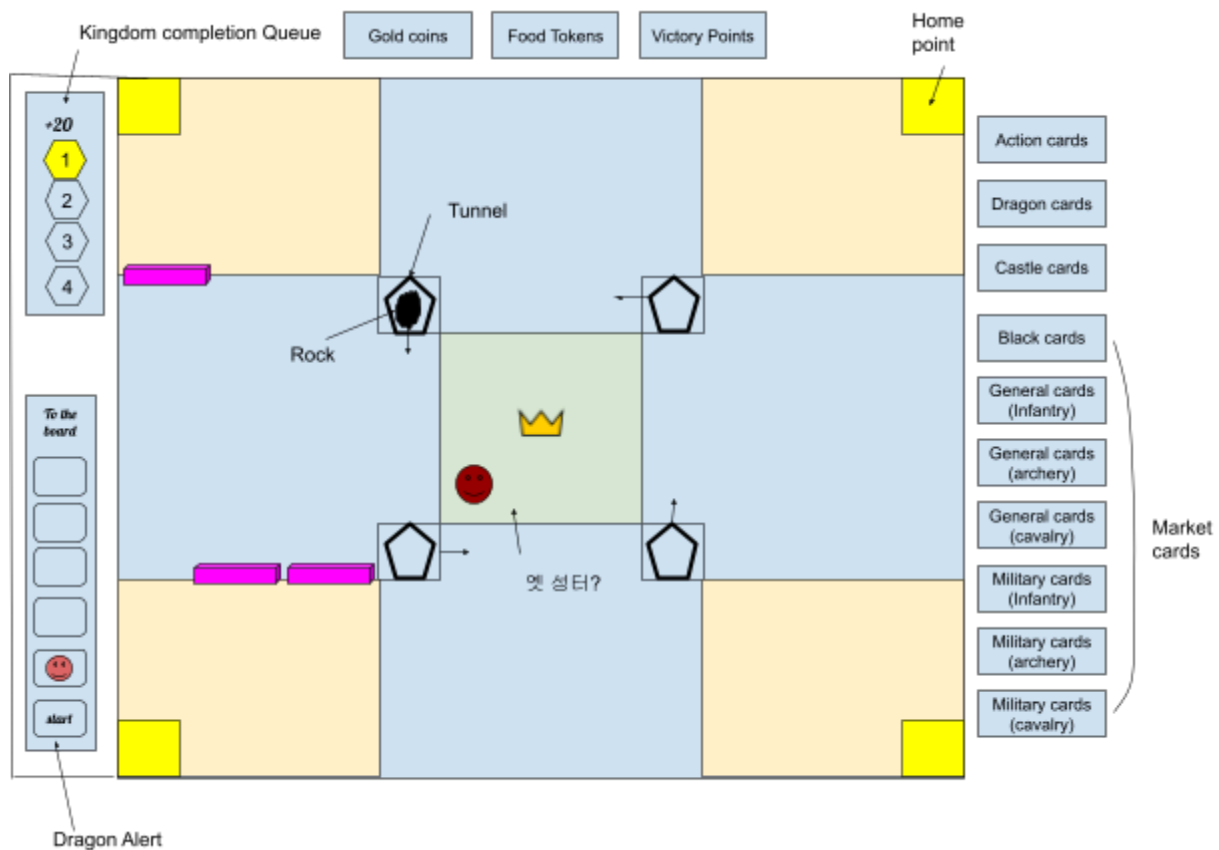


- 4 Card holders (사진?)

- 10 10-Victory point, 10 20-Victory points (일러스트[사진 작게 올려볼혀도 좋을듯])



Game Board



Home Points

- Places for victory points of each player.
- Cannot build any structures on the Home Points.

Abandoned Fortress

- 3 x 3 area in the middle of the map where **only heroes** and their military **can enter**.
- The crown is placed at the center of the map.

Tunnels

- Your units can go to any other open tunnels through it. Or you can treat it just like another space if you want to just pass by (cannot stand on the tunnel).
- When it is blocked by a rock, no one can pass or stand on the tunnel space.

Kingdom Completion Queue

- When someone completes building all the structures (three castles and all of the walls on the territory), the player can put the hero's Kingdom Completion token on the Kingdom Completion Queue. Whoever is in the first spot, 20 victory points are applied to the player.
If any of the structure is destroyed, the token is removed and other tokens on the Queue move up one position.

Dragon Alert

- At the beginning of the game, the dragon piece is placed on the first slot of Dragon Alert. It moves to the next slot when anyone gets a dragon on the black dice. Once it reaches the end, the dragon flies to the center of the Abandoned Fortress.

Game Preparation

Boards Setting

Place the board in the center of the table.

Place the crown at the center of the Abandoned Fortress.

Place the Dragon on the 'start' on the Dragon Alert bar.

Place 10 card decks next to the game board.

Place the card holder in front of each player.

Place the Turn Guide next to the card holder.

Initial Earnings

- After choosing a hero, get your hero card and the guide for the hero. Place your hero anywhere in your territory.
- Pick a general of your choice. Make sure you bring a general card that matches with the branch. Place the general anywhere in your territory.
- Draw a black card.
- Get 5 gold coins.

Public Information

- Victory points cards at HomePoint of each player
- Dragon cards of each player
- Gold coins of each player

Oldest player goes first. The other players follow in clockwise order.

Turn Detail

**This is the general rule for playing each step of the turn. However, each hero has its own special rules, which are mentioned in the Turn Guide cards.*

You begin your turn by receiving gold coins and food tokens.

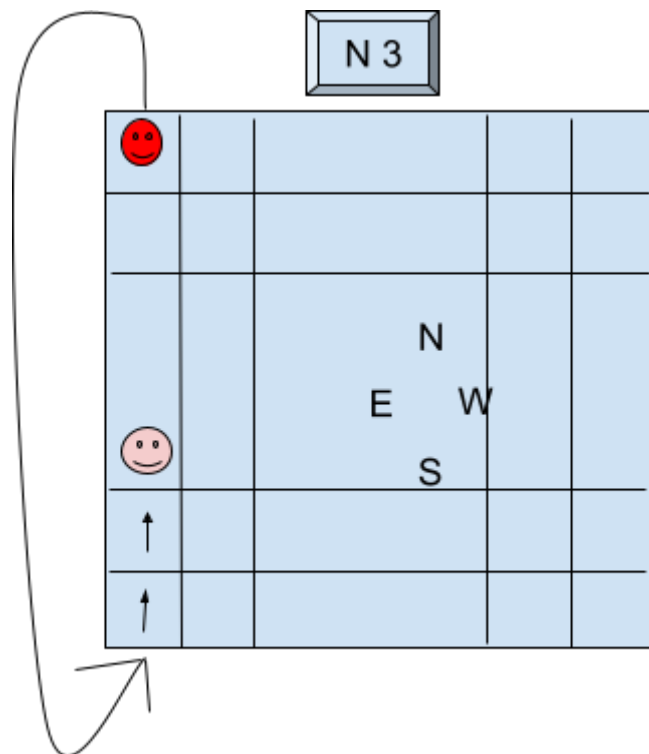
You receive 2 gold coins from Homepoint and 2 gold coins per castle you own. You can have up to 12 gold coins and up to 5 food tokens.

Next, you roll both dice and move pieces.

Directions only include up, down, left and right. **No diagonal direction allowed.*

All pieces (general, hero) are allowed to go outside of your territory **only if they have assigned one or more military card(s).*

First, move the dragon or move the rock token depending on what you get on the black dice.



Rock :

When the rock is not on the board, place it on any tunnel you like.

When the rock is already on the board, move it to the next tunnel.

Dragon with direction:

When the dragon is on the Dragon Alert, move it to the next slot.

When the dragon is on the map, move the dragon with the direction on the dice (하얀 주사위 숫자 나온만큼).

드래곤이 보드를 loop 할수있다.

[Illustration of dragon moving on the other side of the board]

Dragon tries to destroy whatever it lands on. Check **Dragon fight* section. Then, move the hero up to the number rolled on the white dice.

During the move, if any two pieces encounter, it can go to battle mode. For example, if the dragon moves and it lands on a space where a piece (like a general or a hero or a castle) is standing, the dragon automatically attacks it and goes into battle mode.

Lastly, you can move your hero as many spaces as the number shown on the white dice.

During the move, you can start a battle.

You must carry out exactly one of the following 4 actions:

- Market trade

You can buy any market cards such as general cards, military cards, and Black cards. You don't have a limit on the number of cards you buy but you can only keep 3 general cards, 2 military cards per general and per castle, and 1 Black card at the end of Market trade.

When you buy a general card, place a general piece that matches **its branch** on the board inside your territory.

When you buy a military card, it has to be assigned to either a hero, a general, or a castle. [Explain with the image. Show how to "assign" the card to any of them]

For castles and heroes, you can only assign a same type of **branch**. [Explain with image. That it has 2 military cards that matches the branch]

You can buy gold coins with food tokens. You can pay 2 food tokens and receive 1 gold coin. (Except Henry, whoever plays as Henry can pay 1 food token and receive 1 gold coin)

- Redeploy your military cards

You can redeploy your entire military cards by spending **2 / 3 food tokens**.

//Explain special boost for hero and castle also.

Each general has their **more familiar 병과** which makes them stronger. **If a general has maximum number of military cards assigned, and all military cards matches the general's 병과, the general gains the boost in the battle.**

Each general and military has their own weapons they deal with. If all the weapons of a general and its military cards are all aligned, the general's stats are applied when a combat.

- Construction //TERM

You can build any structures such as castles and walls. All structures are only allowed to be constructed within your own territory.

Castle costs 3 gold coins and a wall costs **1 gold coin**.

- Move your army and battle



You can move one or more pieces of yours. Moving is allowed in the direction of up, down, left, and right. Infantry and Archery units

can move up to 3 spaces on each turn. Cavalry can move up to 5 spaces. You cannot pass through any pieces except your own castles.

[Explain with the image. Black arrow takes 2 spaces when red arrow take 1 space since it is your castle, you can go through your building and count as 0 move]

You can start a battle. There are two types of battle. **A melee combat and ranged combat.** Close combat happens when units are 1 space away from each other, which means they are right next to each other. Ranged combat happens when units are 3 spaces away from each other and it can only be initiated from an Archery unit. Check **How to battle.*

Infantry and Cavalry units are used for close combat and Archery can be used for both close combat and ranged combat.

Once the unit is used for the battle, it cannot have another battle on that round.

For example, an infantry moves 1 space and attacks the opponent. Let's say they won the battle. They can still move 2 spaces since infantry units can move up to 3 spaces total and they only moved 1 before the battle. So the infantry unit moved another 2 spaces after the battle and used a total of 3 spaces on this round.

Play 1 action card

If you have action cards in your hand, you can play it and make use of its benefit. Discard it to discard pile after use unless it says otherwise.

Take 1 action card

Take 1 action card onto your hand. If there are no cards left in the action card deck, please shuffle the used ones and prepare the deck again.

After taking 1 action card, your turn is over and the next person plays.

How to Battle

What is battle?

There are two types of battle.

Close combat occurs when two pieces with military card(s) are next to each other.

Ranged combat occurs when two pieces with military cards are positioned up to 3 spaces apart. **Only Archery unit** have an attack range of 3 spaces which allow them to perform ranged combat . Check **Ranged combat* for more detail.

How do you battle in general?

Battle's winner is determined by the total score of attack and defense scores. Whoever removed all military card(s) of the opponent is a winner and the winner gets 10 victory points and places it on the Home point.

Players reveal the playing general card and military card(s) at the same time and compare the scores to determine the winner.

Give me more detail!

A player who starts the battle attacks first.

Attacker uses the total Attack score and defender uses the total Defense score.

If the attack score beats defense score, the attacker wins and the battle ends. Whoever loses the battle needs to discard the playing general card and all of the military card(s).

Let me give you an example.

Player A has a total of 100 attack score and 80 defense score. Player B has a total of 100 attack score and 100 defense score. A player started the battle. Since A player's attack score (100) and B player defense score (100) are even, B player successfully defended the attack. Now B player counter attacks A player and the final result is, B player wins because B player has higher attack score (100) than A player's defense score (80). Now, A player needs to discard the general card and all of the military card(s) that were involved in the battle.

[illustration]

	10	40	60
	0	20	30
	도끼	도끼	도끼



The 2 military cards' weapon types are both matching the general's weapon type.

This means that you can add the 10 attack score from the general card to total attack score.

So the total attack score is 110 and defense score is 50.

If both players successfully defend the attacks, the battle ends without any winner.

These are the main rules of how to battle. However, things are a little different when it comes to ranged combat. Let's see how it's done!

Scenario A: Archery attacks non-archery military in Ranged combat

Player A's hand

장수카드	10	군대카드1	30	군대카드2	10
	0		10		10
석궁병		석궁병	1	창던지기병	0

Player A has an archer unit that is 2 spaces apart from Player B's infantry unit. The archer unit can attack the infantry unit because archery has 3 spaces of attack range. But the infantry unit cannot attack or counterattack because its attack range is only 1 space.

Player B's hand

장수카드	0	군대카드1	30	군대카드2	40
	10		30		20
창방병		창방병	+10	창방병	+10
		2		2	

Let's say the archer unit attacks the infantry unit. Get the total attack score of the archer unit. In this case, it will be $30 + 10 = 40$. With this total score, archery units attack the military individually. That means, 석궁병 + 창던지기병 attacks 창방병 (30,30) and attack 창방병 (40,20) separately.

First, the archery attack 창방병

(30,30). Their defense score is (30 + 10: because both 군대카드1, 2 matches the general's specialty) 40. Since its same as archer's attack score, 군대카드 1 defended successfully.

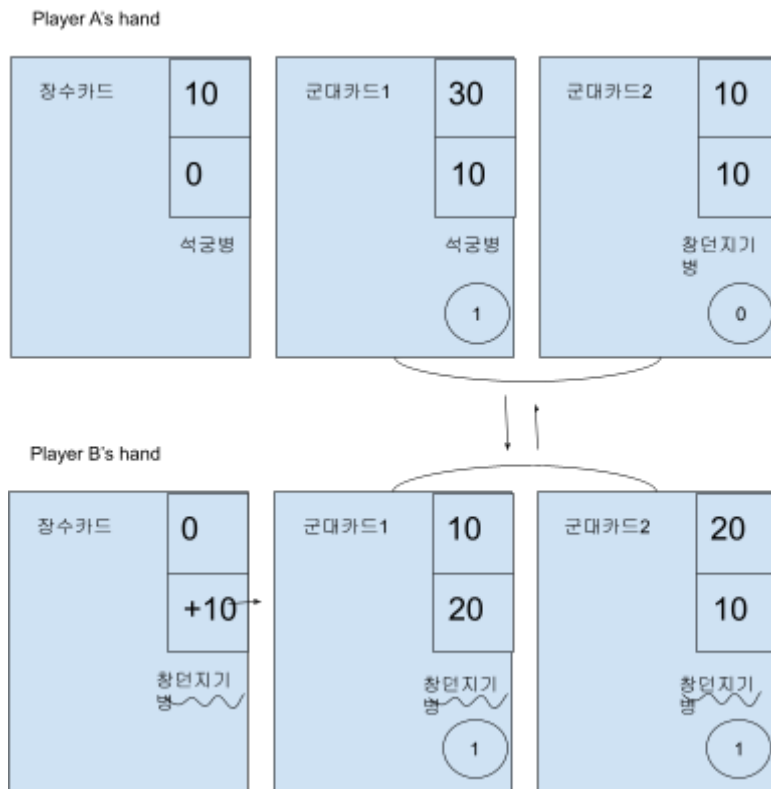
Lastly, the archery attack 창방병 (40,20). Their defense score is (20 + 10: for the same reason) 30. Since the archer's attack score is higher, they are defeated.

After the archer's attack, there is no counterattack available because of the attack range I mentioned above.

After the battle, the remaining card will be 군대카드 1 for Player B.

Scenario B: Archery attacks archery military in Ranged combat

//궁수 -> 궁수 원거리공격



When both unit are able to perform range attack, it follows the general rule, which means that both Player A and B will fight with the total attack and defense score.

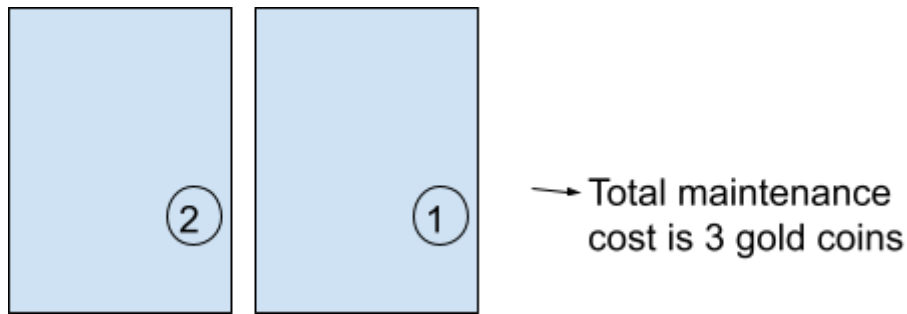
Let's say Player A started the battle. In this case, A's attack score is 40 (30+10). B's defense score is 40 (20+10 +10: because both military cards match the general's specialty). B successfully defended and counterattack A. B's attack score is 30(10+20) and A's defense score is 20(10+10) so A is defeated. A lose the general card and all of the military cards.

If Archery attacks in Close combat, these Ranged combat rules don't apply. Which means it'll use the total score of attack and defense score just like the general battle rule. So it'll be a smart decision to keep the archery unit at a safe distance!

One more thing before you go :)

After the battle, if a **player who started the battle** still has a general card and the military cards in hand, **the player needs to pay the maintenance cost to keep them in hand**. The total

maintenance cost is calculated by the sum of the cost of all military card(s) [illustration]



In this case, the player can pay 3 gold coins to keep all the card OR 1 or 2 gold coins for keeping one of them in hand.

Can I fight with a general that has no military card assigned?

Yes! The general without any military card will die instantly (of course, 1 general vs a military unit, right?). However, don't expect to get any victory points!

What happens when my hero is defeated from the battle?

Since the hero never dies, you place the hero anywhere in your territory and discard any military cards that belong to the hero.

How to destroy a structure

Castle

Castle can have assigned military cards so Castle can also be in a battle.

Wall

Any general or hero with a military card(s) can destroy a wall. Destroying the wall is also counted as a battle but without using any military cards. That being said, whoever destroys the wall cannot have another battle on the same round.

Dragon Fight

Any hero with military cards can fight with a dragon.

Battle rule for dragons is the same as the general rule when the dragon and heroes fight.

Dragon can initiate an attack on anyone and anything. Dragon attacks when it lands on something. It can destroy anything such as a rock on top of the Tunnel, and a wall, etc. When a dragon lands on a general or a castle, they can defend against the dragon attack.

If they defend successfully, the dragon is removed from the map and placed on the Dragon Alert.

Otherwise, remove the pieces from the board and discard the cards.

For example, if a dragon lands on a castle, the battle starts and the dragon attacks the castle. The castle can defend with its total defense score against the dragon's total attack score. However, the castle cannot fight back even if it successfully defends the dragon's attack. Castle has total defense of 100 and the dragon has total attack of 100. Since the castle defended successfully, the dragon is removed from the map and placed on the Dragon Alert's first spot.

How to Obtain the Crown

At the beginning of the game, crown is placed at the middle of the Abandoned Fortress. Whoever reaches the crown first takes the crown. After that, whoever destroys the castle that has the crown seizes the crown.

Owner of the crown must place the crown on top of his/her castle, which means you have to have at least one castle to own the crown.

Advanced Mode

Team play

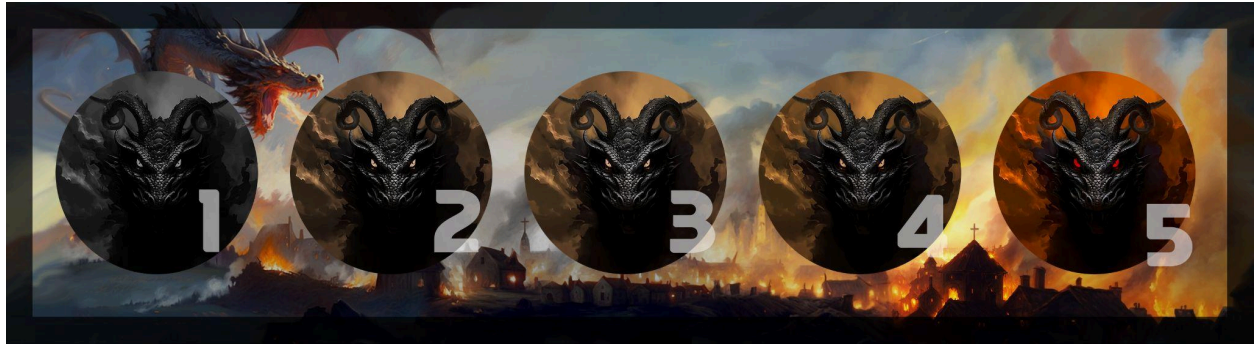
You can decide to make an alley and play the game.

In the team play mode, alley players cannot attack each other in the battle.

The team wins if either of the alleys reach the 50 victory points and either of the alleys takes the crown.

Backlog

- 캐릭터 장수 자기 영역으로 이동시, **territory** 아무곳이나 갈수있음. -> 이거 해당되는 액션카드있으면 그냥 액션카드에 말하는게 나을듯. 히어로 배틀해서 지면 **territory**로 가는건 설명해놓음
- 캐릭터 별 특징 - 턴가이드에 있어서 딱히 적을필요없을듯
-



Dragon Landing Control Panel

This is the landing control panel for summoning a dragon.

When the dragon's rage is fully charged and it reaches the fifth slot, the dragon will be summoned at the center of the map.



Castle Wall Construction Ranking Panel

This panel organizes the rankings for castle wall construction.

Please place the tokens of the players who completed their castle walls in the order they finished.

The first-place player will receive an additional 20 victory points.