

Dragon Valley



"Times are dire here around Dragon Valley. We're fighting off waves of orc armies, goblin war machines and even the flying lizards themselves. For now the mountain pass remains secure but our scouts have reported large gatherings in the valley and we're expecting a full scale assault before the season's end. If that wasn't enough to worry about, our neighbors are also preparing for war and petitioning the king for his troops and supplies which are already spread thin. It seems you'll not only be fighting a war of steel, but one of words as well."



Overview and Objective

Dragon Valley is a fully competitive game (as opposed to a cooperative game). One player reveals buildings, friendly and enemy units and special event cards. That player divides the items into piles and the remaining players each select piles with the remaining pile going to the player who divided. Players then take their turns dealing with the good and bad items that they received. Points are scored for the following:

- Destroy Enemy Units with Friendly Units
- Destroy Enemy Units by running them off the Cliff with Defensive Buildings
- Complete a siege on Enemy Territories
- Using King's Aid Cards at the indicated times

The game ends when any player's score is 30 or greater at the end of a round. The player with the highest score wins.

Components

- Rule Booklet
- Game Board
- Red draw string bag – 1 (5" x 9")
- Building Tiles – 54 (1" x 1")
- King's Aid cards – 12 (Poker Sized)
- Enemy Territory Tiles – 9 (2"x2")
- White King's Favored (Active player) token – 1



- Purple game state cubes – 20



- Player markers – 3 per player – 12



x3



x3



x3



x3

- Yellow Trebuchet cubes – 10



- Blue Archer cubes – 15



- White Knight cubes – 15



- Black Battering Ram cubes – 10



- Green Orc cubes – 10



- Red Dragon cubes – 10



Review the *Errata* section for any changes to the game components.

Setup:

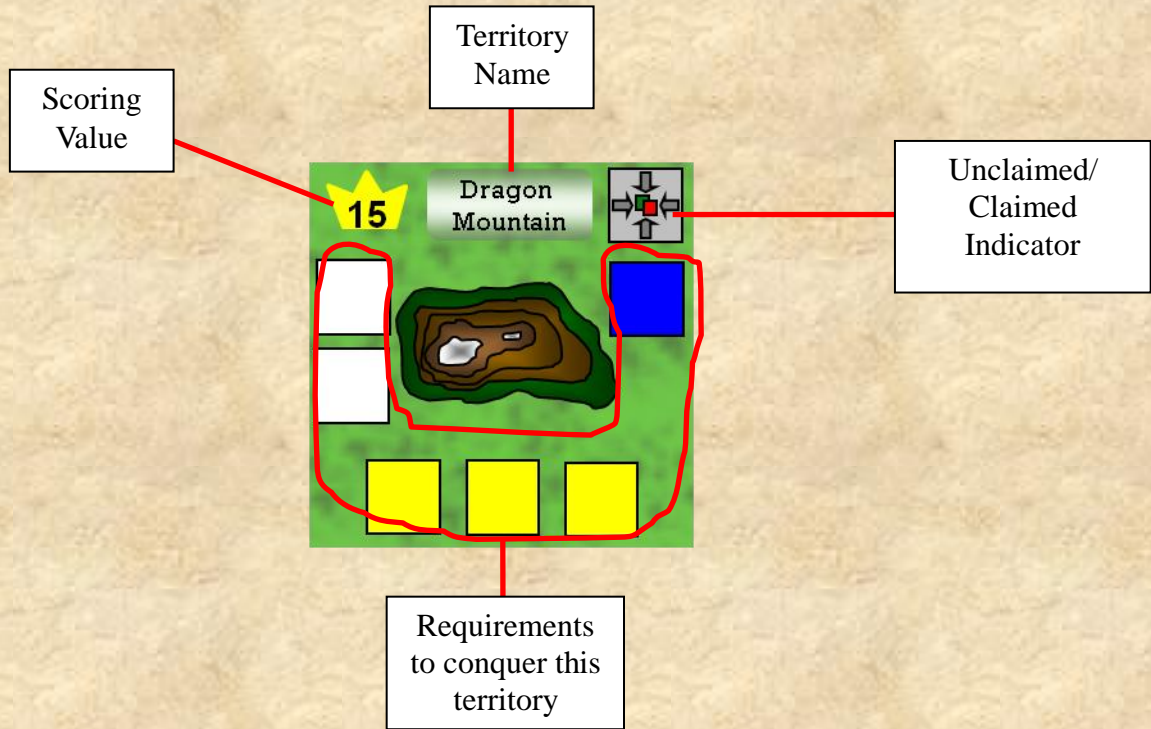
Place the game board in the middle of the table.

GAME BOARD

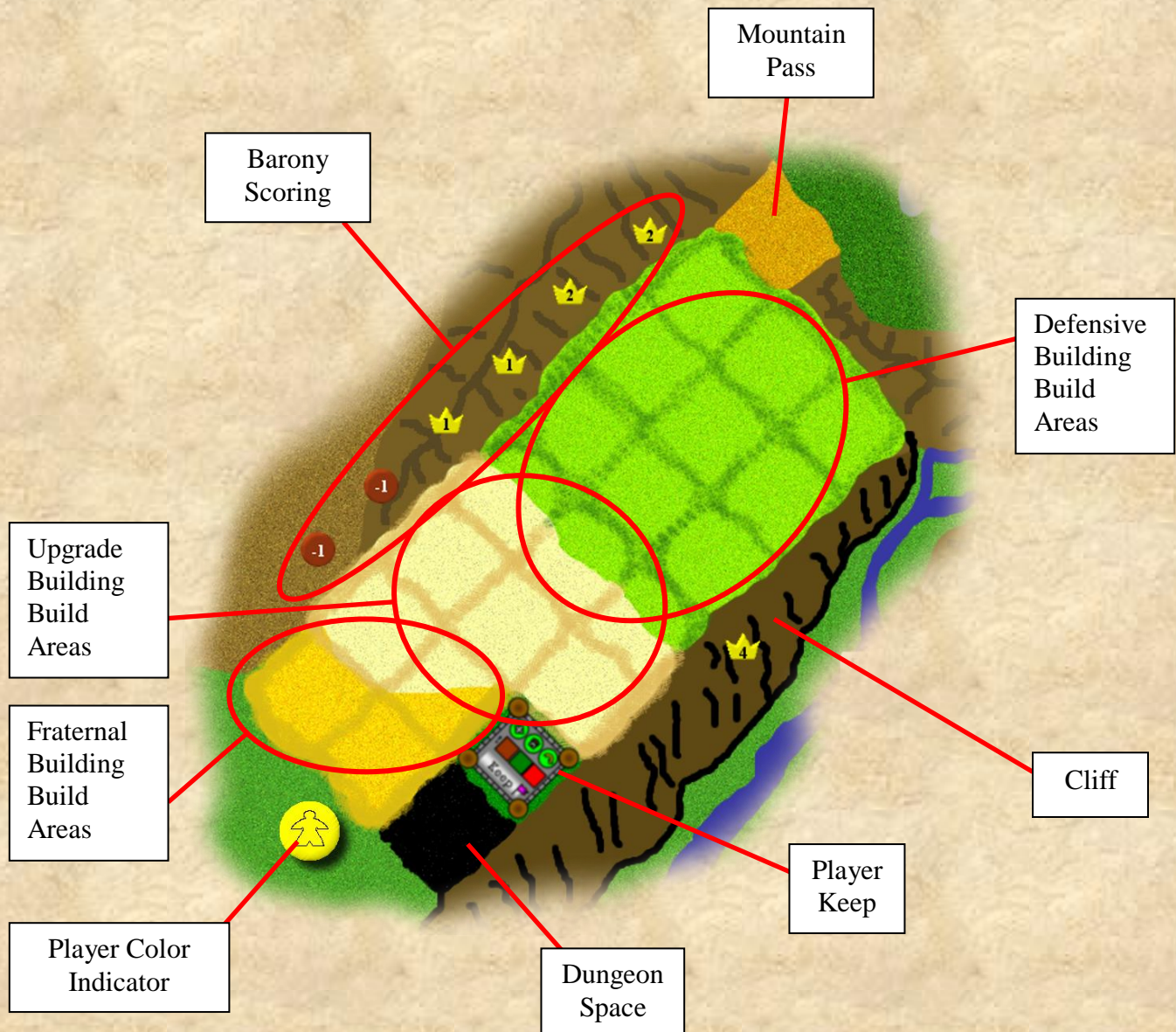


Place the purple cubes within reach of all the players, preferably near the King's Castle. Note that purple cubes are used to track game states and are considered unlimited. Put all the units (Trebuchets, Archers, Knights, Battering Rams, Orcs and Dragons) in the cloth bag. Place the building tiles face down on the table, shuffle them and place them in the king's castle.

ENEMY TERRITORY



Shuffle the green Enemy Territory tiles and deal them face down in the Enemy Territory Locations on the game board in a 3 x 3 grid.

PLAYER BARONY

Each player takes the set of player markers (meeples) of the color matching the player color indicator below their Barony. Players place one on the Green Village (Score Start) on the score track. Each player places their remaining markers near them and the board.

Determine a start player as follows: Shuffle the King's Aid cards and deal one to each player. Players reveal their cards. The player with the card that comes first in the alphabet takes the white pawn and becomes the King's Favored for the first round.

Playing the Game:

Selection Phase

The King's Favored shuffles all of the King's Aid cards and places them onto the Deck location in the king's castle to form a draw deck. In a two and three player game, the King's Favored is the Castellan for the round.

Reference this chart for the dividing instructions

Number of Players	Building Tiles	King's Aid Cards	Units (Cubes)
4	3*	4*	5*
3	4	5	6
2	3	4	5

* - Each Castellan takes this many items

Four Player Selection

In a four player game, the King's Favored chooses who his /her partner is. The other two players are partnered. The player in each pairing with the lowest score decides if he/she divides or if he/she chooses the first pile that was divided by the other player. In the event that both are equal in score, the King's Favored decides for the pair he/she is part of and the person closest to his/her left in the other pair chooses for that pair, The players who are dividing piles are the Castellans for the round.

Each Castellan randomly takes 3 building tiles, draws 4 cards and pulls 5 cubes. Each Castellan reveals all items and divides them into two piles with only one rule: each pile must have at least one item. Example: There may be just one card in one pile and 3 tiles, 3 cards and 5 cubes in the other pile. The players that are not the Castellans for the round select one of the two piles that their Castellan created. The Castellans take the remaining pile that they created.

Three Player Selection

The Castellan randomly takes 4 tiles, draws 5 cards and pulls 6 cubes. The Castellan reveals all items and divides them into three piles with only one rule: each pile must have at least one item. Example: There may be just one card in one pile, one cube in another and 4 tiles, 4 cards and 5 cubes in the other pile. The non-Castellan player with the lowest score chooses a pile first, then the other non-Castellan player. In the event of a tie, the player closest to the left of the Castellan selects first. The Castellan gets the remaining pile.

Two Player Selection

The Castellan randomly takes 3 tiles, draws 4 cards and pulls 5 cubes. The Castellan reveals all items and divides them into two piles with only one rule: each pile must have at least one item. Example: There may be just one card in one pile and 3 tiles, 3 cards and 5 cubes in the other pile. The other player selects one of the two piles that the Castellan created. The Castellan takes the remaining pile.

Note: If there are not enough buildings, continue to divide only Units and Cards.

First time players should read *Division Hints* in *Detailed Instructions* for guidance in making the different piles.

Deployment Phase

Each player places Battering Rams, Orcs and Dragons on the Mountain Pass of their Baronies (See Player Barony in Setup for the location). Any Friendly Units in the Mountain Pass when the Enemy Units are

deployed are not engaged in combat. Then all players place Trebuchets, Archers and Knights on the Player's Keeps. Players place all building tiles near them, signifying that they have obtained the materials necessary to build. Building does not take place until the Action Phase. Buildings are kept by the players throughout the course of the game.

Special Events Phase

Perform these steps in order.

- A. If a player has the **Lucky Day** King's Aid card, he/she draws 3 cards from the remaining King's Aid deck and keeps one of them.
- B. If a player has the **Loyalty Change** King's Aid card, he/she may use this card to exchange Trebuchets, Archers or Knights with any player (see *Building Tiles: Chapel* for exceptions).
- C. If a player has the **Smite** King's Aid card, he/she chooses 1 Enemy Unit in his/her Barony including the Mountain Pass and destroys it. Place all destroyed units back into the draw bag.
- D. If a player has a constructed **Sappers** building face up, he/she may use its power (see *Building Tiles: Sappers*).

Action Phase

Note that the remaining King's Aid cards can be played before, during or after a player's turn unless indicated on the card. Players must use their King's Aid cards unless the card says "may". All King's Aid cards are discarded at the end of round.

In turn order starting with the King's Favored going clockwise, each player chooses **one** of the following three actions to perform:

- Move Friendly Units (see *Friendly Unit Movement*) and resolve battles (see *Resolving Battles*). After all movement and battles are complete, any face down Enemy Territory cards with Friendly Units on them are turned face up.
- Build any number of buildings with the exact same name. (see *Building Tiles*). Example: any/all Walls or any/all Arc Jewels. The name must be exact so, players may not build Moat Arc Walls for the same action they use to build a Wall.
- Recharge (flip face up) any or all Fraternal Buildings (see *Building Tiles*) that are built and face down in the Barony of the player taking the action.

Advance Enemies Phase

The players move Enemy Units their full distance unless they start or enter a space with one or more Friendly Units. In that event, resolve the conflict (see *Resolving Battles*). Enemy units move down until the lowest Upgrade Building Build Area and then to the right unless blocked by certain buildings or Friendly Units. (See *Enemy Unit Movement*). Resolve battles as each Enemy Unit moves into a space.

Round End Cleanup

All players discard any cards they did not use this turn. The King's Favored pawn moves to the player on the left of the current player. A new round starts back at the *Selection* phase.

End Game

Once a player's token has at least reached the king's castle (30 points) at the end of his/her turn, this round will be the last in the game. Finish the round so all players get the same number of turns and Enemy Units have moved. Track any points that players obtain greater than 30 by starting a second player marker on the green

village. The player with the most number of points wins the game. If there is a tie, the tied player who conquered the largest number of Enemy Territories wins. If still a tie, the tied player who built the most number of buildings wins. If still a tie, the tied player who can name his or her direct ancestors the furthest back wins. If still tied after all that, just share the victory.

Detailed Instructions

Friendly Unit Movement

If a player selected to move units, he/she may move any number of his/her units up to their full allowable movement. Trebuchets may move 1 space, Archers may move up to 2 spaces and Knights may move up to 3 spaces. The player may choose to move his/her units in any combination of orthogonal directions (left and/or right and/or up and/or down). If a Friendly Unit starts in a space with an Enemy Unit, the player chooses if a conflict occurs or can move the Friendly Unit into an adjacent space or into an Enemy Territory from the Mountain Pass. If a Friendly Unit moves into a space with an Enemy Unit, the Friendly Unit ends its movement. The player then resolves the battle (see *Resolving Battles*). Units may move onto any space, even spaces with other Friendly Units and buildings (see *Building Tiles: Tower* for special movement restrictions). There are no limits to how many units there can be in any one space. Players may move multiple units at the same time. The units do not have to start/stop in the same space.

Example: the player may move a knight one space into a space with a trebuchet, move both the knight and the trebuchet into the next space at the same time and then move the knight one more space. A player may want to do this so the trebuchet will engage an Enemy Unit like a dragon so the knight can pass through a dragon. The trebuchet will not destroy the dragon but it will prevent the dragon from attacking the knight.

Note: It is recommended to move the upper most units first in order to keep track of which units have already moved.

After all movement is completed, if the player has the King's Aid card "Charge!", the player can move all his/her units up to their full movement again this turn, including any Stable bonuses.

Units may move into and/or through the Mountain Pass. To move into an Enemy Territory, move a single and/or group of Friendly Units onto any Enemy Territory card from the Mountain Pass. All Enemy Territories are reachable from all Mountain Passes. If the Enemy Territory is face down, keep it face down until all movement is complete, including any movement allowed by the King's Aid card "Charge!". The player places one of his/her player markers in the middle of that Enemy Territory to show he/she has that Enemy Territory under siege. Note that each player may only have two Enemy Territories under siege at one time. (see *Enemy Territory Siege: New Siege*). Players may not move his/her units onto an Enemy Territory card under siege by another player unless he/she can complete the siege. (see *Enemy Territory Siege: Taking a Siege*) Players may move any number of units onto Enemy Territories they have under siege whether or not they are completing the siege. (see *Enemy Territory Siege: Ongoing Siege*). Note that players with two Enemy Territories under siege cannot complete sieges of other players.

If a player wants to give up on a siege, he/she must destroy a Friendly Unit from that Enemy Territory of his/her choice. Then, that player may move the remaining Friendly Units to one or more Enemy Territories and/or his/her Mountain Pass. The player still may only have two Enemy Territories under siege after ending movement.

Resolving Battles

When Friendly and Enemy Units move onto spaces with each other, they will stop and battle each other. Each unit will only battle one other unit unless the player has Blacksmiths, Fletchers or Carpenters. (see *Building Tiles: Upgrade Buildings*). The player determines which units engage in battle. Note that each unit type only destroys specific units. The Movement & Battle Outcomes reference chart is located on the game board.

Destruction Reference Chart:

	Trebuchet	Archer	Knight
Battering Ram	Neither are destroyed.	The Archer is destroyed.	The Battering Ram is destroyed.
Orc	The Trebuchet is destroyed.	Both are destroyed.	Both are destroyed.
Dragon	The Trebuchet is destroyed.	Both are destroyed.	The Knight is destroyed.

If Battering Rams and Trebuchets encounter each other, they engage but, neither is destroyed. If the Trebuchet is in the space with the Battering Ram when it begins its movement, it can be moved to the next valid space or remain where it is.

When an Enemy Unit is destroyed, the player gets two victory points if the Enemy Unit was destroyed in the top two green rows or one victory point if it was destroyed in the bottom green or green/tan rows. For all other rows including the mountain pass, the player gets 0 points. The board shows “-1” next to the tan rows. That indicates that players lose a point each time an Enemy Unit moves into that space including moving into the keep.

Enemy Territory Siege

As mentioned in *Friendly Unit Movement*, there are three scenarios when moving onto an Enemy Territory.

- 1) **New Siege:** Players may only move onto any face down Enemy Territory if they have fewer than two territories under siege. All Enemy Territories are accessible from any Mountain Pass. The player places one of his/her player markers in the middle of that Enemy Territory to show he/she has that Enemy Territory under siege. After all movement is complete, including any movement allowed by the King’s Aid card “Charge!”, the player flips the Enemy Territory face up. Place Friendly Units into any spaces on the Enemy Territory that matches the Friendly Unit color. Determine if the siege is complete as described in *Completing a Siege Alone*. If the revealed Enemy Territory tile is an empty field, remove it from the game.
- 2) **Ongoing Siege:** A player may move any number of units onto Enemy Territories he/she has under siege whether or not he/she is completing the siege. Determine if the siege is complete as described in *Completing a Siege Alone*.

Completing a Siege Alone: If the number of Trebuchets, Archers and Knights are equal to the number of yellow, blue and white squares in the Enemy Territory, the Enemy Territory is conquered. Note that Blacksmiths, Fletchers and Carpenters allow Friendly Units to fill in more than one space of the appropriate color. If the player has three Blacksmiths, each of the knights can cover four different white spaces (one for each Blacksmith plus one for itself). Use purple cubes to mark the additional completed spaces due to Upgrade Buildings. Once the Enemy Territory is considered conquered, the player scores points equal to the number the crown of the Enemy Territory. Destroy the units required to complete the siege by placing them back into the cube bag. When the player completes the siege, flip the Enemy Territory face down and move it near the player's Barony. This Enemy Territory could be used for tie breakers at the end of the game. Units that were not used to complete the siege stay in the now empty space on the board with the player marker of the conquering player. These units can be moved back into the player's Barony through the mountain pass or onto another siege card during a normal move action on a later turn.

- 3) **Take a Siege:** The player may not move units onto an Enemy Territory card under siege by another player unless he/she can complete the siege. In order to complete the siege, the total number of Trebuchets, Archers and Knights must be equal to the number of yellow, blue and white squares in the Enemy Territory. Note that Blacksmiths, Fletchers and Carpenters allow Friendly Units to fill in more than one space of the appropriate color. If a player has three Blacksmiths, each of that player's knights can cover four different white spaces (one for each Blacksmith plus one for itself). Use purple cubes to mark the additional completed spaces due to Upgrade Buildings. The player who previously had the Enemy Territory under siege scores two points per Friendly Unit cube on the card, whether or not they applied to the siege. Purple cubes that were used to represent benefits from Upgrade Buildings do not provide score. The player who completed the siege scores the value in the crown of the Enemy Territory minus one point for each Friendly Unit that was placed on the card by the first player. Destroy any Friendly Units used to complete the siege. The player who completed the siege now controls any units that were not destroyed due to conquering the enemy territory. This will likely include units placed by the other player. These units can be moved into the player's Barony through the mountain pass or start another siege during a later move action. A player marker must always accompany Friendly Units in an Enemy Territory location whether under siege or empty.

Enemy Unit Movement

Before moving Enemy Units, check to see if any Friendly Units share spaces including the mountain pass. Except for Battering Rams starting in spaces with only Trebuchets, resolve battle (see *Resolving Battles*). The Battering Rams move normally rather than engaging the Trebuchet. Enemy units, by default, move their full movement. Battering Rams move 1 space, Orcs move 2 spaces and Dragons move 3 spaces. The units move down until the last tan space at which point it will move to the right, towards the Keep. Each time an Enemy Unit moves into a tan space or a Keep, the player loses one victory point.

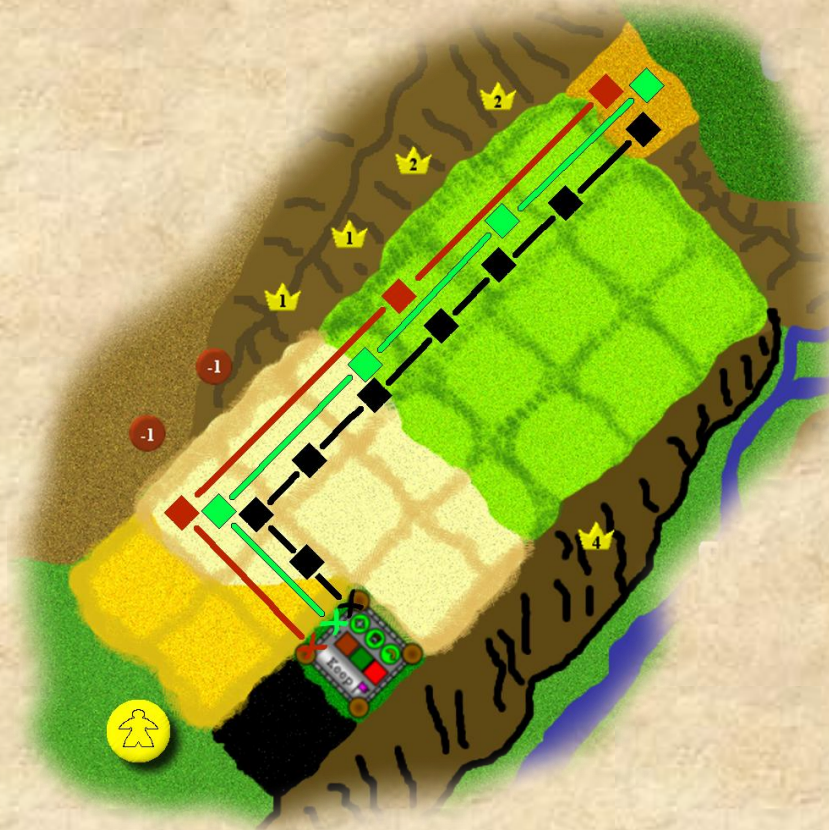
Example: If a Dragon reaches a Keep, the player would have lost 4 points. If the Enemy Unit reaches the Keep, it is destroyed before engaging any of the Friendly Units.

Note that a player can go negative score up to a negative 5 points. At that point, the player cannot lose any more points. Players move the Enemy Units within their own Barony and may choose to move Enemy Units separately or together and pick the order in which they move, usually in the benefit of the player, not the Enemy Units.

A Friendly Unit can engage more than one Enemy Unit one at a time if it survives a battle.

Example: If two Battering Rams and an Orc Army start in the same space and a Knight is in the next space that the Enemy Units will move to, the player may move one Battering Ram into the Knight for score, then the second and then the Orc at which point the Knight and Orc will destroy each other. Had the player first moved the Orc, the Orc and Knight will destroy each other and the Battering Rams will move one space each and remain. This might be a valid strategy if a player has a row of Moat & Ferries but not a row of Walls.

NORMAL ENEMY MOVEMENT



If a Battering Ram lands on any building with a black square in the upper left, it will destroy that building. When buildings are destroyed by enemy units, they are removed from game. Battering Rams will move onto all other buildings, including a Moat & Ferry. If it starts on a Moat & Ferry, it will move one space to the right. If an Orc makes contact with a Wall, it will end its movement. It will engage one Friendly Unit in that space if applicable. If an Orc starts its turn on a Wall, it will move one space to the right and end its movement. If a Dragon makes contact with an Arc Jewel, it will end its movement. It will engage one Friendly Unit if possible. If a Dragon starts its turn on an Arc Jewel, it will move one space to the right and end its movement. If Battering Rams, Orcs or Dragons are forced to the right of the Barony by buildings, they go over the edge of the cliff and are destroyed. The player gains 4 victory points for them.

Dividing Hints

The key part of this game is to be able to properly divide and select the King's Aid. At the beginning of the game, try to divide the piles as "equally" as possible. As the game progresses, attempt to divide the piles so that all piles benefit you but are negative points or contrary to the strategies of other players.

Every King's Aid Item changes value based on the situation so, this section will only attempt to describe the basics. When dividing units at the beginning of the game, there are different philosophies. Some try to spread similar items into different piles such as making sure not all Friendly Units are in the same pile. Others focus each pile to create strategies that will set the stage for the rest of the game. It is advised to start with the spreading method until comfortable with the game. If placing Enemy Units in a pile, try to include something that can deal with that unit.

Example: If placing a Dragon in a pile, make sure to include an Arc Jewel, Tower or Archer. Only having a Dragon with a Knight and Upgrade Buildings will not be a favored choice.

Early game, many of the King's Aid Cards have little to no benefit depending on how the dividing is done. If Construction is placed in a pile with only one building at the beginning of the game, it will not benefit any player.

Considering the different strategies when dividing is important. The **Siege Strategy** (conquering Enemy Territories) benefits most from Upgrade Buildings, Friendly Units, Charge! and Smite. The **Cliff Strategy** focuses on Defensive Buildings, Enemy Units and Invasion. The **Battle Strategy** (using Friendly Units to destroy Enemy Units) benefits from Knights, Archers, Tower, Royal Guard, Defensive Fire and Blessing.

Building Tiles

Buildings are acquired during the *Selection* phase and placed near the players' Baronies during the *Deployment* phase. During the *Action* phase, players may choose the action to build all buildings with the exact same name. Note that building tiles can be built on spaces with Friendly or Enemy Units. Players keep building tiles throughout the game.

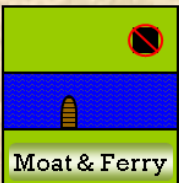
Buildings can only be built in areas that correspond to the building purpose. The buildings with a light green background are Defensive Buildings and can only be built on an all light green or light green and tan map space. The buildings that have a tan background are Upgrade Buildings and can only be built on a map space with tan coloring (all tan or light green and tan). Fraternity Buildings have an orange background and can only be built in the orange or orange/tan background areas. Underground Buildings have a black background and can only be built on a map space with black coloring.

Defensive Buildings

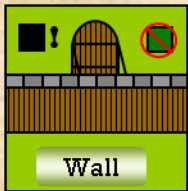
Defensive Buildings are used to protect against incoming Enemy Units. Most of them slow Enemy Units and attempt to guide the Enemy Units off the cliff for victory points. When the applicable Enemy Unit contacts this tile, it will end its movement. If a Friendly Unit is on this space, resolve the battle as normal. If the Enemy Unit begins its turn on this space, it will move to the right unless it hits the edge of the map. In that case, the Enemy Unit falls off of or gets blown into side of the cliff and the player gets 4 victory points.



Arc Jewel – Slows and runs Dragons off of the cliff as described above. Other units ignore this building.



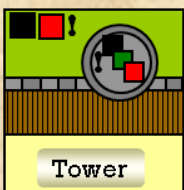
Moat and Ferry – Slows and runs Battering Ram off of the cliff as described above. Other units ignore this building.



Wall – Slows and runs Orcs off of the cliff as described above. When a Battering Ram lands on this tile, destroy this tile. That tile is removed from game. The player who controls the map decides which order to perform the effects if both an Orc and a Battering Ram land on this building. Other units ignore this building.



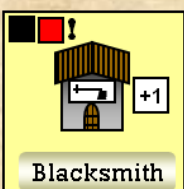
Moat Arc Wall – Slows and runs all Enemy Units off of the cliff as described above. Other units ignore this building.



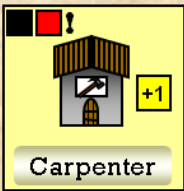
Tower – Can only be built on a map space with light green and tan. When a Battering Ram or Dragon makes contact with this tile, end the Enemy Unit's movement and destroy this tile and the Enemy Unit. When one or more green Orc Armies makes contact with this tile, end its movement and destroy one of the Enemy Units. The player who controls the map decides which Enemy Unit is destroyed.

Upgrade Buildings

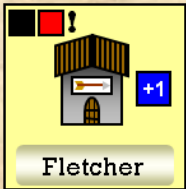
Upgrade Buildings are used to enhance Friendly Enemy Units. They can only be built on a map space with tan coloring (all tan or light green and tan). Blacksmiths, Carpenters and Fletchers allow Knights, Trebuchets and Archers, respectively to count as an additional unit of the same type while having an Enemy Territory under siege. Blacksmiths and Fletchers allow Knights and Archers, respectively to destroy an additional Enemy Unit if co-located with another Enemy Unit on the map. These buildings stack with others with the same name so, knights can destroy 2, 3, 4, or more Enemy Units depending on the number of Blacksmiths built in the player's Barony. The Friendly Units will still be destroyed if any of the Enemy Units it encountered are capable of destroying that Friendly Unit type. Once one of these buildings is built, all Friendly Units of that type for that player gain the benefit, even if they are committed to an Enemy Territory siege. Indicate that an Upgrade Building is providing a benefit to a siege by placing a purple cube in the appropriate Friendly Unit space on the Enemy Territory. That could cause the territory to be conquered. If an Upgrade Unit is destroyed or removed, remove purple cubes from the appropriate Friendly Unit spaces. Upgrade buildings are destroyed by Battering Rams and Dragons. Those units end their movement when landing on an Upgrade Building. Orcs ignore Upgrade Buildings.



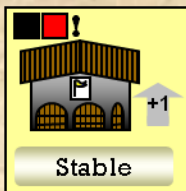
Blacksmith – Upgrades Knights so that they can destroy an additional Enemy Unit in the same space or conquer an additional space in Enemy Territories.



Carpenter – Upgrades Trebuchets so that they can conquer an additional space in Enemy Territories or in conjunction with the Royal Guard, can destroy an additional Enemy Unit in the same space or.



Fletcher – Upgrades Archers so that they can destroy an additional Enemy Unit in the same space or conquer an additional space in Enemy Territories.



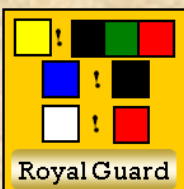
Stable – The Stable allows all Friendly Units to move an additional space during the move unit action. If combined with **Charge!**, move each unit an extra space during each of the two move phases. Stacks with other Stables so, units can move 2, 3 or more additional spaces.

Fraternal Buildings

Fraternal Buildings have an orange background and can only be built in the orange or orange/tan background areas. These buildings provide special abilities that when used, causes the Fraternal Building to flip face down. The player may use an action during the *Action* phase to flip all orange tiles face up to be used again. A Fraternal Building cannot be used unless it is face up. It can be used immediately.



Chapel – The Chapel prevents the effect of another player using Loyalty Change against the owner of the Chapel. The Chapel is flipped face down when used to prevent an exchange. The Loyalty Change has no effect and cannot be used again this round. If the owner of the Chapel likes the proposed exchange, he/she does not have to use the Chapel and the Chapel will remain active.



Royal Guard – The Royal Guard allows Friendly Units in a player's Barony to destroy Enemy Units they normally would not be able to destroy by placing the Royal Guard face down. This effects all of the player's Friendly Units for the entire turn. The final result is that all Friendly Units will destroy all Enemy Units this round when a conflict occurs. This ability does not apply to units that are attacking Enemy Territories.



Sappers – Can only be used during the *Special Events Phase*. In turn order, starting with the King's Favored, each player may flip his/her Sappers face down and name a building. All buildings with that name do not have an effect this round. That includes those owned by the player who activated the Sappers. If the player chooses Sappers, all other Sappers, including those used by previous players this round, do not have an effect.

Example: Players 1 and 2 each have active Sappers. Player 1 uses a Sapper to shutdown Arc Jewels. Player 2 wants Arc Jewels to work this round. Player 2 may flip his/her Sappers face down and name Sappers. The Arc Jewels will function normally this round. Defensive Fire has no effect if used on a building that was sapped.



Scout House –Allows a player to view two Enemy Territories. When viewed, flip this tile face down.

Underground Buildings



Dungeon – Can only be built in the black background area. See Squashed Rebellion card in the King's Aid Cards section for the purpose of the Dungeon. A Dungeon can only hold up to 4 prisoners (purple cubes). A player may only have one Dungeon built. Any other Dungeons a player acquires prevent other players from having them.

King's Aid Cards

King's Aids are acquired during the selection phase and take effect before, during or after a player takes his/her action unless indicated on the card. They are all discarded at the end of the round and reshuffled to form a new deck for the next round.



Blessing

When one of your units attacks or defends this turn, that unit is not destroyed, even if engaging in multiple battles.

Clarifications: The unit is immune from being destroyed for the entire turn, no matter the number of single battles it engages in.

Hint: When blessing a unit, place a purple cube under it to show it has been blessed. Remove that purple token after all Enemy Units have finished all movement.



Charge!

If you chose the "Move units" action, you may move any number of your units a second time.

Can be grouped with but not used with **King's Envoy** and **Construction**.

Clarifications: All units must complete their first move before beginning the second movement action. When a player is dividing the Kings Aid, Charge, King's Envoy and Construction can be in the same groups but, when a player takes his/her turn, he/she may only use one of them.



Claimed

Choose one:

- Look at 1 face down Enemy Territory.
- OR -
- You may place a purple cube in the top right corner of an Enemy Territory you have under siege. This territory cannot be put under siege nor conquered by other players for the remainder of the game. Do not score this territory until successfully conquered.



Construction

If you chose the “Construct a building” action, you may choose to build all copies of a second named building from your ready to build pile.

Can be grouped with but not used with **Charge!** and **King’s Envoy**.

Clarifications: When a player is dividing the Kings Aid, Charge, King’s Envoy and Construction can be in the same groups but, when a player takes his/her turn, he/she may only use one of them.



Defensive Fire

During your turn, choose a non-Sapped Defensive Building in your Barony. Every enemy unit that starts on, lands on or moves through this building this turn is destroyed instead. You gain 1 point for each Enemy Unit destroyed this way.

Hint: When using Defensive Fire on a building, place a purple cube on it to show it has Defensive Fire. Remove that purple cube after all Enemy Units have finished all movement.



Invasion

During the “*Enemy Unit Movement*” step, move all enemy units approaching your Keep their full movements a second time this turn. Each set of moves is independent.

Clarifications: All units must complete their first move before beginning the second movement action. Enemy Units must move the second time.



King’s Envoy

Take an additional action this turn. It must be an action you have not yet taken.

Can be grouped with but not used with **Charge!** and **Construction**.

Clarifications: When a player is dividing the Kings Aid, Charge, King’s Envoy and Construction can be in the same groups but, when a player takes his/her turn, he/she may only use one of them.



Loyalty Change

Special Events Phase Only

You may switch one of your Friendly Units with a unit of another player. Both units swap places. Units attacking Enemy Territories cannot be affected.



Lucky Day

Special Events Phase Only

Reveal the top three cards from the King's Aid deck. You may choose one of them and add it to your King's Aid for the round. Discard any cards not chosen.



Remodel

Choose one:

- Move any number of buildings with the same name.
- Remove any number of buildings with the same name and put back into your supply
- Swap one of your built and/or un-built buildings for another. Swapped buildings may be different terrain types.
- No effect

Must follow all placement rules.

Clarifications: You may swap one building in your Barony with one that is not in your Barony. For example, you can remove a Scout House to build an Arc Jewel. The Arc Jewel must be built on an all light green space or light green/tan space.



Smite –

Special Events Phase Only

If there is an Enemy Unit in your Barony including the mountain pass, this card destroys one of your choice before your action(s). Do not score this unit.

Clarifications: No other action or game component such as a Friendly Unit is required to destroy that unit. You **MUST** destroy an Enemy Unit if one exists, not optional.



Squashed Rebellion –

Lose a point unless you place a purple cube from the game supply in an empty spot in a built Dungeon you control. You may remove all cubes in your Dungeon and gain points as follows:

- 1 cube = 1 point
- 2 cubes = 3 points
- 3 cubes = 6 points
- 4 cubes = 10 points

Clarifications: You may only remove cubes from the Dungeon immediately after adding a cube for the Squashed Rebellion card. At the end of the game, any cubes remaining in the Dungeon do not count towards your score. If you added the 4th cube, you may leave them all there but, the next time you obtain Squashed Rebellion, you will lose a point and then can choose to remove cubes for the indicated points.

Rules Updates

- v2.01.09 – Replaced some of the artwork. Updated the Credits.
- v2.01.08 – Simplified the four player game pairing. Added the game terms King’s Favored and Castellan to represent the now independent roles of Active Player and Dividing Player, respectively. Updated Region to Barony. Changed Lucky Day text to include what to do with the extra cards.
- v2.01.07 – Clarified what to do if buildings run out. Players can no longer siege an area by another player if the current player already has two areas under siege.
- v2.01.06 – Multiple rules clarifications from blind testing sessions.
- v2.01.05 - Made Reference in the Setup of the rulebook to look at Errata before playing. Added *Division Hints* section to help new players decide how to divide the King’s Aid. Corrected the New Siege text to say to use the player markers to indicate a siege rather than moving the siege next to the player. Errata for the color of Battering Rams on Building Tiles. Added FAQ.
- v2.01.04 - Modified Defensive Fire to give one point rather than the point value of the row where the Enemy Unit was destroyed. Made sure all rules stated that Loyalty Change can be used against any player during the Special Event phase.
- v2.01.03 – Replaced the wording ”Building Type” with “buildings with the exact same name” in the rule book in many places. Building Type now to be used to differentiate Defensive/Upgrade/Fraternal differences.
- v2.01.02 – Clarified that destroyed buildings are removed from the game.
- v2.01.01 – Changed wording on Remodel to be more clear.
- v2.00.00 – Major Reset. Added the Game Board and increased Enemy Territories to 9 by adding empty tiles.

Errata

v2.00 and 2.01 Components:

- **Building Tiles** – All Brown squares on the building tiles should be Black, indicating Battering Rams.
- **Defensive Fire (King’s Aid Card):** Changed the scoring for defensive fire to always give one point rather than the points for the row.
- **Construction (King’s Aid Card):** Reworded to say all copies of a building with the exact same name. “Building Type” is now to be used for Defensive/Upgrade/Fraternal differences, not based on names.
- **Remodel (King’s Aid Card):** Reworded to say all copies of a building with the exact same name. “Building Type” is now to be used for Defensive/Upgrade/Fraternal differences, not based on names.

Alternate Rules

The standard game is known as **For Glory**.

If you are familiar with the standard game and looking for new adventure, try adding these advanced rules.

Dragon Hunt (“Generally” a Faster Play with Focused Strategy):

Play the standard game with the following exceptions.

- The King’s Aid card “Claimed” cannot be used to claim the Dragon Mountain Enemy Territory card.
- There is a second end game win condition: The player who conquers Dragon Mountain wins.

- Dragon Mountain cannot be conquered by a player who has less than 10 points. If a player with less than 10 points puts one or more units on Dragon Mountain, all those units are destroyed.

Eradication (Longer Game Play with Focused Strategy):

Play the standard game with the following exceptions.

- Players can only have one Enemy Territory under siege at a time rather than two.
- If a player has a territory under siege, he/she cannot conquer another Enemy Territory.
- The game is played until all Enemy Territories are conquered or one player conquers a guaranteed majority (4 of the 6 or 3 if two different players each have 1 each).
- The only win condition is the player who conquers the most Enemy Territories. If there is a tie, use the normal rules to determine scoring.

Eminent Death (Extremely Frustrating, First time players should not play this version!!!):

Play the standard game with the following exceptions.

- When Friendly Units die, do not put them back in the bag.
- When Enemy Units are destroyed by Keeps, the player puts them near his/her Barony.
- Additional end game condition: Once there are not enough cubes in the bag to create a full selection, the game ends. If the game ends in this manner, the player with the fewest Enemy Unit cubes wins. If there is a tie, use the normal rules to determine the winner.

Frequently Asked Questions

Q: Can a player have negative score?

A: Yes, score markers start on the green spot in the score board. If Enemy Units move into a Player Barony's Upgrade Buildings Build Area or has Squashed Rebellion and does not have a Dungeon, that player may go negative. The most any player can go negative is 5 points indicated by the red spots on the score track. Any player at the maximum negative points will not lose any more points. When they score, they will move one space towards the King's Castle as normal.

Q: Does a Friendly Unit upgraded by Blacksmith, Fletcher or Carpenter get destroyed when facing only one unit?

A: Yes, even though a Friendly Unit can destroy more than one Enemy Unit in the same space when upgraded, it will be destroyed in battle when facing an Enemy Unit that can destroy it.

Q: If a Friendly Unit is already in an Enemy Territory when an Upgrade Building is built, does it get the benefit. How about when the Upgrade Building is Destroyed?

A: Yes, Friendly Units gain or lose benefits based on the current Upgrade Buildings a player has. It is assumed that supply lines provide repairs to Friendly Units no matter where they are located. If an Upgrade Building is removed or destroyed, it is assumed that new repairs and supplies are not provided at the same potency.

Q: Does the game end if a player's score marker reaches the King's Castle during the turn but then ends up on a brown space on the score track?

A: No. The game only ends if one or more players' score marker is on the King's Castle gray space on the score track at the end of his/her turn.

Q: Can a player move Friendly Units into an Enemy Territory without putting it under siege?

A: No. A player must have a marker available to place on an Enemy Territory when placing units there. There is no method to block another player from starting a siege on a face down Enemy Territory.

Credits

The following people made this game possible.

Game Concept: CW Karstens
Artwork: Kurt Miller and CW Karstens
Marketing: David Stern
Editing: She who will not be named, Daniel Jensen, Joe Naquin

Version 1 Playtesters:

Jeremy Karstens, Zachary Karstens, Kent Cooper, David McAlpine, Caylan McAlpine, Chris Cieslik, Jay Cormier, Andy Miller, Eric Jones, Chris Rao, Eric Sexton, Bryan Pope, Colin Meller, Dr. Tom Allen, Anthony Gill, TJ Hurzl, David Turner, Blake Crawford, Monte Jones, Bob Rademaker, Matt Gordon, Eric Co, Tricia Rowland, Kevin McKenzie, Ian McKenzie, Benny Sperling, Steven Maatinson, Robert Carlisle, Daniel Richards, Tim O'Keeffe, Todd Dunlap, Mark Swenholt and many others who play tested and provided input and ideas.

Version 2 Playtesters (Version 1 Playtesters are not included if they played both):

David Stern, Sean McCoy, Lee Yancy, Logan Doty, Zack Koch

Check us out on the web at:

<http://www.diamondkgames.com>

