

KINGDOMS RISE & FALL

# DORIAN

MANUAL



## ***Kingdoms Rise & Fall - Dorian***

***The unexpected death of the king leaves the royal army uncontrolled and vulnerable. Without a true heir to the throne the king's former advisers, The Octagon of Supreme Wizards, try to govern. But chaos is near and there are rumors that they are imprisoning anyone who dares to question their position of power. Scattered throughout the Kingdom of Dorian, six leaders have gathered their armies to take the throne. The motives of these rebel leaders differ, but war is certain. The leader with the strongest army, the sharpest strategic mind and most allies will take control and become the new ruler of the Kingdom of Dorian.***

### **CHAPTER 1 - LEARN TO PLAY**

#### **1. START**

In this 3-6 player game, each player takes on the role of a leader who wants to become the ruler of the Kingdom of Dorian. This can be achieved by conquering

★-Locations to earn Influence Points: **IP**. A

★-Location is a settlement and can be overtaken by your army (your Deck of Battle Cards) and your Character.

There are three main stats used throughout the game:

**S** Stealth, **P** Physical and **M** Magic. You need these specific stats referred to as Power to overcome the defence of a ★-Location.

#### **2. GOAL OF THE GAME**

The player who reaches the **IP**-goal, immediately wins the game. The game also ends when there are no more Kingdom Event cards and the last player on the Turn Order Track ends his/her Turn. The player with the most **IP** wins the game.

If there is a tie, the player with the highest amount of ★ wins the game. If it is still undecided, there will be a Final Battle between these players. (Check Chapter 2 - Reference Guide page 11, for more information).

Using this booklet - In CHAPTER 1 - LEARN TO PLAY we will teach you the basics. CHAPTER 2 - REFERENCE GUIDE provides more detailed information and rule specifics. There are also special rules for advanced players. During the game you can use the Player Aid as a quick overview and reminder.



# ALL COMPONENTS



33 Kingdom Event cards



56 Objective cards



23 Treasure cards



126 Battle Cards



144 Upgrade cards



120 Character Markers



12 Battle Markers



66 Starter Deck cards

## RESOURCES



Dragon Stones



Magic Crystals



Dark Essence



24 Resource Cards



20 Defence cards



6 Character Boards



1 Game board



1 Crown marker



6 Character Figures



1 Token bag



GAME OVERVIEW, 4 PLAYER SETUP

### 3. SETTING UP

#### WHEN YOU PLAY FOR THE FIRST TIME...

If you are new to Dorian, we recommend you start your first playthrough with the 3 Learn to Play Kingdom Event cards (these will replace the regular Kingdom Event cards), starting with Chapter 1. Place the Crown marker on the IP-Track at 20. The average game length of this setup is 1,5 hours.

To make the game more easy to learn, we recommend ignoring the following three advanced elements so your first session(s) will be more accessible and easier to learn:

- Objective cards
- Field Battles

- Asking permission to pass a Character or a ★-Location that is owned by another Character.

These advanced rules are marked green.

#### GENERAL PREPARATION

In general, more players means more Player Turns and thus a longer game duration. You can influence the duration by changing the amount of Kingdom Event cards and by setting a certain IP-goal using the Crown marker. For a basic setup you can use 3-4 Kingdom Event cards and place the Crown marker on the IP-Track at 20-25.

Shuffle all the Kingdom Event cards and randomly take the selected amount of cards for this play session. Do not reveal them and create a deck from these selected cards. (Chapter 2 - Reference Guide p11, for alternative setups.)



## 4. ROUNDS & PLAYER TURNS

Each Round is divided into a Preparation Phase and an Influence Phase. In the Preparation Phase, you will be able to acquire Resources from Garlock City and develop your Deck. In the Influence Phase you will interact with the map and engage in battles. Players take turns in each of those phases based on the Turn Order Track.

### START THE ROUND

The following actions must be performed at the start of every Round:

**DETERMINE ROUND TURN ORDER** - Place a Character Marker from each Character into the token bag. Shuffle the bag and take the markers out one by one. Place each Character Marker on the Turn Order Track, based on the picking order, starting with the first player.

**ALLOCATE ★-LOCATION REWARDS** - Each Round, players receive Resources and , based on the total number of ★ they currently hold. Check the 'Star Reward'-table on the game board.

**KINGDOM EVENT CARD** - The Starting Player, the first player on the Turn Order Track, takes the top Kingdom Event card and reads it out loud. Keep in mind that these events will affect every player, unless stated otherwise. Place the Kingdom Event card open on the deck, until the next Round.

**SUPPLY LOCAL MINES** - Add 1 corresponding Resource to each Local Mine on the game board. Dark Essence Mine (Moguras) +  1, Dragon Stone Mine (Lusta) +  1 and Magic Crystal Mine (Estaria) +  1. Resources will stack.

### PREPARATION PHASE

Take turns according to the Turn Order Track. Follow the next 3 steps during your Player Turn in the Preparation Phase:

1. Start your Turn by taking the top card from your Deck and place it in your Hand.
2. During your Turn in the Preparation Phase, you can perform the following actions, in any order and (if possible) multiple times:

- **ACQUIRE RESOURCES** - Play your Garlock Workers and Garlock Supervisors from your Hand to select (any) Resource Cards from Garlock City. You will get the Resources stated on the Resource Cards. Afterwards, place the Resource Card back at the bottom of the Resource Deck and the Garlock in your Restore Pile. Restock Garlock City after each played Garlock.
  - **USE  CAMP UPGRADES** - Use the Abilities of your equipped Camp Upgrades.
  - **REARRANGE CHARACTER UPGRADES** - You may rearrange your Character Upgrades with Upgrades from your Inventory.
  - **USE A TRADE STATION **
  - **BUY BATTLE CARDS** - Turn in Resources from your Resource Pool or Camp Supplies to buy a Battle Card from one of the decks. Look at the top 2 cards and place 1 in your Hand. Place the other card at the bottom of that deck.
    -    = look at 2, take 1 -card
    - Pay an additional  to look at an extra -card.
    -    = look at 2, take 1 -card
    - Pay an additional  to look at an extra -card.
    -    = look at 2, take 1 -card
    - Pay an additional  to look at an extra -card.
  - **DESTROY A BATTLE CARD** - Destroy a Battle Card from your Hand to get specific Resources (Starter Deck cards excluded). -card =  2, -card =  2, and a -card =  2. Destroyed cards are placed in the game box.
  - **GET A NEW  OBJECTIVE CARD** - Place 1 of your Objective cards at the bottom of the Objective Deck to look at the top 2 Objective cards and choose 1. You also need to pay 1 Resource from your Resource Pool or Camp Supplies. (*Advanced rule*).
3. **End your Turn.** Remove all the Resources from your Resource Pool.

### INFLUENCE PHASE

Take turns according to the Turn Order Track. Follow the next 3 steps during your Player Turn in the Influence Phase:

1. Start your Turn by taking the top card from your Deck and place it in your Hand.
2. During your Turn in the Influence Phase, you can perform the following actions, in any order and (if possible) multiple times:
  - **TRAVEL** - Travel with your Character from one Location to another by roads or Sea Routes. Each step from one Location to another costs 1. The available amount of for each Turn, is indicated on your Character Board.
  - **BATTLE** - Attack a -Location (Siege Battle). You may also attack another Character at the same Location to start a Field Battle. (Advanced rule)
  - **ASKING PERMISSION** - Ask a player (once per player per Turn) permission to pass their Character and any owned -Location this Turn. (Advanced rule)
  - **VISIT A LOCAL MINE**
  - **USE A TRADE STATION**
  - **USE CHARACTER UPGRADES** - Use the Abilities of Upgrades that are equipped to your Character.

- **REARRANGE CAMP UPGRADES** - You may rearrange your Camp Upgrades with Upgrades from your Inventory.
  - **REST** - You may Rest once during your Turn, when you did not Travel or initiate a battle. When Resting you may take 3 Resources of your choice. After resting you cannot perform the Travel or Battle action, but you can still perform other actions this Turn.
3. **End your Turn.** Do this by taking cards from your Deck or placing cards from your Hand in your Restore Pile until you have a total of 5 cards in your Hand. If you are in the final Round, do not take cards from your Deck.

### EXAMPLE OF A PLAYER TURN IN THE PREPARATION PHASE

In this example, the player controlling Salazar begins his Turn by taking the top card from his Deck and placing it in his Hand.

**A** To acquire Resources, he plays 1 Garlock Supervisor. By doing this, he may take 2 Resource Cards from Garlock City and acquires the Resources stated on these cards: 3.

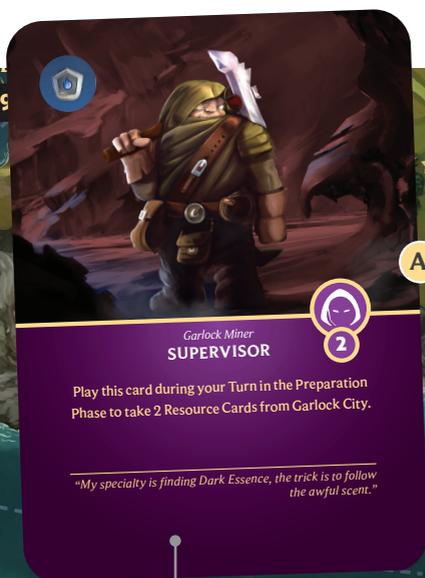
To prepare for the Influence Phase, he will buy a -card from the -deck by spending 3. By doing this, he may look at the top 2 cards from the deck and place 1 in his Hand.

### EXAMPLE OF A PLAYER TURN IN THE INFLUENCE PHASE

Salazar begins his Turn in the Influence Phase by taking the top card from his Deck and placing it in his Hand.

Salazar is located on Grimshire and will move to Gates of Kinara, this costs 1. Once arrived, Salazar attacks, initiating a Siege Battle. He wins the battle and acquires 2 from the Treasure card. He places 2 in his Camp Supplies on his Character Board for later use.

He ends his Turn, by taking 2 cards from his Deck, increasing his Hand size to 5 cards.



## CHARACTER BOARD



## BATTLE CARDS



## 5. BATTLE

In Kingdoms Rise & Fall - Dorian, you will be using your army: your Deck of Battle Cards. The Battle Cards in your Hand represent your available troops. Before Battle, you will select the Battle Cards from your Hand you want to send to Battle. If you are lucky, you have helpful allies, but be careful, even allies may betray you.

There are two types of battles, Siege Battles and Field Battles. Your Character will lead your main force and will initiate all of your attacks, on both Locations (Siege Battles) and Characters (Field Battles). Word spreads fast when a Siege Battle is about to take place and it takes a longer period of time to resolve. Thus you can send your available troops to participate in a Siege Battle, even though your leader is not close by. Field Battles happen fast, only when your Character is near can you participate in this battle between other Characters.

### SIEGE BATTLE: ATTACKING A ★- LOCATION

- Who will participate?** - Based on the position of the Turn Order Track each player tells the Attacking Player whether they will participate in this battle. (starting with the first on the Turn Order Track). Whoever decides to participate, will place their Battle Marker closed at the ★-Location. Also, if the battle participants have their Character within a range of 1, their Character may join the battle by placing the Figure on the ★-Location (simultaneously with their Battle Marker).

Battle Markers:

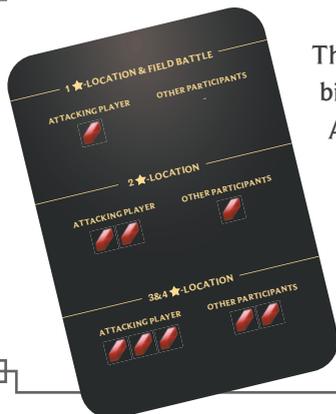


Support the attack



Support the defence

### TREASURE CARD



The more ★ a Location has, the bigger the reward. Besides the Attacking Player (leftside of the card) other Battle participants (right), like Supporting and Defending Players, also get some loot.

### LOCATION DEFENCE



The more ★ a Location has, the stronger the Defences, the bigger the reward.



These are the Defences you need to defeat to capture this Location. If a Power is not present, simply ignore that Power. In this case will have no effect in battle.

- Selecting Battle Cards** - Select at least one Battle Card (from your Hand) that you wish to play this battle. Place the cards facedown on the table and cover them with your Hand to block other players from counting the number of cards.
- Reveal Battle Markers and selected cards** - When all players are ready, turn over the Battle Markers and reveal all selected cards.
- The battle** - The battle participants take Turns, playing their selected card(s) and using the Abilities on the card(s). When a Character joins battle, the player may use any available equipped Character Upgrade cards and add the Power of those upgrades in addition to the Character's Base Power. The Attacking Player goes first, followed by the Supporting Player(s) and finally the Defending Player(s). Use the Turn Order Track to determine the order of the Supporting and Defending Players.
- Reveal and resolve the top Defence card.** Afterwards, place the card at the bottom of the deck.
- Calculate the winner** - Count all the current Power of the Attacking Side. Add the Power of the Defending Side to increase the available Defence of the Location. The Attacking Side needs at least the same amount to win the battle.
- After the battle** - Place your played cards in your Restore Pile.



## EXAMPLE OF A SIEGE BATTLE

In this example of a Siege Battle, Salazar attacked Gates of Kinara. The Battle Markers shows (after being revealed) that Nazul will support Salazar in its endeavour, but Selina will defend Gates of Kinara.

The Active Player (Salazar) starts by playing his cards, meaning he will use the Abilities stated on the card. Salazar plays Onara Amari and Fire Storm. Because Onara Amari copies Fire Storm, they both generate +4 each. Additionally, Salazar has a Base Power of +4, which makes it a total of +12.

As a Supporting Player, it's Nazul's Turn to play his cards. Lucky for him, he has Nina Twinblade meaning (Selina's Card, Mage Hunter) will be send to her Restore Pile.

Now it is Selina's Turn to play her cards, but sadly she has none left. She does have two on her Base Power, giving her +3, increasing the Defence of Gates of Kinara to +12. It seems that the Defending Side has won the battle, but a Defence card still needs to be revealed. The Defence card lowers the Defence of the ★-Location with -1, lowering it to +11. This is enough for the Attacking Side to win the battle!



## SIEGE BATTLE WON

1. **Claim ★-Location** - The Attacking Player claims the Location by placing a Character Marker on the ★-Location on the game board.
2. **Winning side receives 1 Treasure card.**
3. **Upgrade card** - Each player from the winning side takes the top card from their Upgrade deck and may equip it on an available slot with a corresponding icon. Replaced Upgrade cards or Upgrade cards that are not chosen will be placed in your Inventory.
4. **IP** - Increase your **IP** on the **IP**-Track based on the Siege Battle Outcome-table on the game board.

## SIEGE BATTLE LOST

1. **Lose Resources** - If your Character joined the battle, remove 2 Resources from your Character's Base Power.
2. **Retreat** - If your Character joined the battle, move it 1 towards its previous Location. An Attacking Player loses 1. If your Character was already located on the ★-Location when the battle took place, move it 1 towards any other Location of your choosing.
3. If you lost an owned ★-Location to another player, decrease your **IP** on the **IP**-Track based on the Siege Battle Outcome-table on the game board.

## FIELD BATTLE: ATTACKING A CHARACTER

*Advanced rule* - During your first session(s), we recommend to skip Field Battles.

1. **Attacking** - When at the same Location, you can attack another Character. The Defending Player must choose either to:
  - 1) Fight
  - 2) Flee
  - 3) Enter the ★-Location Defences (if available)
2. **Joining battle** - Players with their Character 1 away from the battle, may choose to participate based on their position on the Turn Order Track. Their Character will have to join the fight. Players that choose to participate, will place their Character and a Battle Marker (closed) at the Location.
3. **Selecting Battle Cards** - Select your Battle Cards and cover them with your Hand. (Select at least 1 Battle Card.)
4. **Reveal Battle Markers and Battle Cards.**
5. **The Battle** - The battle participants play their selected card(s) and use the Ability on the card(s).

The player may use any available equipped Character Upgrades and add the Power of those upgrades besides the Power of the Character. The Attacking Player goes first followed by the Supporting Player(s) and finally the Defending Player(s). Use the Turn Order Track to determine the order of the Supporting and Defending Players.

6. **Calculate the winner** - The player with the most Power in at least two stats (🌀 🏹 🛡️), wins the battle. If it is a tie then nothing happens.
7. **After the battle** - Place your played cards in your Restore Pile.

### FIELD BATTLE WON

1. 🏆 - All players on the winning side gain 🏆 1.
2. **The winning side receives 1 🏠 Treasure card.**
3. **Upgrade card** - Each player from the winning side may equip the (received) Upgrade card or place it in their Inventory.

### FIELD BATTLE LOST

1. **Lose Resources** - Remove 2 Resources from your Character's Base Power.
2. **Retreat** - Your Character retreats to the closest ★-Location you own (you do not need to ask permission to pass). If you do not own a Location, remove your Character from the board and place it on any Location not owned by other players and without other Characters, at the start of your next Turn (Preparation Phase).
3. **Lose 🏆** - All players that lost the battle lose 🏆 1.

### MOVING PAST ANOTHER ★-LOCATION

Ask permission to pass the ★-Location owned by another player your Character is currently located. The other player may accept or deny your request. If accepted, that Character may pass the ★-Locations and the Character of that player this Turn. When it is denied the Active Player cannot pass any of the owned Locations of that Character this Turn (or the Character itself), but could choose to start a Siege Battle.

### MOVING PAST ANOTHER CHARACTER

Ask permission to pass another Character. In case there are multiple Characters, you will have to ask them separately (based on the Turn Order Track). The other player may accept or deny your request.

When a request to pass is denied, the Active Player

cannot pass that Character (or any owned ★-Location of that Character this Turn), but could choose to start a Field Battle.

## CHAPTER 2 - REFERENCE GUIDE

### GAME SETUP: AMOUNT OF PLAYERS AND DURATION

You can influence the duration of the game by changing the amount of Kingdom Event cards and by choosing an 🏆-goal using the Crown marker. To get the most out of deckbuilding, we recommend choosing at least an average length of play.

If (advanced) players want to play with an 🏆-goal above 41 (for instance 60), they can stack 2 Character Markers after they have reached 🏆 42 and place their marker on 🏆 1 again. The following setups are recommended:

Players	Duration	Kingdom Event cards	🏆
3	Short	3	20-25
	Average	6	25-30
	Long	9	35
4	Very long	12	40
	Short	3	20-25
	Average	6	25-30
	Long	9	35
5	Very long	12	40
	Average	3	20-25
	Long	6	25-30
	Very long	9	35
6	Extreme	12	40
	Average	3	20-25
	Long	6	25-30
	Very long	9	35
6	Extreme	12	40

### OBJECTIVE CARDS (ADVANCED RULE)

Advanced players can add Objective cards to make the game more fun and less predictable.

**Turn in an Objective card** whenever you meet the requirements stated on the Objective card, you immediately turn in the card and receive the reward. It is possible to turn in more than 1 Objective card at the same time. After turning in your Objective card, take

the top 2 cards from the Objective deck, choose 1 and place the other card at the bottom of the deck.

## CHARACTER BOARD AND RESOURCES

- **Placing Resources on your Character Board**  
Acquired Resources, for instance from Treasure cards, Stealing or Kingdom Event cards can be placed in your Resource Pool or on your Character Board (Base Power or Camp Supplies).

- **Camp Supplies**  
You can use the Resources from your Camp Supplies to buy Battle Cards, trade Resources at a Trade Station, improve your Character's Base Power or for certain events. You cannot exceed the storage capacity of 3 Resources for each type: 3x  3x  3x .

- **Character's Base Power**  
During your Turn and outside of battle, you may place Resources on your Character's Base Power.

Once Resources are placed on your Character's Base Power, you cannot remove them, unless a card's Ability states otherwise.

- **Resource Pool**  
The Resource Pool is a way to store Resources you do not yet want to place on your Character Board. Resources from your Resource Pool can also be used to trade at a Trade Station, buy Battle Cards or during certain events. You can only place Resources from your Resource Pool on your Character Board outside of battle and during your own Turn. Placing Resources in your Resource Pool keeps them safe from Stealing, but be careful, it is emptied at the end of your Turn in the Preparation Phase.
- **Stealing Resources**  
STEALING - Some cards offer the Ability to Steal Resources from a Character Board. Place the stolen Resource in your Resource Pool, Camp Supplies or Character's Base Power, unless stated otherwise.

## GAME BOARD ELEMENTS

-  **Port** - If a ★-Location contains this icon, you can use the connected Sea Route and Travel to other ★-Locations with a Port. If a player owns a ★-Location with a Port, other players will need to ask Permission to Pass to use this Port and Sea Route.

-  **Market** - Players can use the Trade Action at this Location and trade 2 or 3 Resources of the same color for the same amount of another color. For example 2x  for 2x . If a player owns a ★-Location with a this icon, other players will need to ask Permission to Trade at this Location.
- **Star Reward-table**  
Each player will gain a reward based on the number of ★ a player owns. For example, if Grumash holds Durdon (★ 2) and Heroes Crossway (★ 1), he will have a total of ★ 3, gaining 1 Resource of his choosing and  1.
- **Siege Battle Outcome-table**  
Each player earns  for winning a Siege Battle. At both the Attacking and Defending Side. The reward is based on the number of ★ of a Location. The Attacking Player earns a higher amount of  than the Supporting and Defending Players (other participants). If a player captures a Location from another player, that player will lose  based on the number of ★ it holds. For example, if Marcus wins a Siege Battle and captures Durdon from its former owner Grumash. The player controlling Grumash will lose  2.
- +1  - A player that owns a ★-Location with a +1 icon may look at an additional card when buying cards from that specific type. If a player owns more ★-Locations with this icon, the amount will stack. For example: Nazul owns Cloaktown and Triban Camp, if he would buy a -card, he may look at 2 additional cards which makes a total of 4 cards he can look at, before choosing 1 to place in his Hand. The rest will be placed at the bottom of the -deck.
-  **Mine** - Each Round all the Mines will gain +1 Resource based on their type. Players that are located on a Mine, can gather all the present Resources for free. They can choose to get any number of available Resources.

## WINNING THE GAME

The player who reached the pre-set -goal immediately wins the game. In some cases, it is possible that two or more players reach the -goal at the same time. Make sure to add all the gained  to the -track, even though it exceeds the Crown marker. The player with the highest amount of  wins the game. If 2 or more players end up with the same amount

of  after reaching the -goal, it counts as a tie. In this case, apply the rules stated on page 2 of this manual (GOAL OF THE GAME).

#### OPTIONAL RULE (ADVANCED)

#### CANNOT DIRECTLY WIN BY SUPPORTING

When playing with this optional (advanced) rule, players cannot reach or exceed the -goal (Crown marker) while supporting another player. Players gain , up to  1 less than the pre-set -goal. Rewards as Treasure, Objective and Upgrade cards are gained as normal.

#### FINAL BATTLE

If no victor has emerged after counting the number of , a Final Battle between 2 or more players will occur. The Final Battle is a variation of the Field Battle, but in the Final Battle neither player is the Attacking or Defending Player. Make sure to ignore rules that refer to this.

Each player that joins the Final Battle shuffles the cards in their Hand and Restore Pile into their Deck. Use the token bag to determine the Battle Turn order. The first player takes the top 5 cards from his/her Deck and places it in their Hand. The second player takes the top 6 cards and places 1 of them at the bottom of their Deck. The third player takes the top 7 cards and places 2 of them on the bottom of their deck and so on.

Characters of participating players will join the battle. The players now select the cards they wish to play this (Final) Battle. Reveal the played cards at the same time. The first player starts with its Battle Turn, followed by the other player(s). After all players have had their Battle Turn, the player with the most Power in 2 out of the 3 Powers (,  and ) wins the battle. If there is a tie between players, another Final Battle will start between those players, until there is a winner.

#### FIELD BATTLE

##### ATTACKING ANOTHER CHARACTER (ADVANCED RULE)

The Active Player may decide to start a Field Battle and attack a Character directly, if the Characters are at the same Location. These Battles work a little differently than Siege Battles, because they take place on the battlefield, they are resolved faster. Players can only participate in a Field Battle between other Characters,

if their Character is within  1 of the battle. Unlike the Siege Battles, their Character must always join the battle.

Just like the Siege Battles, players that participate will have to choose to support the  Attacking Player or support the  Defending Player. A player can always decide not to participate in a Field Battle between 2 other Characters, even if their Character is present at the Location.

1) **Fight** - The Field Battle will take place.

2) **Flee** - A player that wants to Flee from a player that initiates a Field Battle, will have to place 1 card from their Hand in their Restore Pile. This does not cost any . If they do not have cards in their Hand, they automatically lose the battle, check the rules for losing a Field Battle.

Now move your Character  1 in any direction. Take into account that you cannot break the 'ask Permission to Pass'-rule by fleeing. Meaning, if you would move past a -Location owned by another player (or another Character other than the Character that Attacked you), and would trigger that rule, you still need to ask Permission to Pass. If passage is denied, you must choose another path. If all paths are blocked, the Flee option is unavailable. Then you must take the card you placed in your Restore Pile back in your Hand.

3) **Enter the -Location Defences** - If your Character is at a -Location you own and another Character initiates a Field Battle against you, you may enter that -Location keeping you safe from the Field Battle. When that same player would attack that -Location and start a Siege Battle, you will have to participate in that battle as the Defending Player and your Character has to join. If another player owns that -Location (other than the Attacking Player), you can ask that player to grant you 'Permission to Enter'. When denied, this option is unavailable.

Giving someone Permission to Enter your -Location cannot contradict the Permission to Pass-rule. Meaning, you cannot grant a Character Permission to Enter your -Location, but also have denied that same Character passage earlier this Turn.

##### ASKING PERMISSION TO PASS (ADVANCED RULE)

A player can deny another player Permission to Pass in that player's Turn, but still gain Permission to Pass from that player.

When a player wants to pass an owned ★-Location from a player, but there is a Character from another player on that Location, you will need to ask both players permission. Use the Turn Order Trackk to determine the order.

### BATTLES - CALCULATING THE WINNER (STEP 6)

Counting Power during a battle helps to understand who is on the winning side, but the final calculation will be done at the end of a battle.

#### Calculating a Siege Battle outcome

After the Defence card has been revealed, count the Power of the Attacking Side. Add the Power of the Defending Side to the Defence of the ★-Location. The Attacking Side needs an equal or higher Power to win. When calculating Power make sure to add all the Base Power and their effects from Abilities of the played Battle Cards that are still present at the battle, the Power of the Upgrade cards and joined Characters to get a Final Battle outcome.

Battle Cards you played and that are returned to your Hand (or any other Location outside of battle), will not add any Power to the Final Battle outcome. Abilities that were Activated  by a player or that have been Triggered , still affect the battle outcome. Meaning they can still influence the battle outcome, even though they may not be present anymore.

### EXAMPLE: BRYR DRUID

During a Siege Battle, the Attacking Player plays 'Bryr Druid' in an attempt to capture Tritown. The Attacking Player Activates the Ability of 'Bryr Druid' and gains  3 by placing a card from its Hand in the Restore Pile. A Defending Player was able to send 'Bryr Druid' back to the Attacking Players Hand, by playing 'Mage Hunter'. When calculating the battle outcome, the Base Power ( 3) of 'Bryr Druid' is not added. However, because the Ability of Bryr Druid was Activated earlier, the  3 that was generated will still be added to the battle outcome.



### EXAMPLE: SORGA BLACKTEETH

In this example Sorga Blackteeth does not have an activated ability. Sorga adds  +2 for each card you play this battle. If this card is sent back, for instance to your Hand, its Ability is not added to the battle outcome.



### RULE SPECIFICATION

1. Battle Cards can only be played in the Influence Phase and during a battle, with the exception of Garlock Workers and Garlock Supervisors which can also be played during the Preparation Phase to acquire Resources from Garlock City.
2. Players need to select at least 1 Battle Card to be able to participate in a battle. If a player does not have any cards in their Hand, they cannot participate in battle!
3. Players can always participate in a Siege Battle, playing their Battle Cards. However, their Character can only join if it is within a range of  1.
4. Players that want to participate in a Field Battle can join if they have a Character within  1. In a Field Battle your Character automatically joins the battle.
5. Only the cards you selected before battle will be used, the cards in your Hand will not be available. Nonetheless, some Abilities of Battle Cards and Upgrade cards enable you to play additional cards from outside the battle. For instance from your Hand, Deck or Restore Pile.
6. Battle Cards you selected before battle are automatically played after they have been revealed, even though you did not have a (battle) Turn yet.
7.  **Activate:** you can only Activate and Exhaust the Ability on the Battle Card during your own Battle Turn and you can only Activate it once, unless stated otherwise. Cards with , played outside of battle, will enter the battle as Restored. Meaning: if an Exhausted card is brought back into the battle (from outside the battle) because it was sent to your Restore Pile and you were able to play that card again, that card may be Activated again.

*Player tip: remove or disable these cards before other players can Activate them!*

8.  **Triggered:** Abilities that need to be Triggered first. Some cards have an Ability that takes effect if the prerequisites are met. Once that Ability is Triggered (once or multiple times), the Ability is still in effect, even if the card itself is not present anymore at the end of the battle.
9. If another player starts a Siege Battle at a ★-Location you own, you can only participate as the Defending Player.
10. If a Power is not present at a ★-Location's Defence, ignore that Power during this battle. Players can still play Battle Cards from that Power and the Abilities are still in effect.
11. A player can always decide not to participate in a Siege Battle even if their Character is present or if they own the attacked ★-Location.
12. Participating players that have their Character within 1 of the Siege Battle and choose their Character to join battle, they do not need 1 to place their Character on the ★-Location. Keep in mind that Characters that used 1 to join the battle, will not be moving back to their previous Location when they win (unlike losing a Siege Battle).
13. Every played card of a player can be targeted by a card from another player. In most cases (but not all)



Activating and Exhausting a card

- you can only target a player you battle, meaning they will be in a battle on the opposing side.
14. After the battle, the remaining cards will be placed in the owner's Restore Pile. Some Battle, Upgrade and Treasure cards give you the option to return a card you played to your Hand after the battle or to place it on top of your Deck.
15. Defence cards are only used during Siege Battles, not during Field Battles
16. Not all ★-Locations have a II-Defence (second defence stat). In that case, ignore it.
17. Faction Followers do not belong to a specific Power type (🌀, 🌸 or 🌿), instead they are unaligned.

## 8. SPECIAL RULES

### PAYING TRIBUTE

Players may choose the 'Paying Tribute'-rule, to pay another player Resources from their Resource Pool or Camp Supplies in exchange for certain deals. In the exception of asking Permission to Pass, these deals are non binding. This means that even if you pay another player, that player is not bound to follow up on that deal. Here are some examples of deals where you may ask for tribute from another player that wants:

- Your support during battle
- Permission to Pass your ★-Locations
- Form an alliance with you
- A truce

### TRADING RESOURCES BETWEEN PLAYERS

When adding this rule, players will have an additional Action called 'Trade with another Character' during their Turn. Players may exchange any Resources from their Resource pool or Camp Supplies with that of another player. The Characters have to be at the same Location to be able to trade. It is up to the players to determine the amount of Resources they wish to trade, as long as both players trade at least 1 Resource.

### SPECIAL VICTORY CONDITIONS

We recommend these alternative victory conditions for advanced players.

#### CAPTURE VALE CITY

The player that captures The Vale City wins the game. Players that support the Attacking Player during the final attack will become Kingmaker (choosing to serve



### EXAMPLE OF THE TRIBUTE RULE

Selina wants the support of Marcus during the attack on Durdon, currently held by Grumash. Selina pays Marcus 3 🌸 in exchange for his support. During the battle it seems Marcus chose to betray Selina and instead have his army defend Durdon. Another example would be: Salazar asks Permission to Pass Boultry, currently held by Nazul, in exchange of 1 🌿. Nazul accepts and gives Salazar the Permission to Pass on to Salazar.

the new ruler over death).

Players can only attack and conquer Vale City after obtaining a certain amount of , we recommend between 8-20. They can however participate in a battle as the Defending or Supporting Player.

We recommend using between 5-10 Kingdom Event cards to determine the number of Rounds and Player Turns. If no player captures Vale City after the last Player Turn of the Kingdom Event card has ended, follow the regular victory conditions. See Chapter 1 - 2. GOAL OF THE GAME, (page 2).

## TEAM BATTLES

In this variant players team up with their Characters. 2 or 3 fixed teams of players work together to establish their new kingdom. You can choose to play with 2vs2, 3vs3 or 3 teams of 2 players. There are two different victory conditions: Kingdom Rise & Capture Vale City. You can never defend a -Location from an attack from a player from your own team. Also you cannot attack a -Location or Character of your own team.

Members of a team each individually earn  by attacking -Locations or participating in battles, which will be added to the total  of that team. Choose a group leader and use its Character Markers for the team's -Track and to mark captured -Locations.

### Team Battles: Kingdom Rise

The first team that reaches the pre-set -goal directly wins the game. The game also ends if there are no more Kingdom Event cards and the last player has ended its Turn, the team with the most  wins the game. If it is a tie, use the regular victory conditions. See Chapter 1. GOAL OF THE GAME (page 2). If it results in a Final Battle, every team member will join the battle.

### Team Battles: Capture Vale City

The team that captures Vale City first, wins the game. A team needs to have at least a combined total of  15 to attack Vale City.

If neither team captured Vale City after the last Round, use the regular victory conditions, see Chapter 1. GOAL OF THE GAME (page 2). If it results in a Final Battle, every member will join the battle at their teams side.

## TERMS REFERENCE

The following terms are used throughout the game and refer to a certain mechanic or rule:

- **Starting Player:** the player that starts the Round and reads the Kingdom Event card. In general, the first player on the Turn Order Track.
- **Exhausted:** a card will become Exhausted after it has been  Activated.
- **Restored:** an Exhausted card will be Restored, the Ability can be Activated again.
- **Active Player:** the player that is currently in its Turn and may resolve its actions.
- **Battle Cards:** the cards you play in battle and reside in your Hand, deck or Restore Pile. These cards are either Starter Deck cards or cards from the ,  or -deck.
- **Attacking Player:** the Active Player that started a Siege or Field Battle.
- **Base Power:** is presented on a Battle Card and on your Character Board. Unlike a card Ability, the Base Power is always active when the card or your Character is present in battle.
- **Supporting Player:** a player that is helping the Attacking Player during a Siege or Field Battle.
- **Defending Player:** a player defending a -Location against an Attacking Player and possibly Supporting Players, a player who has been attacked by another Character or the player is defending another Character who has been attacked (Field Battle).
- **Defence:** the minimum required power that is needed to capture a -Location. This is marked below each -Location. Defending Players add their Power to the Defence and battle against the Attacking Side.
- **Selecting cards:** the cards you select from your Hand to play in this battle. Once the battle has started, you cannot add more cards from your Hand (unless with a specific card).
- **Attacking Side:** the Attacking and Supporting Players combined.
- **Defending Side:** all the Defending Players combined.
- **Destroy a card:** remove the card from the game, place it back in the game box.

- **Owning a ★-Location:** it is in that player's possession and the ★-Location is therefore marked with that player's Character Marker. It also contributes to the player's rewards gained from the Star Reward-table based on the number of ★ each player has.
- **Playing cards:** are Battle Cards that you control during battle and automatically play. This means, activating the Ability (if any) during your Battle Turn and adding the Base Power (at the end of Battle).
- **Player you battle:** another player you battle against during a Siege or Field Battle. Meaning, if you are the Defending Side, you battle against the Attacking Player and the players supporting the attack.
- **Character you battle:** another Character that joined the battle and battles against you during a Siege or Field Battle.
- **Battle Turn:** the turn a player has in a battle.
- **(During) This Battle:** refers to the current battle you are in.
- **Power:**  -  - 
- **Location:** any Location where a Character can be placed on.
- **Lost a ★-Location:** if you lose a ★-Location you owned to another player, you also lose  based on the Siege Battle Outcome-table.
- **★-Location:** a Location that can be captured by a Siege Battle with a Defence and a number of ★.
- **Neutral Location:** every ★-Location not owned by any Player.
- **End of Battle:** directly after the victor has been announced and the played cards are placed in the Restore Pile.
- **Siege Battle:** a battle for a ★-Location.
- **Restock (Garlock City):** place the top card of the Resource deck on an empty card slot. Restock (Garlock City) after each played Garlock Worker or Supervisor.
- **Field Battle:** a battle between players and their Characters, without involving a ★-Location.
- **Capture:** after winning a Siege Battles as the Attacking Player, you now own the ★-Location.

## TIMELINE

YEAR	TITLE	DESCRIPTION
-500	Elves of Esvia	Even before the rule of dragons, elves walked the woods and called it their home. Some believe they came from another realm and settled in the Sacred Forest of Esvia.
-150	Age of Dragons	Dragons rule the world. Orcs, humans and many other races serve the dragons as their prey and hardly survived as a race. Only the elves stay safe within their magical forests.
0	Mortal Gods	The forgotten gods walk side by side with other races in mortal form and they defeat the reign of dragons.
26	Migration of Dragons	The remaining dragons left to the outskirts of the realm. In search of a new home.
101	Founding of Estaria	Estaria is founded and ruled by a group of Arch Wizards. Only those with affinity with magic are allowed in their settlements.
212	Growth of Mogura	Moguras was thought to be poorly habitable, but as soon as the first groups started to build their homes in this area, the population grew rapidly. This area was out of sight of the elites and therefore it is of interest for those who like to stay in the shadows. Rahn Delfa, who stole most of his wealth from the Senona family, used his power to claim this territory and called it Moguras.
214	Trade with the Underkingdom	Trade is established with the underkingdom of the dwarves. Some dwarven clans even settled in the lands above.
215	Founding of Lusta	Lusta was founded by Dorgan Senona. In the coming years they construct Senona Stronghold in the center of Lusta.
224	Advanced alchemy age	In the great academies within Estaria, inventors and alchemists managed to extract energy from Dark Essence, Dragon Stones and Magic Crystals. The stones are scarcely scattered across the landscape but can mostly be found deep in the mountains.
308	Travel by sea	The arrival of improved ships makes it possible to sail on open sea. New regions are being discovered.
309	Trade with Garlock City	Discovery of Garlock City.
339	The Vale	Clans merged, The Vale is founded.
365	Dantes, Ruler of Estaria	Hermus Dantes established rulership over Estaria and becomes Arch Wizard. Not long after he lost his only son Dorian. No one knows the cause of his death.
386	Dark Mages	Hermus Dantes started his inquisition against cultists and necromancers in Estaria.
408	Duel for Estaria	Zargeth Girsu challenged Hermus Dantes for rulership over Estaria. He was defeated in a duel.
410	Trade conflict	Start of the conflict between Moguras and Lusta.
412	War of four nations	No nation can stay neutral in this war to come.
	Closing of the Underkingdom	The Underkingdom of the dwarves sealed their passages because of the starting chaos. Some dwarfs chose to stay on the surface, losing connection with their ancestors.
413	Death of Dantes	The mysterious death of Dorian, the son of Hermus Dantes. Little effort was made to revenge is death nor was his body ever seen.
414	Tyrant	After the death of Dorian, Dantes isolated himself for more than a year. During his absence, opposition grew. One day he returned a different man. Cold and more powerfull. He crushed anyone who opposed him and tightenend his grip on Estaria.
418	Founding of the Octagon	Founding of the Octagon of Supreme Wizards.
	The Dark War	The Dark War.
420	Day of Light, Founding of Dorian	End of the Dark War, Dorian is founded. The Vale city became the capital and the crown city.
461	Death of a king	Hermus Dantes Assassinated.
	Rise of the Octagon	The Octagon has taken over the kingdom.
462	Rebel Wars	Battle for Dorian.
	Return of Zargeth	Zargeth Girsu returns and attacks Dorian.



## ABOUT GARLOCK CITY

Garlock City resides on the island of Bronar just outside of Dorian and south of Moguras. Only 10% of the island is visible above ground. The climate is extremely hot, the air poisonous and the land is arid and dry. Nothing grows at the surface of Bronar, making it seem like a worthless piece of land. Tall rocky mountains can be seen from afar and on the lower levels you will find pools of acid and deep caverns. On the outskirts of this Island, ruins of its ancient inhabitants can be seen when travelling by boat.

Beneath the hot and rocky surface begins a zealous society of rather small and agile figures. Their caverns, corridors and mines are of unprecedented proportions and reach deep underground, where it is dark but cool.

The inhabitants are called Garlocks. They strive to be politically independent and interact with everyone. Garlocks are hard workers, but also extremely greedy. Obsessed in keeping their economy running they trade with people from the mainland to obtain food, and luxury items. After all, at Garlock City there is nothing to be found besides the three most valuable Resources: Magic Crystals, Dragons Stones and Dark Essence. War isn't a bad thing for the Garlocks as demand for these precious and rare materials explodes, boosting trade.

Garlocks do everything for trade, sometimes they even use each other as if they are just merchandise. They are intelligent but often very rude and unkind. Themselves, they describe it as 'socially awkward'.

Physically these creatures are small and not particularly strong. Their eyes will glow bright yellow at night, like fireflies, but turn pitch black as soon as their eyes catch the first sunlight. They have a strong tail and sturdy claws that come in handy when working in the mines. Only a Garlock can enter these mines, anyone else would instantly get lost and will probably perish.

## ABOUT DORIAN

*The Kingdom of Dorian has many different curious inhabitants. Nearly half of them are humans and less than a quarter are elves. Orcs and Halflings are also still widely represented where Garlocks, dwarves, Shadowborn and many others are a minority in the Kingdom.*

### Quotes of Dorian's inhabitants:

*"Vertash Thorngage and his more magically inclined Brother Willow Thorngage are always roaming the land for adventure and fortune with smirks too big for their halfling faces." - Vertash Thorngage the Thief*

*When asked how I am, always responds with "I'm breathing." - Berger the Undertaker*

*"Grrr" - Osgor the Orc*

*"Horo likes to travel everywhere. Doing odd jobs here and there. A farmer? an assassin? A bard? Who knows. Just a wandering soul enjoying the whims of life"*  
*- Horo, Shapeshifter from The Vale*

*Bumbledries (a Goblin bard from The Vale), likes to refer to himself as Drs Bumble, cause he after all finished the magic university Cum Laude as the best student of his decade. Or so he claims...*

For more background story, game modes, corrections and rule variations, please check our website:  
[www.kingdomsriseandfall.com](http://www.kingdomsriseandfall.com)

### THANKS TO:

We would like to thank everyone who supported our project. As a backer or as a contributor.

Tony Nieuwenhuijs  
Herman Duchenne  
Tamara Platteel  
Mark Kenji Gonzales  
Warlocklord  
Ramon  
Simon Tijhuis  
Jeroen Derwort  
Lin Mang Liu  
Victor van Schagen  
Tomasz and Sharon  
Fabianowich  
Bastiaan Nox  
Saskia Knobbe

And of course all our backers!

