

tiny epic Kingdoms

A GAME BY SCOTT ALMES
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Story:

You are a tiny kingdom with big ambition. You want to expand your population throughout the realms, learn powerful magic, build grand towers, and have your neighbors quiver at the mention of your name. The problem? All of the other factions want the same thing and there's not enough room for everyone to succeed...

Components:

53 Cubes:

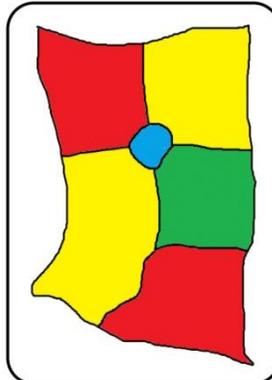
- 36 *Player Cubes* (9 in 4 player colors)
- 4 *Food Cubes* (Yellow)
- 4 *Ore Cubes* (Red)
- 4 *Mana Cubes* (Green)
- 5 *Action Cubes* (Gray)

14 Cards:

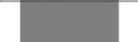
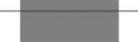
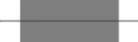
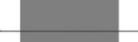
4 Unique Factions

		ORCS
5	If no other players occupy your territory, +2 Points	
4	May spend an extra Mana after both players have revealed their war resources. Add 2 to your total.	
3	Gain +1 to all War	
2	You may spend Food during war for 1 unit	
1	You win all ties	

4 Unique Territories



1 Tower Track

Ore	TOWER	Pts
6		10
5		7
4		4
3		2
2		1
1		0

4 Player Towns

3	4	5	6	7
2				8
1	For War Mana = 2 Ore = 1 Food = 0			9

1 Action Selection

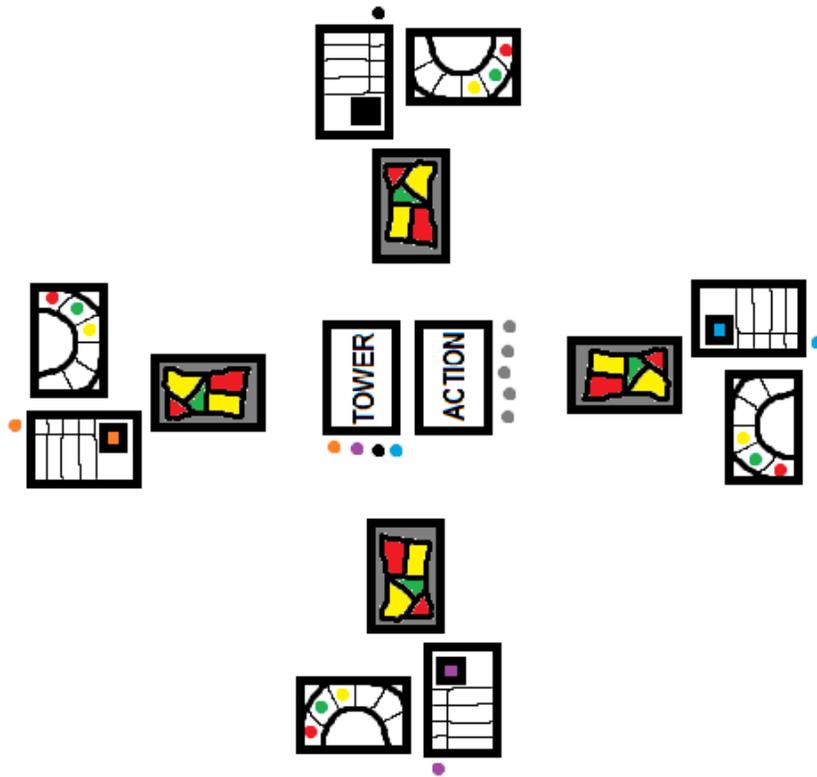
ACTION SELECTION	
PATROL	Move 1 Cube within Territory
QUEST	Move 1 Cube to another Territory
BUILD	Advance Tower, Pay Ore
RESEARCH	Learn Magic, Pay Mana
EXPAND	Add Population Cube, Pay Food
TRADE	Trade one Resource for Another

Setup:

(Note: For a 2-player game, please refer to the variant at the end of the rulebook)

1. Place the Tower Track and Action Selection card in the middle of the table
 - a. Place the 5 Gray cubes next to the Action Selection card
2. Give each player:
 - a. 9 Player Cubes in their color
 - b. 1 Food, Ore and Mana Cube
 - c. 1 Town Card
 - d. 1 Faction Card
 - e. 1 Territory Card (random draw)
3. Each player gets 6 resources to distribute on their Towns. They may place their cubes accordingly.
 - a. For first time players, it is suggested they take: 1 Ore/ 2 Mana/3 Food
 - b. In your Town, the 'zero' space is considered off the card, to the left
4. Each player should place:
 - a. One player cube below the Tower card – this will be used to track their build progress on the Tower.
 - b. One player cube below their Faction card – this will be used to track their Magic level
 - c. Two player cubes on one space on their Territory card.

Sample 4-player Setup:



Gameplay Overview:

The game is played in a series of turns. Players will expand their kingdom, learn magic, and fight wars over territory. Each turn, a player selects an action. Then, each player has the choice to perform that action, or collect resources. Play goes clockwise, until somebody hits one of the end game triggers.

On your Turn:

Your turn has four steps:

1. Clear Action Card (only if full, full being all 5 action cubes are placed)
2. Select an Action
3. All players take the Action selected, or collect resources.
4. Check End Game Conditions

Clear Action Card

If all the action cubes have been placed on the Action Selection Card, take them all off and place them to the side of the card. You will be able to select any action now.

Select an Action

Place one of the action cubes on the action selection card. It must go on an open action that hasn't been taken yet. Announce which action you are selecting.

Take Action or Collect Resources

In clockwise order, each player may either take the action selected or collect resources. The player who selected the action must take that action, or do nothing. A player cannot choose to collect resources on a turn where that player selected the action.

Take the Action

Actions are detailed later in the rulebook. Each player should fully complete their action before the next player goes.

Collect Resources

For each space occupied by at least 1 of your cubes, you collect a resource of that type. (Note: having more than one cube on a space does not give you a resource bonus for that space, you still only collect one) Resources are kept track on your town card, with the appropriate cube showing how many of that resource you have, and shifting right or left as necessary. When you collect, you gain:

- Yellow, the heartlands, gives you Food (Yellow Cube)
- Red, the rich mountains, gives you Ore (Red Cube)
- Green, the enchanted forests, gives you Mana (Green Cube)

The number of resources you can gain is limited to 9, your marker may never go past the end of your console.

End Game Conditions

After each player has taken the action or collected resources, players should check to see if anybody has hit one of the following end game conditions:

- Placed all 7 of your factions cubes onto territories
- Built the 6th space on the Tower
- Mastered all 5 levels of Magic on your faction card

If one of these conditions have been met by a player, then the game end is considered 'triggered'. The players should continue playing until all the action cubes are placed. At that point, the game is over, even if the end-game trigger was reversed. If on the turn the game end was triggered the active player placed the last action cube, the game is now over and no further turns are played.

If none of the end game conditions have been met, then it is simply the next clockwise player's turn.

Scoring:

After the game is over, players get points for the following:

- 1 point for each faction cubes amongst the territories
- 1 point for each level of Magic reached (and any applicable bonuses if the 5th level was reached)
- X points for the Tower, which is detailed on the Tower Track

The most points wins! In the event of a tie, the player who built higher on the Tower Track is the winner. If it is still a tie, then the most player cubes amongst the territories wins.

Action List:

There are 6 actions available throughout the game. Note, there are two movement types, Patrol and Quest, which have some similar rules.

Patrol

Move 1 of your cubes into an adjacent space in the same territory.

Quest

Move 1 of your cubes from one territory to another territory. The territory does not have to be an adjacent player's.

General movement Rules

- If you move the cube into a space with another player's cube, you start a War (detailed below)
- At no point may more than two cubes, of any color, enter the same space.
- You may never go to war with a player's last cube. Nor may a player's last cube start a war.
- The blue spaces indicate water, which cannot be crossed.

War

If your cube enters a space with another player's cube, a war is started. Each player should take their cube from that space and secretly place it in their town on a numbered space. This shows how many resources they are willing to dedicate to the war (max 9). You may also place it off your console, which shows you wish for peace. You must be able to pay for the resources that you commit. For war, each Mana you discard is worth 2, and each Ore you discard is worth 1. Food is worth nothing. For instance, if you have 9 Mana that would NOT count as 18 in war, you can still only bid a max of 9 in war. That would take 4 of your Mana and 1 Ore to pay for the 9 you bid. If you select peace, you spend no resources.

After both players have placed their cubes, they reveal them simultaneously. The highest total wins. The other player must remove their cube and place it into their supply. The winner gets to remain in that space. In the event of a tie, the defender wins. Both players must spend the resources they allotted to the war, whether they were victorious or not.

If both players left their cube off the board, for peace, both cubes remain in the space, and both players will enjoy the benefits that that space gives. This is called cohabiting. The two players are considered in an Alliance. Players may use a movement action later to move their cube from the space without penalty. If a player ever starts a war with a player they are in an alliance with, and does not select peace, then they must remove all of their other cubes that are cohabiting through that alliance. The alliance is then considered broken. The results of the war are resolved as normal, with the highest total claiming the space. In the event that both players in an alliance are aggressive, and don't select peace, they must both remove their cubes from a cohabiting space within that alliance.

Example: Player 1 enters war with player 2. Player 1 has a total of 1 Mana and 2 Ore. Player 2 has a total of 2 Mana and 1 Ore. Neither player has any food. The maximum player 1 can bid is 4, he would pay for that using ALL his resources; his 1 mana counting as 2 and each ore counting as 1. Player 2 can bid a maximum of 5, he would also have to pay using ALL his

resources; each of his manas counting as 2 and his ore counting as 1. Both players secretly bid and then reveal. Player 1 placed his cube on the 2 indicating his bid and player 2 placed his cube on the 3 indicating his bid. Immediately, player 2 is considered the winner. Now, both players must pay for their bids. Player 1 can pay using his 1 Mana OR his 2 Ore. Player 2 can pay using 1 Ore and 1 Mana OR he can over-pay using 2 Mana and just lose partial value of the second mana.

Build

Discard the number of Ore necessary to reach the next step of the Tower. Advance your build marker (cube in your color) up by one space. You may only build 1 Tower step at a time. Tower cubes should be placed in the middle column of the card as they advance.

Research

Advance your Magic level by one, and pay the Mana necessary (the 1st step costs 1, the 2nd step costs 2, and so on). Your Magic is marked by a cube in your color, placed during setup underneath your faction card. You may only learn one Magic level at a time. You now have access to that special ability given by that magic level and any already learned.

Expand

Add a new cube to the board, and pay food equal to the number of cubes you have across all territories. (For example, placing your 4th cube costs 4 food) The new cube must be placed with another of your color, and you may never have more than 2 cubes on any space.

Trade

A player may discard any number of one resource and gain an equal number of another resource. (Example: you may discard 3 food to gain 3 ore)

The 2-Player Variant: Lost Kingdom

To play with 2 players, a few changes need to be made. Firstly, there are no alliances. The two players will always be at war with one another.

In addition, there is a lost kingdom thrown into the mix. Place one of the unused territory cards in the middle of the table and populate each space with a cube from an unused color.

When playing, the players have an option of invading this lost kingdom. When they do so, the other player allocates resources to defend the territory, just as if it was their own space. If the attacker loses, the neutral cube stays there. If the attacker wins, then the neutral cube is removed from the game and the attacker takes the space as normal.

Resources are gained from occupying a region in the lost kingdom as if it were any other space. Also, once the neutral cube is eliminated, it is treated like a normal space that is defended by its current owner. If a player moves from that space, it remains empty until another player moves into it.

At the end of the game, players who own spaces in the lost kingdom gain 1 VP for each space they have in addition to the population VP they gain for that cube.