

KNIGHT

GAME OBJECTIVE.

The goal of the game is to win a given scenario, earning the highest possible score in the process.

GAME COMPONENTS

To play, we need:

For each player: 1 character card, 1 court card, 1 scenario card. 4 value markers, 18 scenario markers in 2 colors, 1 goal marker, 1 choice marker, a writing utensil.

Shared among all players: a deck of events, a deck of goals.

SOLO MODE

The basic mode of the game is the single-player mode. In this case, we need the standard set of components.

SIMULTANEOUS PLAY



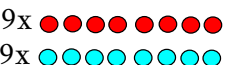
In this mode, players separately play the same scenario following the rules as if they were playing it individually. Each of them needs a set of components required for solo play.

WAR MODE


In the war mode, players, in addition to the basic components, use different scenario cards and a shared map card for the given scenario. Each player also needs a set of 9 of their markers in a different color.

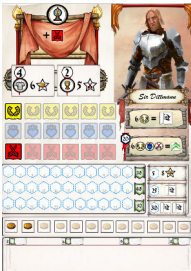

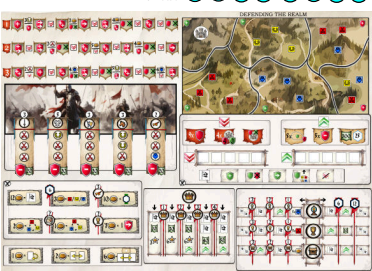
A set for every player

Set in war mode for 2 players


Deck of goals  Deck of events  Scenario markers 


● Goal Marker
● Choice Marker

Resource and Gold Markers 

Character card  Court card  Scenario card 

● 1 Glory marker
● 1 Nobility marker
● 1 Valor marker
● 1 Gold marker

 Writing utensil



Common map 

Players should have distinct choice markers

A shared deck of events, a deck of goals for multiplayer mode, and a common goal marker.

1x ●
9x ●●●●●●●●●

1x ●
9x ●●●●●●●●●

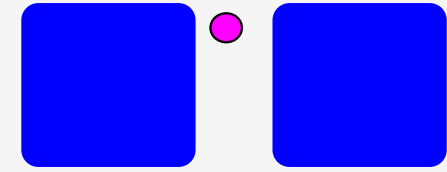
Scenario Card (for war mode)  Scenario Card (for war mode) 

GAME SETUP

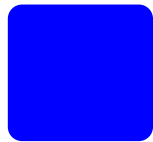
At the beginning of the game, the player always draws a character card and a scenario card. The court card is universal for every game, as are the decks of goals and events. The player also selects 4 markers for their statistics and 16 tokens (8 in each of 2 colors) for the scenario.

SOLO MODE

Place the goal marker between the 3rd and 4th event cards. Above it, place the goal card so that its first column is directly over the marker.



Place the choice marker above the event card, between the two tables.



Deck of events



6 random event cards. Only the first and last ones are revealed.

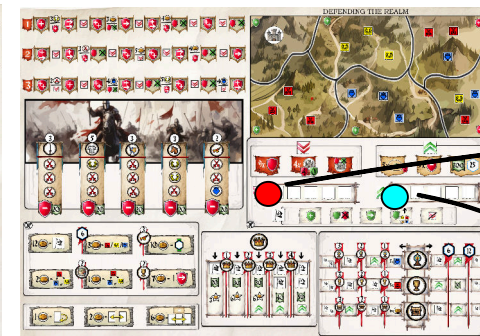
Depending on the initial state of your character, set the markers on the character card in the appropriate places - on the fields that are highlighted.



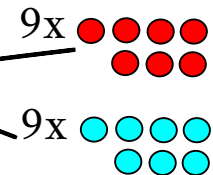
Selected character card



Court card



Selected scenario Card



Place one marker on the diplomacy tracks.

For ease of understanding, I recommend watching a video explaining the basic rules.
<https://www.youtube.com/watch?v=C9pPxNgNCgg>



GAMEPLAY (SOLO)

The full game lasts 2 rounds.

In each round we play 6 turns.

Game turn

0 CARD REPLACEMENT

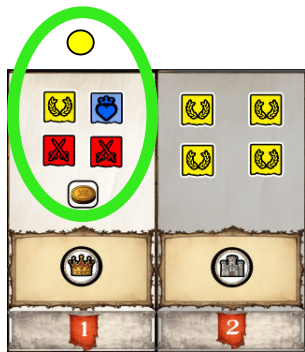
The player can peek at and swap the event cards, as well as designate a different active action than the one from the current card.



These are actions from the scenario card (they can also be used during the turn).

1 RESOURCE GATHERING

The player chooses a side of the current event card and collects the resources assigned to it.



2 USING RESOURCES

You can use any amount of your resources and gold to take actions on character, court, and scenario cards



3 ACTION

Activate the action assigned to the chosen side of the event card. At this stage, you only receive resources - you cannot use them right now; you can do so only in the next turn.

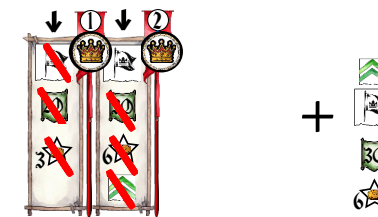
You can only use the acquired **command point** at this moment - this is the only opportunity to do so; any unused points will be forfeited.



The activated action of the king provides unlocked resources that the player marks by moving a markers on the character card.



The king's action on the scenario card grants a one-time diplomacy point, a command point, 30 victory points, and 6 units of gold. This is the second activation of the king's action; the first stage was used in one of the previous turns.

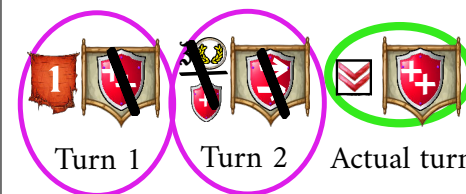


4 CONSEQUENCES

The player considers the consequences assigned to their decision.

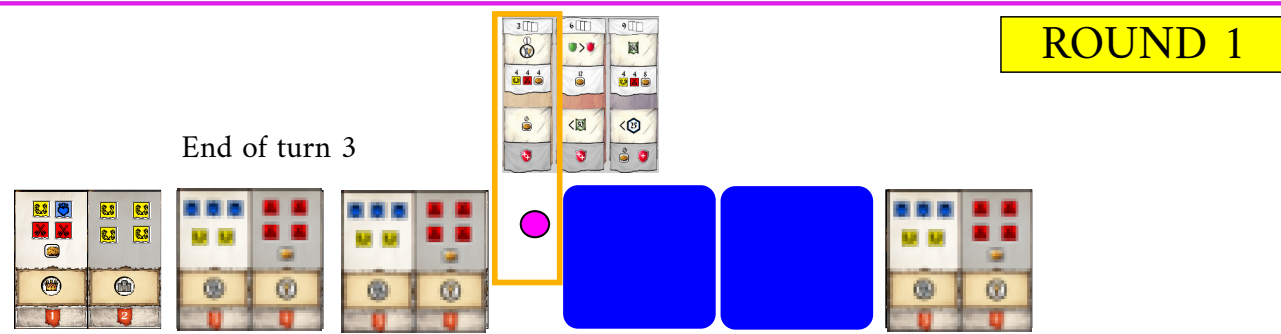


In previous turns of the game, the player has already considered the first path of consequences twice. This time, they will raise the enemy's diplomacy level and add 2 units.

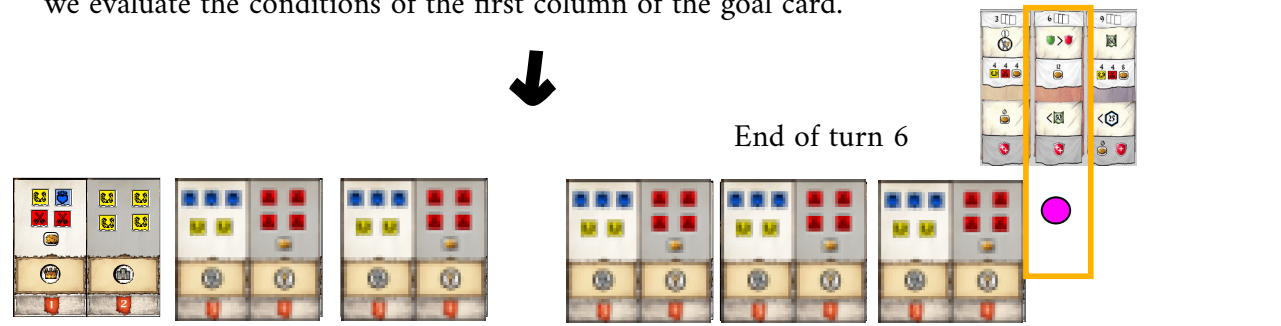


GAMEPLAY (SOLO)

ROUND 1



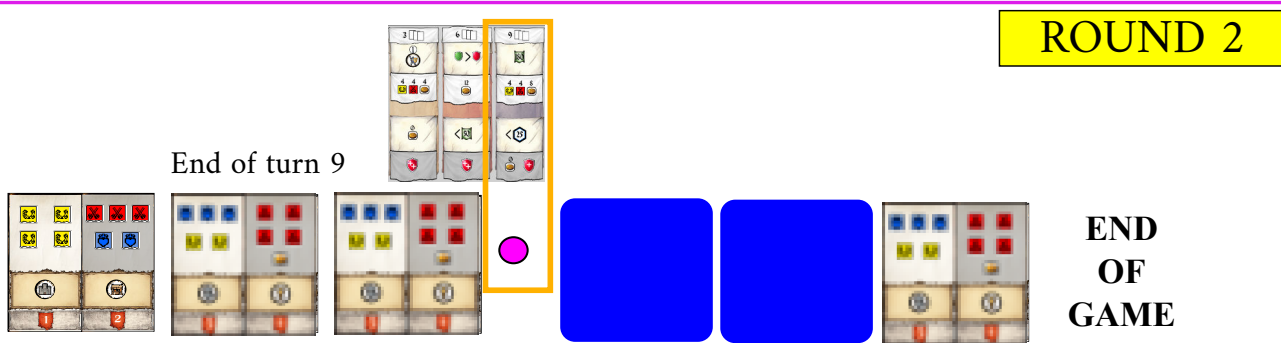
End of turn 3
After playing the third event card, which marks the end of the 3rd turn, we evaluate the conditions of the first column of the goal card.



End of turn 6
After playing the sixth event card, which marks the end of the 6th turn, we evaluate the conditions of the second column of the goal card.

After completing the sixth turn, we conclude the first round. We gather all the cards and lay out a new set of 6 cards from the deck.

ROUND 2



End of turn 9
After playing the ninth event card, which marks the end of the 9th turn, we evaluate the conditions of the last column of the goal card.

END OF GAME

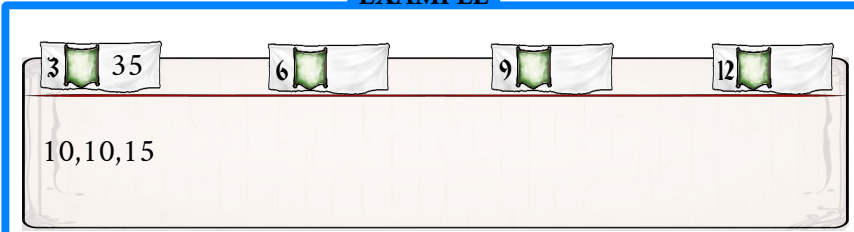
After completing the twelfth turn, we end the game, tally up the points, and check if the win conditions have been met. The game can end in any earlier turn as well.

In subsequent turns, record your points at specific stages of the game in the appropriate fields on the character card. Some goal cards require a specific sum of points at certain moments during the gameplay.

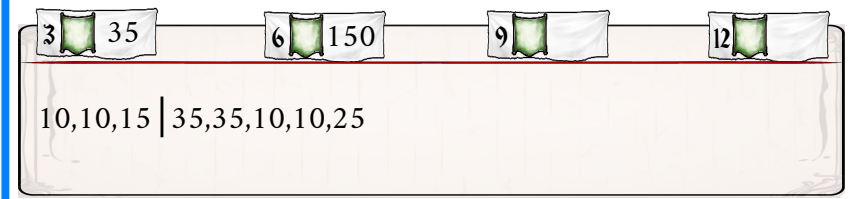
Here, we enter the total sum of points at the end of each turn of the game (3, 6, 9, and 12, which is the end of the game).



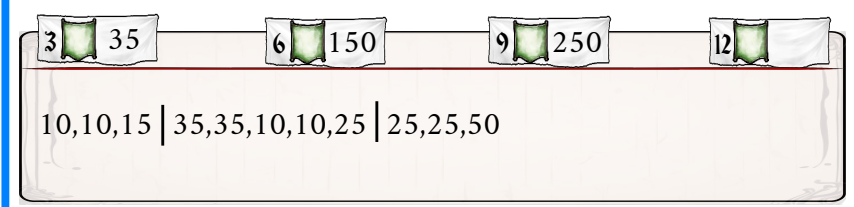
EXAMPLE



At the end of the turn, the player has obtained 35 points.



At the end of the 6th turn, the total sum of points was 150.



At the end of the 9th turn, the total sum of points is 250.

The remaining resources and gold after the last turn of the game are converted into points. Each is worth 5 victory points. This can contribute to victory by fulfilling the point condition in a given scenario.

EVENT CARD

Each turn of the game begins with choosing your path on the event card. It presents events from the life of our character, a fragment of their history. The player chooses the left or right side by placing a marker. This determines what resources they will receive, what actions will be triggered, and what consequences it will have.

They choose a side by placing a marker.

← ● →

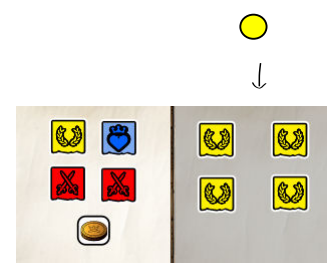


After choosing a specific side, the player receives specific resources and gold, marking them on their character card by moving markers.

After using all the resources (or when the player decides to end their turn), a specific action is activated.

At the very end, we check on the scenario card which consequences will be activated.

EXAMPLE



The player chose the right side of the card.

They receive 4 points of glory, which they mark by moving the marker on their character card.



The player plays their turn using any amount of the resources they have.



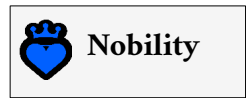
They activate the castle action, receiving the unlocked benefits from it.



They consider the consequences on the scenario card.

RESOURCES AND GOLD

A key element of the gameplay is using 3 types of resources and gold to perform actions in the game. However, aside from gold, they do not represent physical goods but rather symbolize the attributes of our knight that they gain through their actions. Each resource represents a small piece of their life's story, allowing them to gain influence and respect from others.



All resources and gold in the game come in 3 variants.



These represent the cost we must pay.



These represent the gain we will achieve with each activation of the action.



These are one-time rewards that we will receive immediately after covering their cost (and we cross them out).



Such a cost symbol indicates that we can use any resource (not gold).



GOAL CARD

During the gameplay, players will check three times if they have achieved the goals set on the card. In many cases, this will not only mean a reward for success but also significant penalties for failing to meet the requirements. It's worth keeping the goal card in mind because it can alter the course of the game.

The notation at the end of which turn a specific goal is resolved.

The condition for obtaining the reward.

Reward

Condition for incurring a penalty.

Penalty



Marker between 2 event cards that specifies a particular goal.



MULTIPLAYER GOALS



During multiplayer games, some objectives reward the player who has the highest total points or the highest level of influence at a given stage. In the event of a tie, all players at the highest level receive the reward (this also applies to other objectives achieved by several players).

EXAMPLE

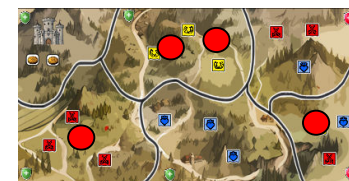
At the end of the 3rd turn, the player evaluates the corresponding column on the goal card.

The condition to obtain the reward is achieving level 1 castle upgrade.

The player has met this condition and receives the marked resources.

The condition for incurring a penalty is not having any scenario activities.

In the scenario being played, the player unfortunately doesn't have them, which means they will receive a penalty through an additional activation of the enemy.



GOAL CARDS ICONS

Reward conditions				
Rewards				
Penalty conditions				
Penalties				

CHARACTER CARD

Before the game, each player selects their character card. Using this card, they establish their level of resources and can activate special actions

Privilege

Each character receives a specific bonus (multiple use - it is not crossed out) when a given court action is activated during the turn. In this case, they will receive 1 additional point of valor in the turn of activating the church.

Rewards

Each character has 2 one-time rewards for reaching a specific level of influence in a given category. In this case, the player will receive 6 pieces of gold when they reach the 4th level of the armory. The reward can be collected at a time of the player's choosing.

Resources

At this point, the player marks their 3 basic resources using markers. Their maximum level is 6. Each character begins the game with a specified starting level. In this case, at the start, the player receives 1 point of glory and 1 point of valor.

Influence Track

During the game, the player earns influence points. When a space on the court card is unlocked, we mark the next spot on the influence track.



Victory Points

In this section, we record victory points. They are divided into stages of evaluating the goal card (meaning, for example, points earned in the first 3 turns are recorded in the space labeled 3). After recording the score, we separate the points with a vertical line to make it easier to count in subsequent turns.

Resource Level

When a player receives a resource above the maximum limit, each additional resource is counted as gold. If the gold limit is also reached, each such resource gives 5 victory points.



Special Action

At any point during their turn, a player can use a multi-use special action in exchange for specific resources. In this case, for 6 points of glory, they can gain 1 point of command.

Influence Thresholds

Reaching certain influence thresholds indicates the opportunity to receive one-time rewards. In this case, the player will receive 6 pieces of gold upon reaching the 5th level of influence. The reward can be collected at a time of the player's choosing.

Gold

In this section, we mark the gold level. Its upper limit is 12.

EXAMPLE

The player receives 4 points of glory. However, their glory limit is already full. One point is converted into gold, whose limit has also been reached. The remaining 3 points are converted into 15 victory points.

COURT CARD

On the court card, the player uses available resources to increase their influence and develop their character.

During their turn, a player can utilize their resources in any manner to gain influence. The only limitation is the requirements that must be fulfilled to advance to further levels.

Within the scope of one level, a player can replenish the required resources in any order, and this can be spread over any number of turns.



Church

Knowledge

Combat

King

Nobles

Tournaments

Merchants

Lords

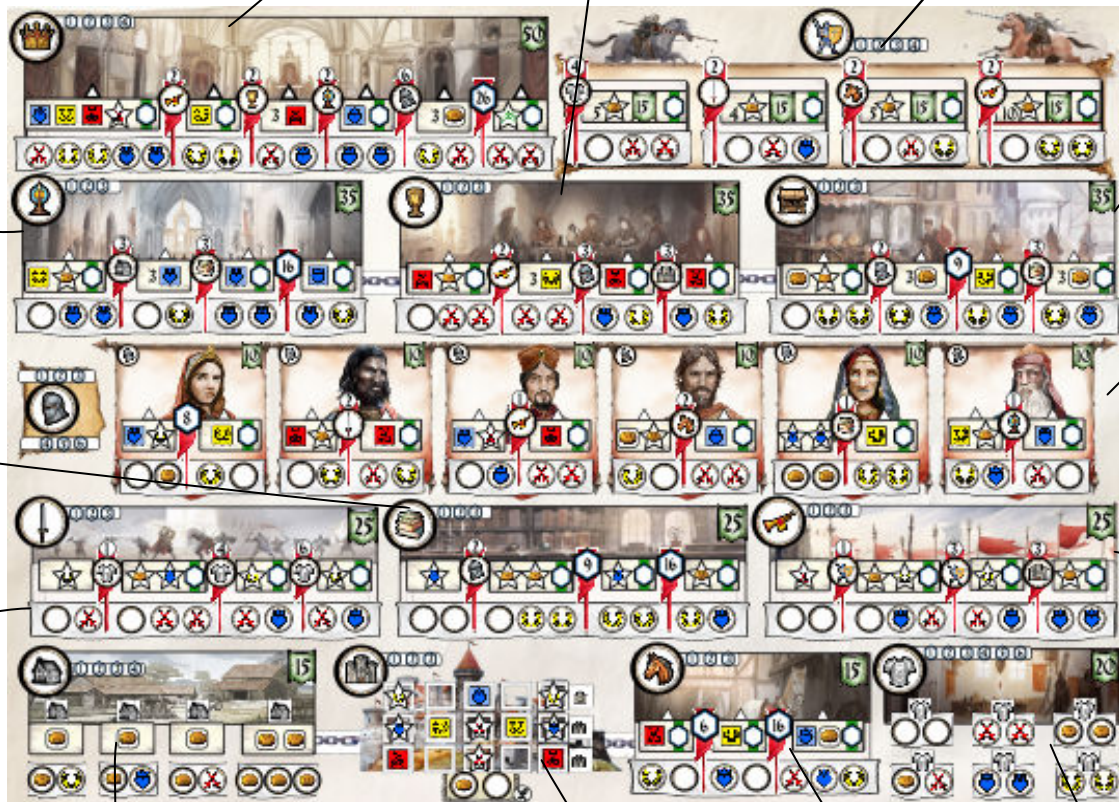
Fame

Village

Castle

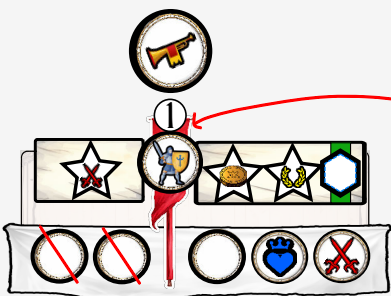
Stable

Armory



CONNECTIONS

Individual actions are interconnected. A key element of the game is the development of various tracks to unlock subsequent ones.



The player wants to gain an influence point on the fame track.



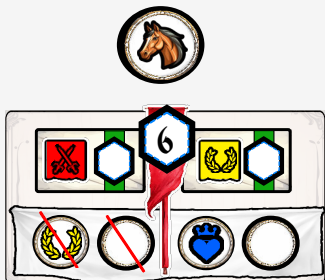
But to do so, they must win at least 1 tournament.



The player chose a tournament that is the easiest for them to complete.



To participate in this tournament, they must have their stables at level 2.



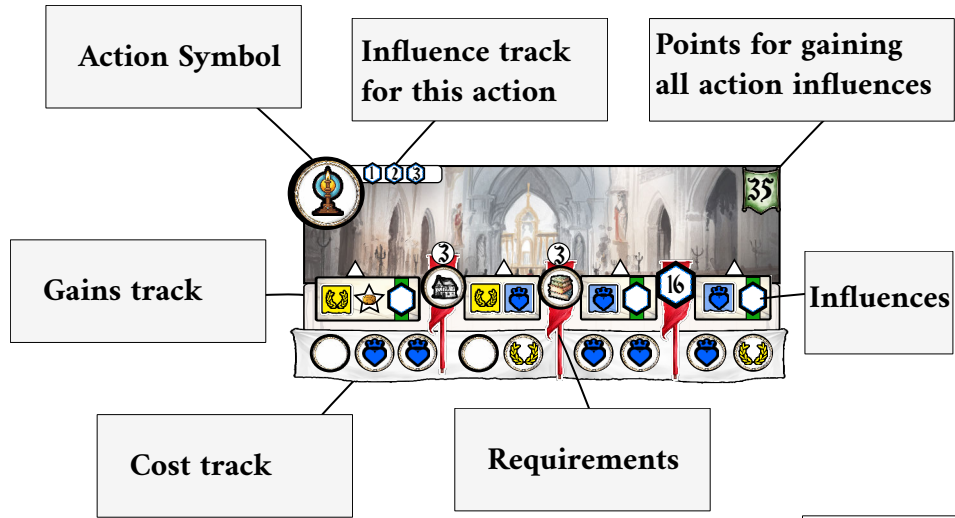
They have already achieved level 1, but to unlock level 2, they must have at least 6 total influences.



They already have level 5, and now they need to find a way to unlock one more level to start implementing their entire plan.

COURT ACTIONS

All actions, except for those involving the **village-castle-armory** are played according to the following scheme:



EXAMPLE

Unlocking this segment gives the player the opportunity to earn a point of glory every time the church action is activated from the event card.



Activating a given action means gaining all unlocked resources on that particular track. Actions marked with a star work only once, at the moment of unlocking.

Upon unlocking a particular segment, we mark the triangle symbol located above it.

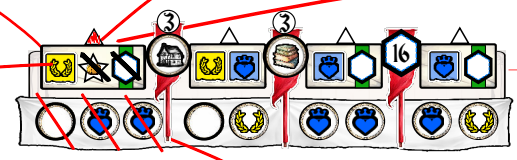


This is to facilitate quick identification of segments from which resources are collected.

Whenever a player unlocks this marker, they gain a one-time influence point for that action, as well as an influence point on their character card.



Do not cross out the gain icons!



If the entire track were unlocked, then each time this action is activated, the player would gain .

The player uses 1 point of valor and 2 points of nobility to unlock this section of the church track.



To be able to unlock further stages, the player must meet the requirement conditions. In this case, they must have a village at level 3.

The village, castle, and armory are exceptions and operate on slightly different rules.

Village



The village has no boundary-creating requirements. You can develop each of the elements in any order. You indicate this by crossing out the house symbol, which increases the level of that action - but does not increase the overall level of influence.

Castle



Rooms can be upgraded in any order and in any location within the castle. During the castle upgrade to increase the level of this action, we must fill all the rooms on a given floor. Upgraded rooms are marked by drawing a square. Increasing the castle's level does not increase the overall level of influence.

Armory



To gain further levels of the armory, we pay the required costs in any order. This does not increase the overall level of influence.

ACTIVATION OF ACTION

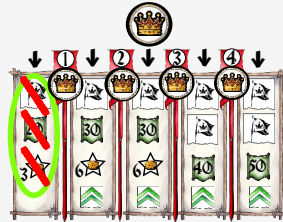
The event card played in each turn always activates a specific action or several actions. In addition to gaining resources, they can also trigger other effects.

King



You receive all the unlocked resources.

+



You gain one-time resources from one subsequent king's action on the scenario card if you have access to the given level.



These actions cannot be activated; they serve only for the development of the character.

Church

Nobles

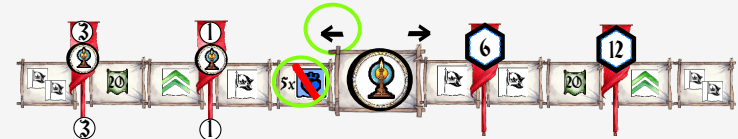
Merchants

These actions operate on exactly the same principles.



You receive all unlocked resources.

+

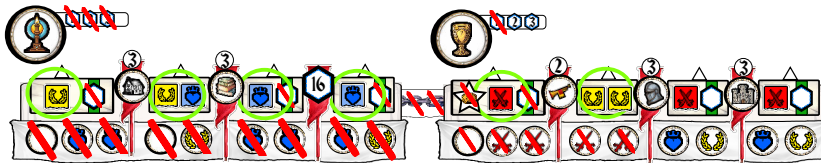


You gain one-time resources from one more action of this type on the scenario card, choosing which side you want to use—if you have access to the given level.



These three actions can activate each other. If we completely unlock one of them, we can mark the chain symbol of the adjacent action. From that moment on, this action (the one that is completely filled in) will simultaneously activate the one it is connected to.

EXAMPLE



These three actions can mutually activate each other. If you fully unlock one, you may cross out the chain symbol of a neighboring action. From that point forward, the action that is fully unlocked will also activate the one it is connected to.

Lords

When activating the lords' actions, you consider each character separately, collecting all unlocked resources from all the lords.



In most scenarios, the lords do not activate any additional action on the scenario card. If it is otherwise, it will be described in the rules of the specific scenario.



The level of influence for the lords is marked on a separate list.

EXAMPLE



The player has expanded their castle by completing 2 full floors. As a result, they made both possible connections with the village and stable. Now, during the castle activation, they will receive resources from all three actions.

Village Castle Stable
The player will collect these resources in total.

Castle

The level of influence for the lords is indicated on a separate list.



If you expand the entire floor of the castle, choose a connection with the village or stable that becomes activated. Mark this by crossing out the selected chain.

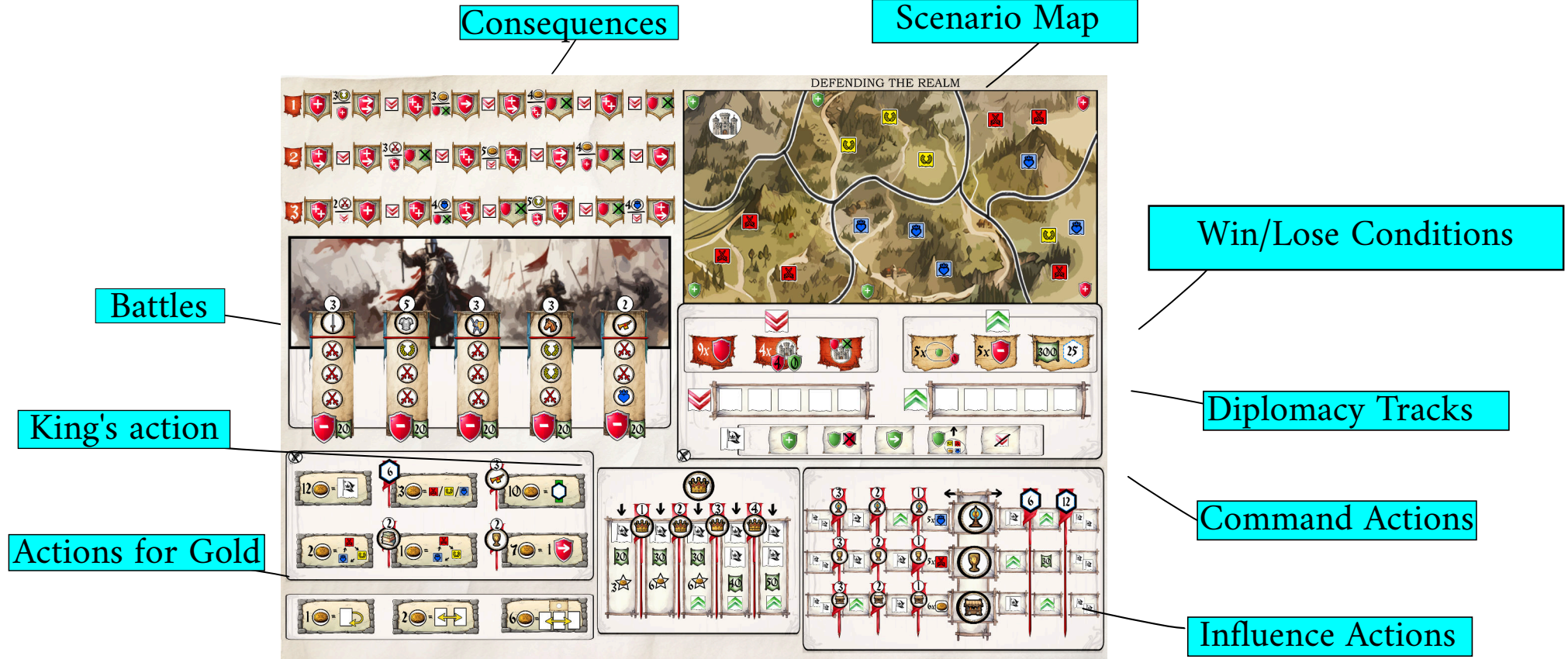


From this moment on, every activation of the castle will also give the player all the unlocked resources from the connected action. This is the only way to obtain resources from the village and stable.

SCENARIO CARD

In every game, we use a selected scenario card. They pertain to events from the life of our knight. These are not issues concerning the entire kingdom but merely private intrigues and problems related to his estate and adventures, sometimes only tangentially involving the interests of others. For this reason, we must fight for influence at the court, which will enable the kingdom's intervention in our matter.

Each scenario is different, but generally, it possesses most of the similar elements and operates on similar principles. The description in this instruction pertains to the basic scenario, which describes a defensive war with a neighboring kingdom attempting to seize the knight's private land. The political situation is complicated, and only by exerting influence at the court can you enforce any actions.



COMMAND POINTS

The most important element of the game is the command points, which are used to perform command actions on the scenario card. They can be acquired in various ways, but are crucial in every scenario.

EXAMPLE

Through the king's action on the scenario card.

By gaining a specific number of influences on the character card.

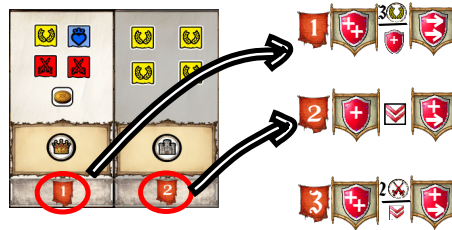
In exchange for specific resources on the character card. Reusable (not to be crossed out).

Through influence actions on the scenario card.

SCENARIO ACTIONS

Consequences

In solo mode, choosing an option from the event card simultaneously means choosing the consequences that will be triggered. This reflects the enemy player's moves in solo scenarios, actions performed by the automaton. Each scenario has different actions, but their operating principle is based on a similar scheme. The described actions pertain to the basic scenario, but the way they operate is analogous in the others, with any differences described in the individual scenarios.



When we choose a particular side of the event card, we also determine which consequences will be activated at the end of that turn. We then cross out the next symbol from the given row.

Consequences are divided into two types:

Unavoidable



Possible
(with specified cost)

Unavoidable consequences are always considered at the moment of activating the path on which they are located..

Possible consequences are considered if the player does not pay their cost. Such an action is considered before the unavoidable consequence. In each turn, we consider 1 possible and 1 unavoidable consequence from the given path, except the first on a given track.



EXAMPLE

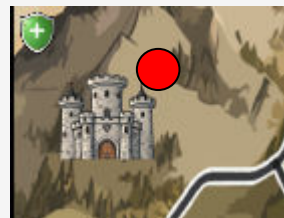


Beyond the first one on the track, we always consider two consequences.

In this case, the player chose the 1st consequence track. This track had been selected before, so the first element was already crossed out. Now the player:

- must pay 3 glory points to avoid adding one enemy unit.
- moves all enemy units forward by 2 fields.

In a situation where there are enemy units on the map and none of them can execute an order, we then increase the enemy's diplomacy level.

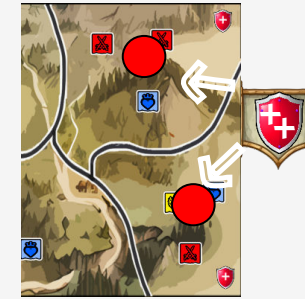


The only enemy unit is at the end of the map and cannot move further. Consequently, the enemy's diplomacy level increases.

Add 1/2 enemy units.



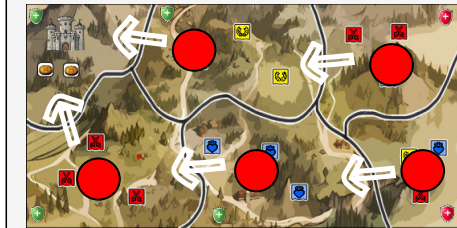
Add new enemy units on the map in any fields marked: Place enemy markers there.



Move enemy units by 1/2 fields.



Move all enemy units already on the map directly towards the player's castle by one or two fields.



A combined action means that first we add a new unit, and then all enemies move by one field.

Enemy attacks



Enemy units attack all fields where they are located with a strength equal to their number in that place. They first destroy the player's units and then the fields on the map. We simultaneously consider all fields where enemies are present.



If the castle field is attacked and there are not enough player units to withstand the attack, the castle is destroyed. This means an immediate end of the game and a loss.

EXAMPLE



Two enemy units attack the player, destroying two out of three of his units.



Two enemy units attack the player, destroying his only unit and a field on the map.



Since there are no player units on the field, the units destroy 2 fields on the map.

SCENARIO ACTIONS

Battles

One way to win the game is by winning 5 battles (in different scenarios, their equivalents are other key events).


To participate in a given battle, a specific condition must be met. This can be done during the playing of one's turn an unlimited number of times.


Actions for Gold


It is possible to use one's estate to perform specific actions and influence the course of events. These operations are reusable and are not crossed out after being performed. Some of them also have required conditions for use. There is no limit to the number of times they can be used during a turn.

 Exchange 3 gold for 1 resource of your choice.


 Gain 1 influence point for 10 gold.


 To move all enemy units forward by 1 space, spend 7 gold.


 For 12 gold, gain 1 command point.

 For 2 gold, exchange 1 resource for another.

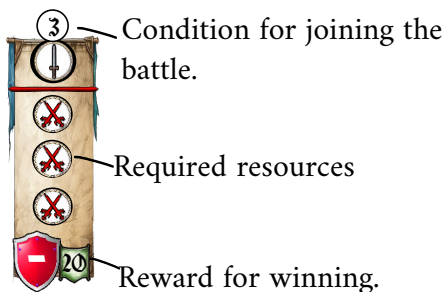
The following three actions can be also used before a player's turn.

 For 1 gold, reveal any face-down one event card.

 You can use an action from any adjacent event card instead of the current one (only the action; resources and consequences do not change).

 For 2 gold, swap the positions of 2 unused event cards, or draw a random card from the deck to replace one of them.

EXAMPLE



In this case, a combat skill level of 3 is required. With 3 combat points, it is possible to win the battle. The player will receive 20 victory points and can remove 1 enemy unit of their choice from the map.

King's action Influence actions

The actions of these actions are described in the section.

ACTIVATION OF ACTION

At page 10

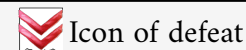
Limits


At any point in the game of this scenario, there can be a total of 8 player and enemy units on the map, with a limit of 4 units from a single faction on one tile.


Win/Lose Conditions


Each scenario has its own conditions for both defeat and victory. If any of them are achieved, the game immediately ends, either as a success or a failure.


The player immediately loses when:



 A total of 8 enemy units will appear on the map.


 4 enemy units will be placed on empty spaces with the player's castle.


 The enemy will execute a successful attack on a player's castle space that is not protected.


 The enemy's full diplomacy track will be filled.


The player immediately wins when:



 You have 6 units on 6 terrain tiles where there are no enemies.

 You win all 5 battles.

 You gain 300 victory points and 25 influence points

 The player's full diplomacy track will be filled.

No condition is met

Each scenario has its own resolutions in case none of the conditions are met.

In the case of the described basic scenario, failing to meet any of the conditions results in a penalty of -100 points. If the remaining score is positive, it signifies success, but if the score falls below 0 points, it means failure.

A total of 8 units on the map



A limit of 4 units of the same type on one tile




SCENARIO ACTIONS

Command Actions

The player can use a command point to perform one of the command actions when they earn it. Different scenarios have different actions of this type. These points cannot be saved; if not used in the same turn, they are forfeited.

EXAMPLE



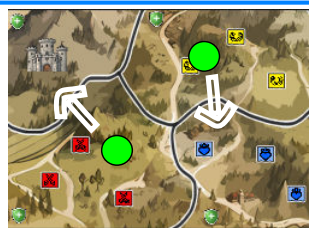
Add 1 new unit to any tile on the map marked with 



All your units attack the enemies. Remove enemy units that are on the same tiles. Each of your units destroys one enemy.



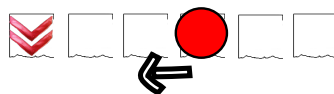
Move any number of your units up to 1 tile on the map in any direction.



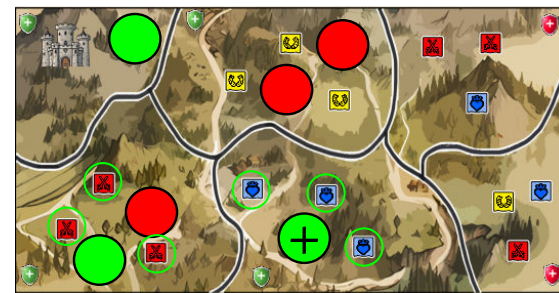
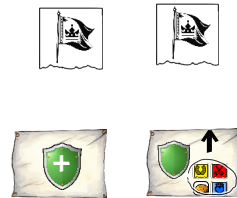
Gather all resources from each tile where your units are located, even if there are enemy units present.




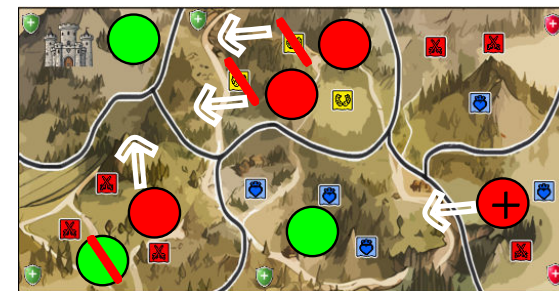
Decrease the enemy's diplomacy level by 1.



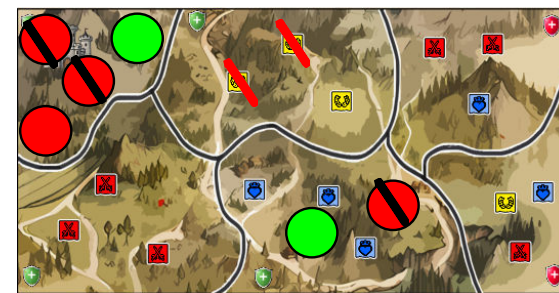
EXAMPLE



In the action phase, the player has two command points. First, they use 1 point to place a new unit. Then, using the second point, they gather all resources from the tiles where their units are located, gaining the benefits. 



In the consequence phase, the player does not pay 4 to avoid the enemy's attack. This results in the destruction of their unit and 2 resource sources on the tile with two enemies. Then, introduce a new enemy unit onto a chosen tile, and all units move one tile.



In their next turn, the player uses 2 more command points to perform two consecutive attack actions. In the first attack, they destroy 2 enemy units, and in the next one, they eliminate 1 more enemy unit. This is a tactical action, as it triggers an enemy attack during the consequence phase. If there were 2 enemy units on the castle tile at that moment, one would destroy a player's unit, and the other would attack the castle, ending the game.

MULTIPLAYER MODE

WAR MODE

In the war mode, players need for the game:

- Court cards (same as in solo mode)
- Character cards
- Scenario card "War Mode"
- Event deck (shared for all players)
- Multiplayer objectives deck (shared for all players)
- Shared map (for 2 or 3/4 players)

The rules of play in war mode are similar for individual players to those in solo mode, except for the shared elements (resources and gold are used on the court and scenario card following the same rules).

TURN SEQUENCE

The turn sequence in war mode differs from that in solo play.

1 RESOURCE GATHERING Each player places their marker on their chosen side of the event card.

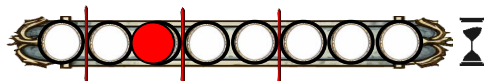
2 USING RESOURCES At this stage, players cannot use command points (both through actions and in other ways). They can only store them by moving their marker on their scenario card (maximum 5).

3 ACTION



4 INITIATIVE

At this point, we determine the player initiative, which will determine the order in which they use their command points. This is done through a secret bidding process. Players secretly place their marker on the initiative track on their scenario card. Then, they reveal their choices simultaneously.



The player who placed their marker at the highest position will have the authority to decide the order of command point usage for all players in that round. They can determine this in any proportions they wish. For example, they may decide to use 1 point first, then another player uses all of their points, and finally, they use the rest they have. In the case of a tie, the player with a higher influence level or, as a second criterion, a higher sum of victory points, wins. If this doesn't determine a winner, they are chosen randomly in any manner.

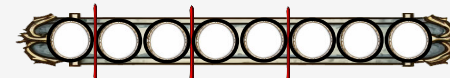
SIMULTANEOUS PLAY

In this mode, players separately play the same scenario as if they were playing it individually. This applies to every solo scenario in the game. The same game elements are used; only the goals deck is replaced with the multiplayer goals deck.

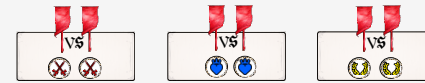
The only difference in gameplay mechanics is the possibility of resource and gold exchange between players. This is done through discussion among the players and table negotiations, exchanges can be made based on mutually agreed-upon terms.

The player who fulfills any victory condition in the scenario and has the highest total points wins (or the one with the highest total points among the losing players if everyone suffered defeat). The player who completes the scenario first (with a victory) receives a bonus of 30 victory points.

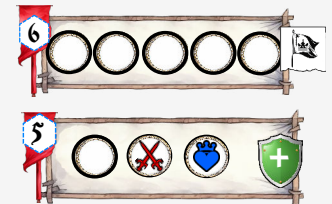
WAR MODE - NEW ACTIONS



Initiative Track



Duel Challenge



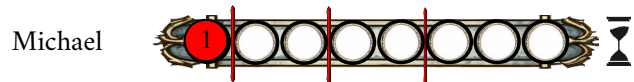
Additional actions are available for gaining command points as well as direct use of command actions (considered the same as command points in the initiative turn)

During the bidding, players specify how many resources and gold they are betting (each represents 1 space). The player who wins the auction must pay the declared sum of any resources or gold. The remaining players pay the sum up to the previous threshold before the value they specified, or 1 if they bet on the first level

After determining initiative, players use command points and the turn ends. There is no consequence phase!

EXAMPLE

Players participate in an auction to determine initiative.



Lost the auction, must pay 1 resource or gold.



Wins the auction and must pay 6 resources/gold.



Threshold

Kate loses and pays resources/gold up to the previous threshold she bet on, which is 3.

You cannot bet more than you have!

After winning the auction, Jan decides on the order of playing command points (the winner does not need to have points to win the auction and decide the order).



He decides that he will first play 1 point, then Kasia and Michal will play all of theirs, and finally, he will play his remaining 2 points.

Possessing victory points does not carry over to subsequent turns; they must be played in the turn they are acquired, otherwise, they are lost.

The game in War Mode ends when any player achieves any victory condition. At this point, the remaining players play their turns to the end, and then the game concludes. If no one succeeds, or if several achieve this in the same turn, the player with the highest total points wins (in case of a tie, the level of influence decides).

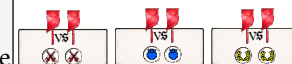


In a two-player game, successfully attacking the castle signifies the end of the game. In a three or four-player game, this does not end the game but instead triggers the following effects:

+ 	- 
The attacker receives 50 points.	The attacked player loses 50 points.

DUEL CHALLENGE



During their turn, a player may activate a duel action in the resource use phase. It will be played after the ACTION but before the **INITIATIVE**. When marking this action, the player should loudly announce whom they are challenging to a duel - this is the only way the order of their resolution is determined (whoever announces first begins).



Each player can challenge someone to a duel 3 times during the game.

At the start of the duel, players compare the sum of their levels in **COMBAT-KNOWLEDGE-FAME-ARMORY**. To the obtained sum of points, they add any amount of resources (not gold), marking it secretly on the initiative track. Then, the results are compared (sum of levels + sum of resources).

The player who wins the duel:

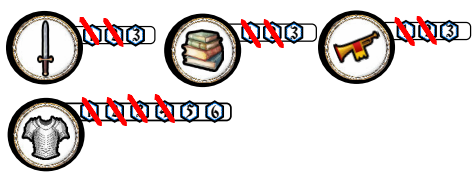
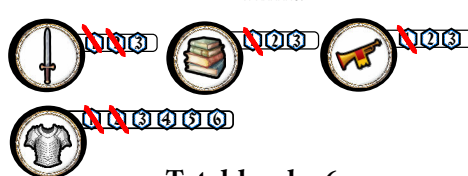


- Takes all the resources the opponent bet in this duel (chooses which) - without losing their own.
- Gains 1 level of influence. 
- Receives 10 victory points. 


The player who lost:

- Loses the resources they bet to the opponent.
- If this player decided not to bet despite having resources, they lose the ability to participate in the initiative phase (automatically last) and in the next turn cannot use any action from their character card.
- This only occurs if they refuse to use resources; if they have none, they do not suffer these consequences.

A **tie** is resolved by comparing the sum of the influence levels of the **KING** and **NOBILITY**. If there is no decisive outcome, both players neither incur any losses nor gain anything.

EXAMPLE

Michael	VS	Anna
		
Total levels: 10		Total levels: 6
+		+
		

Michael challenged Anna to a duel by using 

Michael's sum of levels in combat, knowledge, fame, and arsenal is 10, while Anna's is 6. To this value, they add the resources bet in secret. Michael bet 2 resources, bringing his total to 12, Anna decided to bet 4 resources, achieving a final sum of 10. Michael wins the duel. He gains a level of influence, 10 victory points, and Anna must give up as many resources as she used in the duel, with Michael choosing which ones specifically.

INDEX

1 LIST OF ELEMENTS

2 GAME SETUP

3 GAMEPLAY (SOLO))

5 EVENT CARD

5 RESOURCES AND GOLD

6 GOAL CARD

7 CHARACTER CARD

8 COURT CARD

9 COURT ACTIONS

10 ACTIVATION OF ACTION

11 SCENARIO CARD


12 SCENARIO ACTIONS

15 MULTIPLAYER MODE


ADDITIONAL MAPS RULES


FLOOD


Your family lands have been struck by a real disaster. The torrential rains that have been persisting for weeks finally caused the nearby river to overflow, leading to a catastrophic flood! The King is not interested in saving your private property, so you must fight diplomatically for any possible assistance. You can build dams and stop the advancing water, but it will be a difficult task.

 On one field, there can be only one enemy unit (which represents the gathering water) and one player's unit.

New enemy units are initially placed on designated fields, then on any adjacent to them or with flooded areas.


 You can place your unit (which are workers) on any field on the map, except for the flooded fields.

 The enemy's attack action means that the fields with opponents become flooded (or the workers standing on them perish—thereby preventing the flooding there). Such an area is crossed out and the enemy units are moved to any adjacent fields that are not yet flooded. If 10 areas, the castle, or 6 fields with villages are destroyed, you immediately lose the game.

 The attack action of your unit means the destruction of enemy units on the same fields. Flooded fields cannot be repaired anymore.


BARBARIAN INVASION

The distant lands under your rule have fallen victim to a barbarian invasion! They have attacked from all sides, making defense extremely difficult, and aid must arrive as soon as possible. For the time being, the King is underestimating the problem and does not want to waste his armies on unnecessary conflicts. You must gain his support as quickly as possible and send reinforcements!

 Enemy units are initially placed on the map only on spaces where there are no other enemy units. Only when all six of the enemy's starting areas are occupied can you start adding multiple opponents on the same spaces.

REBELY

A real uprising has been instigated in your lands. Most likely, your political enemies are behind this, who are now blocking the king's participation in helping you suppress it. A large number of mercenaries are involved, so the situation is serious.

 Always place the enemy unit on the space where they do not yet have any forces.

On each space, there can be only 1 enemy and a maximum of 4 player units.

The opponent never moves.

In this scenario, there is no castle. You lose if there are a total of 9 rebel units on the map or if they destroy 6 areas. However, you achieve victory if you recruit a total of 6 units on 9 different spaces (even occupied ones) or win 6 battles.