PRINTING INSTRUCTIONS

- Don't print pages 1 and 2.
- Print first the odd (front) pages, then the even (back) pages.
- For easy printing, blank pages were inserted as the even (back) page of pages that didn't need one.
The Palace only suffer damage if undefended. During combat, its power is 10 and, if destroyed, you lose the game.

In order to recruit on the Palace, you need a special effect card that is place on the Palace, representing the troop.
INSTRUCTIONS

SORT OUT THE ABILITY AND BASE
CARDS, AND PLACE THEM AS DRAW
PILES ON THE BOARD.

EACH PLAYER DRAWS 5 CARDS
FROM ANY OF THE 2 PILES. THEY
MAY PROMPTLY PLAY BASES,
PLACING THEM IN THE INDICATED
SPACES ON THE BOARD.

CHOOSE ONE PLAYER TO START,
AND THEN ALTERNATE TURNS.

ON ONE'S TURN, HE MUST DECIDE
TO RENEW THE GAME OR NOT.

RENEWING THE GAME MEANS BOTH
PLAYERS SHOULD FOLLOW THE
INSTRUCTIONS BELOW.

THEM MAY RECRUIT TROOPS, WHICH
MEANS PLACING A COUNTER MARKING
"1" IN EACH BASE WHICH HAS NO BASE AND
UPDATING IT TO "2" IF IT ALREADY HAS
A COUNTER. NO BASE MAY HAVE MORE
THAN 2 TROOPS, AND TROOPS MAY
NOT EXIST WITHOUT A BASE.

THE PLAYERS WILL THEN DRAW 2
CARDS. THERE IS A LIMIT OF 5 CARDS
A PLAYER MAY HAVE IN HIS HAND AND
IF HE EXCEEDS IT, HE MUST DISCARD
IN ORDER TO RESPECT THE LIMIT.

THEY MAY THEN PLAY THE BASE.

AFTER RENEWING, OR ANNOUNCING
HE WON'T, THE PLAYER MAY
DECLARE ATTACKS AND BOTH
PLAYERS MAY PLAY ABILITIES.

TO UNDERSTAND COMBAT, NOTICE
THAT THE BOARD IS DIVIDED IN 3
TERRITORIES, EACH ONE DIVIDED IN 3
SPACES. EACH SPACE MAY CONTAIN A
BASE, THAT DEFINES WHICH KINDS
OF TROOPS ARE AVAILABLE TROOPS
IN THE SAME TERRITORY ACT AS A GROUP

IN ORDER TO ATTACK, A PLAYER
MUST ASSIGN ONE OF HIS
TERRITORIES AS THE ATTACKER
AND ONE OF HIS OPPONENT'S AS
THE DEFENDER. ALL TROOPS IN
BOTH TERRITORIES WILL BATTLE.

HE WILL ADD TOGETHER THE POWER
TRAIT OF EACH ATTACKING TROOP
WHICH CAN BE READ ON THE BASES
THAT RECRUITED IT. THE RESULTING
SUM IS HIS TOTAL DAMAGE, WHICH HE
WILL DISTRIBUTE AS HE WILL AMONGS
ADVERSARY TROOPS. EACH TROOP
THAT RECEIVES DAMAGE EQUAL TO ITS
OWN POWER WILL BE DESTROYED AT
THE END OF THE COMBAT.

BUT BEFORE ANY TROOP IS
DESTROYED THE DEFENDING PLAYER
WILL CALCULATE HIS OWN TOTAL
DAMAGE, BUT THERE'S A DIFFERENCE.
THE DEFENDER BASES CARD ONLY
IS NOT CONSIDERED IN COMBAT.
THIS MEANS HE MAY NOT ONLY ADD
HIS TROOPS POWER BUT ALSO THE
POWER OF HIS BASES.

BASES CAN INFLICT DAMAGE
NORMALLY BUT MAY ONLY RECEIVE
IT IF ALL TROOPS ON THE
TERRITORY ARE DESTROYED (THAT
IS, IF IT IS UNEFFECTED).

IF A PLAYER DESTroys ALL TROOPS
AND BASES ON HIS OPPONENT'S
TERRITORY OR IF IT WAS EMPTY IN
THE FIRST PLACE, HIS TROOPS MAY
PROCEED TO ATTACK THE PALACE. A
REGULAR BATTLE WILL THEN TAKE
PLACE BETWEEN HIS TROOPS AND
THE OPPONENT'S TROOPS + PALACE
WHICH HAS POWER OF 12. IF HE
SUCCEEDS ON DESTROYING THE
PALACE, HE WINS THE GAME.

THERE IS ONE MORE IMPORTANT
ASPECT OF THE COMBAT: TWO OF
THE FIVE KINDS OF TROOPS HAVE SPECIAL
CHARACTERISTICS TO BE CONSIDERED...

SHOOTERS HAVE "INITIATIVE", WHICH
ALLOW THEM TO INFLECT DAMAGE
BEFORE OTHER TROOPS. KILLING
ADVERSARY TROOP THEIR POWER
SCORING IS ADDED TO THE TOTAL
DAMAGE. A TROOP WITH INITIATIVE
MAY STILL INFLECT DAMAGE IF KILLED
BY ANOTHER WITH THE SAME SKILL.

SIEGE WEAPONS HAVE "ARTILLERY",
WHICH PREVENTS THEM FROM
INFICTING DAMAGE TO OTHER TROOPS.
THIS MEANS THEY CAN ONLY DAMAGE
Bases and PALACES (AND AS USUAL,
ONLY IF THEY ARE UNEFFECTED).

DURING THE GAME (EXCEPT DURING
THE RENEWING PROCEDURE) THE
PLAYERS MAY PLAY ABILITIES
AT WILL. THEY COME IN 3 DIFFERENT
TYPES, AS DESCRIBED BELOW:

TROOP ABILITIES HAVE THE ICON
OF THE TROOPS THEY AFFECT, AND
THEY EFFECTS RELY ON THEM.

COMMON ABILITIES HAVE A HAND
AS ICON, AND AFFECT ALL TROOPS
INDEPENDENT OF THEIR KIND.

THEM OF THEM ARE DISCARDED IN
THE END OF THE TURN THEY'RE PLAYED.

Icons used in the game. From left to
right: light infantry, shooter, heavy
infantry, cavalry, siege weapon,
common ability and special ability.

SPECIAL ABILITIES ARE REPRESENTED
BY A STAR, AND ARE QUITE DIFFERENT
FROM THE PREVIOUS TWO. YOU PLAY
THEM ON TOP OF THE PALACE, WHERE
IT WILL ACT AS A COUNTER FOR ITS
SPECIAL TROOP. THESE TROOPS MAY
ATTACK AND DEFEND normally AND
USUALLY HAVE UNIQUE CAPABILITIES.
THE NUMBER OF SPECIAL TROOPS YOU
MAY HAVE AT ANY MOMENT IS EQUAL
tO THE NUMBER OF TERRITORIES WITH
3 BASES (SO PROTECT THEM).

AT THE END OF ONE'S TURN, HE
MUST ANNOUNCE HE'S DONE,
ALLOWING THE OTHER TO TAKE HIS
TURN. THIS GO ON UNTIL ONE OF
THE PALACES ARE DESTROYED.

SINCE LUCK IS AN INFLUENTIAL
ASPECT OF THE GAME, IT IS CUSTOMARY TO
OFFER A REUNION GAME, SO THE
WINNER IS ACTUALLY THE ONE WHO
WINS 2 OUT OF 3 GAMES.