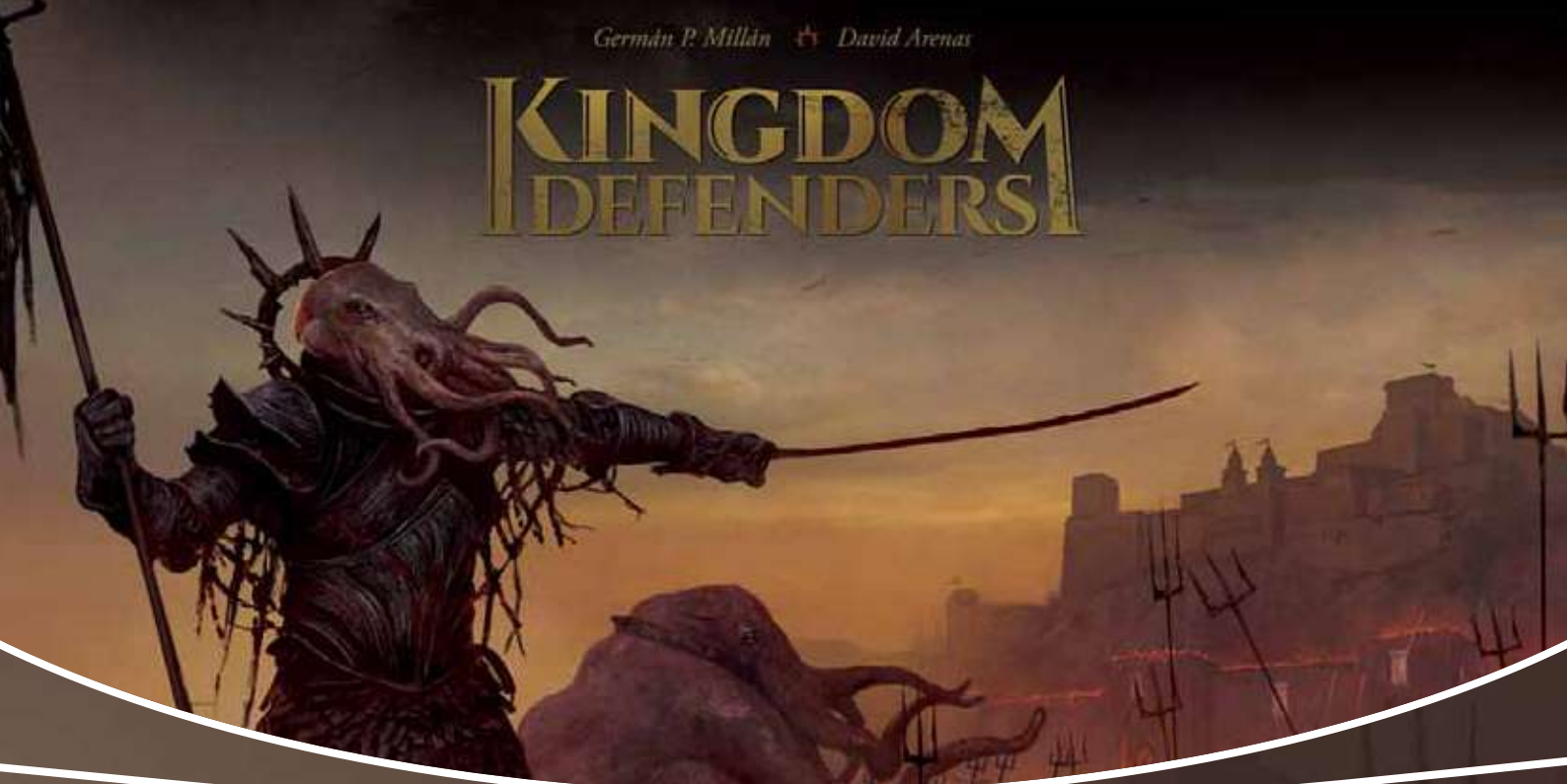


KINGDOM DEFENDERS



The Grugog have awakened!

These legendary creatures, children of the seas, are marching towards Sandstorm in order to conquer it. The Four Kingdoms depend on the defense of its capital. The new era of the Protectors of the Storm is starting. Start your own era!

Take on the role of a brave Hero of Sandstorm. Resolving ADVENTURES, completing heroic DEEDS and participating in the defeat of the GRUGOG HORDE, players will obtain Fame Points. At the end of the game, the player with the most Fame will be proclaimed the winner, rising as the greatest hero of all times... Will you resist the siege of the Grugog Horde?

SUMMARY

Kingdom Defenders takes place over **6 ROUNDS**, composed by game **PHASES**.

In each round, we proceed in the same way: The players place their **DISCS** in the **SPACES** in the **4 AREAS** which compose the board (Areas "A", "B", "C" and "D").



Then the discs placed in the spaces are activated, starting with **AREA A** and ending with **AREA D**.

The discs that are in each area will be activated by each player, thus executing the allowed action: activating **BUILDINGS**, completing **ADVENTURES**, making use of **CHARACTERS**, claiming **DEEDS**, helping in the defeat of the **HORDE** and changing the **TURN ORDER**.

The game may end for 2 reasons:

1. When round 6 ends.
2. If the Grugog Horde destroys the city.

When the game ends, the player with the most **Fame Points** wins.



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EFFECTS OF CHARACTERS AND BUILDINGS. Separate Annex.

COMPONENTS



GAME BOARD



11 CHARACTER Tiles



13 BUILDINGS Tiles



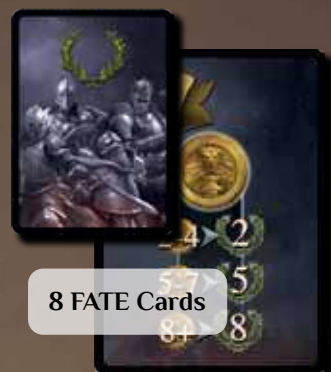
18 DEED Tiles



8 LEVEL Tiles



18 REWARD Tiles



8 FATE Cards



34 ADVENTURE Cards



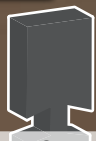
10 HORDE Cards



3 SPECIAL HORDE Cards (double-sided)



1 ROUND Counter



1 HORDE ADVANCE Counter



4 DICE



1 WALL Tile



1 Grey Disc (For the E13 BUILDING tile)



45 COINS



30 WEAPON Resources



30 SPELL Resources



30 LOOT Resources

These components are unlimited, if they run out, replace them in some way.

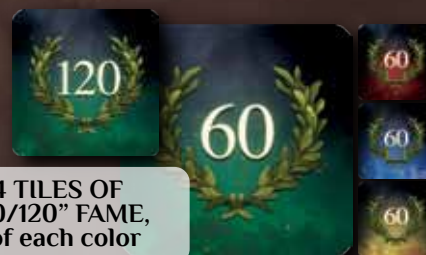
PLAYER COMPONENTS



4 PAWNS, 1 of each color (they indicate the turn order)



44 DISCS, 11 of each color



4 TILES OF "60/120" FAME, 1 of each color



4 PLAYER SCREENS, 1 of each color



4 HERO TILES, 1 of each color

GAME SETUP

THE DIFFICULTY SYSTEM

Before setting up the game, you must understand how the **difficulty system** works.

Kingdom Defenders implements a system with which you can **customize the difficulty** of the games and adapt it to the players' experience.

This difficulty depends on 2 elements: **CHARACTER** and **BUILDING** tiles.



CHARACTER



BUILDING

In each tile, you will find this type of icon: ★
The number of ★ indicates a different difficulty. Therefore there are three types of tiles depending on the ★ illustrated:

★ **STANDARD game:** Use these tiles in the first games or with beginners. The difficulty level is optimal for all kinds of players.

★★ **ADVANCED game:** add these tiles after 2 or 3 standard games to fully understand its impact on the game.

Author's advice: Introduce one or two of these tiles together with the standard set ★ to scale the difficulty step by step.

★★★ **EXPERT game:** add these tiles when you consider yourselves true experts in the game or if you enjoy a high dose of interaction and chaos.



Establish what degree of difficulty you want to introduce. The more ★ **CHARACTERS** and **BUILDINGS** have, the more advanced and complex the game will be. The ideal option is to start with the **standard game**, and when you know how to play, add ★★ and ★★★ difficulty tiles.

Note: The difficulty ranges from 8 ★ (standard game) to 20 ★ (the highest possible combination).

Author's advice: It does not mean that the game is more boring if you choose a lower difficulty. **Kingdom Defenders** always provides us with exciting games. Start with the **standard game** to know about the strategic options in it as much as possible. Starting the game with higher difficulties can make the game experience confusing.

1. ADJUSTMENT OF THE DIFFICULTY

Now that you know the difficulty system, let's start with the first step of the game setup.

You have guessed it! We are going to place the **CHARACTER** and **BUILDING** tiles.

Important: Each tile has a printed **reference code**. This is useful to distinguish them and mention them in the rules. The Characters are identified as "P1", "P2", "P3" etc. While the Buildings are called "E1", "E2", "E3" etc. They are detailed in the annex to these rules.



Space on the board for **CHARACTERS**



Space on the board for **BUILDINGS**

STEP 1. Take the **Character** and **Building** tiles according to the chosen starting difficulty for the game. The rest of the tiles are removed from the game.

STEP 2. Shuffle the **Characters** and randomly place 3 of these tiles in the respective board spaces.

Remove the remaining Characters (if any) from the game.

Explanation: There is already an illustrated Character ("P1") on the board. Do not put any tiles on it.

Exception: If the Character "P1" comes into play, it is placed on the space with this icon. The tile itself indicates it in its lower right part as a reminder.



In **STANDARD** games, the tile "P1" is not used.

STEP 3. Shuffle the chosen **Building** tiles and place 5 randomly and face down in the respective spaces of the board.

Now **turn and reveal the first tile** (the one on the left). **Do not look at the others!** They will be revealed during the game.

Remove the remaining Buildings from the game (if any).

Note: There are already 5 illustrated Buildings on the board. Do not put any tiles on them.

As you can verify, 3 **Character** and 5 **Building** tiles are placed in **every game**.

All the unused tiles are removed from the game.

RESTRITCION: Prevent more than 2 **attack tiles** (!) from appearing in the game. No matter which combination of Characters or Buildings appear, replace it with any other tile that does not include the attack icon (!). The Character printed on the board ("P1") does not count for this restriction, even if it displays the aforementioned icon. The attack tiles are "P10", "P11", "P12", "E16" and "E17". They are not used in **STANDARD** games.



2. BOARD SETUP

Once the difficulty of the game has been assigned, we proceed to the board setup.

STEP 1. GAME ROUND: Place the **Round Counter** on the space "1" of the **Round Indicator** on the board.



STEP 2. DEEDS: Separate the Deed tiles into 2 piles, those marked with "I" (Pile I) and those marked with "II" (Pile II). Shuffle both piles separately, place pile "I" on pile "II".

Place the created pile on one side of the board and fill in the 3 Deed spaces of the board with the tiles **face up**.



STEP 3. ADVENTURES: Shuffle the **Adventure cards** deck and place it **face up** in the board space indicated with a compass.

Fill in the empty spaces with cards from the deck following the arrows on the board, these are the available Adventures, including the top card of the deck.

Therefore there are 5 available cards.



STEP 4. REWARDS: Mix the **Reward** tiles with the illustration of the chest face up and leave them next to the board creating the **Rewards reserve**.

Now reveal 2 of them and place them with the side that shows the Reward in the 2 spaces on the board.

Note: Nothing is placed on the chest illustrated on the board. Therefore you should only place 2 Rewards face up in the 2 lower spaces.



STEP 5. HORDE: Depending on the number of players, prepare the **Horde cards** deck as indicated in the top left of each card:

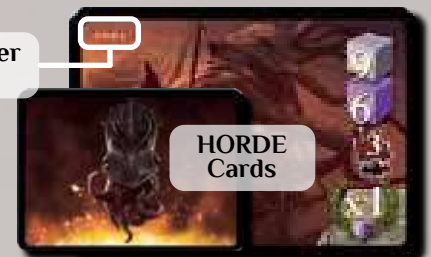
Horde for 2 players games (remove it if it is a 3 or 4 players game).

Horde for 3 players games (remove it if it is a 2 or 4 players game).

Horde for 2 or 3 players games (remove it if it is a 4 players game).

Horde for 4 players games (remove it if it is a 2 or 3 players game).

Indicator of number of players



Now move and leave the **especial Horde** card on a side of the board. It is identified by an hourglass in the upper left and by a red border. There is 1 card of this type for each range of players (totally 3 cards). This card also shows Hordes on its 2 sides and has no back.

Example of SPECIAL HORDE for 3 players



Shuffle the created Horde deck (keep the **special Horde** apart) and place it in the corresponding space on the board. Do not reveal any cards yet.



Finally, place the **Horde Advance Counter** on the Horde deck and the **Wall tile** in the space on the board which shows the destroyed Wall. This tile should show the **A-side**.



STEP 6. FAVOR OF THE KING: Place the 4 dice on the towers illustrated on the board. The placement order does not matter.



STEP 7. GAME RESERVE: Create the **Game Reserve** on one side of the board with the following elements:



COINS



WEAPONS



SPELLS



LOOTS

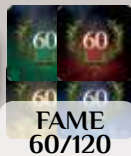
It is used with the building "E13" tile. It is not used in standard games.



GREY DISC



LEVELS TILES



FAME 60/120

3. PLAYERS SETUP

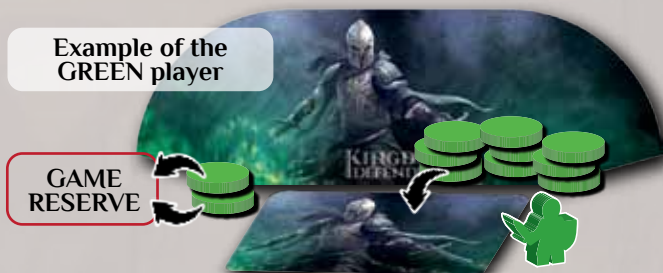
Get ready to play a brave hero:

STEP 1. PLAYER PIECES: Each player chooses a color and receives 1 screen, 1 pawn of the chosen color, 11 wooden discs and 1 Hero tile, on which they place their discs, in front of their screen (for all to see). The components of the unused colors are removed from the game.

Now each player places 2 of their discs in the **game reserve**. Then each player must keep 9 discs.

Important: The 2 discs set aside in the game reserve are only used in games where the "E8" building tile is in play.

Example of the GREEN player



STEP 2. TURN ORDER: One (any) of the players picks up one of each player's pawns and places them, **randomly**, on the turn order on the board. With 3 players, the space "4" is not used, and with "2" players, do not use spaces "3" and "4".

TURN ORDER on the board



STEP 3. INITIAL FAME: Each player places a disc in the Fame Indicator on the board depending on the established turn order: The first and the second player on "20", the third one on "21", and the fourth one on "22".

Let's see an example following the image in the previous STEP:



STEP 4. INITIAL LEVEL: Each player places 1 disc in the first space of the FORCE Level Indicator and another one in the MAGIC one, located in the lower part of the board. The discs are piled regardless of the order.

FORCE Indicator

MAGIC Indicator



STEP 5. FATE CARDS: The initial player shuffles the Fate cards and deals 2 cards to each player (without looking at them).

Each player looks and chooses 1 of the 2 received cards and keeps it behind his or her screen. The discarded card is removed from the game without rivals seeing it. These cards are kept in secret throughout the whole game. Players secretly take the resources indicated in the upper left of the card and keep them behind their screen.

Initial resources



In these cases, take a grey or a purple cube

Example of FATE Card

Score at the end of the game (See page 18)



ABOUT THE DISCS...

After the setup, each player must have on their Hero tile 6 discs in total.

ABOUT THE PLAYER SCREENS...

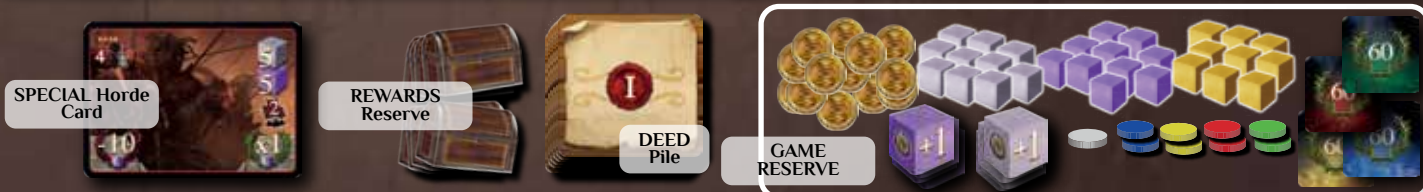
They hide the Resources, the Adventure cards and the obtained Rewards from the rest of the players. The discs and Level tiles acquired during the game must be visible for the rest of the player.

ABOUT THE THE HERO TILES...

The player discs are placed on it for all to see. This information must not be hidden.

YOU ARE READY TO START THE ADVENTURE NOW!

EXAMPLE OF GAME SETUP FOR 4 PLAYERS:



Each player must proceed as shown in the example of the **GREEN** player.

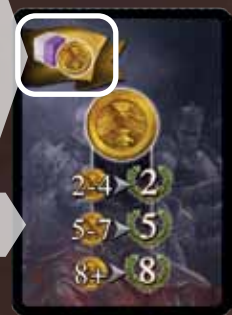
Take them secretly and keep them behind the screen



6 DISCS



Keep the Fate card in secret





“Their siege engines are
50 feet tall and alive!”

Your goal is to rise up as the Kingdom Defender. Get weapons and spells to complete dangerous Adventures and this way obtain the powerful Ancient Relics that were believed to be lost. But beware, an unknown power has awakened from the depths of the sea and threatens to destroy the world of men. Cooperate or there will be no one in the realm who remembers your legend.

HOW TO PLAY

GAME ROUNDS

ROUND COUNTER



A game of Kingdom Defenders is divided into 6 **game Rounds**, indicated in the left column of the board.

The players must **obtain resources** to be able to complete **Adventures**, claim **Deeds** and help in the defeat of the fearsome **Horde** that marches towards the city. Completing Adventures gives succulent benefits, but you must be able to help each other, if you do not want to see how Sandstorm is devastated.

Each **Round** is divided in the following **Game Phases**, and are always executed in the same order:

- 1 **New game Round.** Page 8.
- 2 **Favor of the King.** Page 8.
- 3 **Placing the Discs.** Pages 9 and 10.
- 4 Activating different board areas:
 - 4.1 **Activating Area A.** Page 10.
 - 4.2 **Activating Area B.** Pages 11, 12 and 13.
 - 4.3 **Activating Area C.** Page 14.
 - 4.4 **Movement of the Horde.** Page 15 and 16.
 - 4.5 **Activating Area D.** Page 17.
- 5 **Maintenance.** Page 17.

These Phases are shown in the column illustrated on the right side of the board. During the course of the game, it is convenient to use any marker to indicate the stage in which you are.

In the following pages we will explain how to proceed in each **Phase**.

ABOUT FAME POINTS: When a player passes the space “60” of the Fame indicator, they place the tile “60” of their color in front of their screen and continue scoring from the space “1”. If you pass the space “60” again, flip the marker to the “120” side.

GAME PHASES



1. NEW GAME ROUND

IMPORTANT: This phase is ignored in the first round.

Move the Round counter one space down.
Then proceed with the next game Phase.

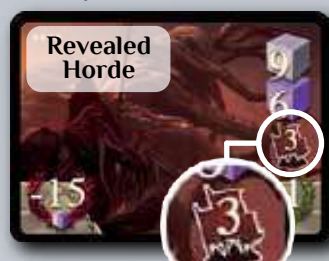
If the Round counter advances to rounds “2”, “4”, “5” and “6” the following events are activated:



ROUND 2. The Horde is activated.

Execute the following action immediately: Flip and reveal the first card of the Horde deck (leave it on the deck).

Now place the Horde advance Counter in the corresponding space on the path illustrated on the board (just below the Horde deck). Each card shows a variable speed “1”, “2” or “3” on its right side. This value indicates the rounds remaining for the Horde to besiege the city. Let's see an example:



The revealed Horde has speed “3”. The horde advance counter is placed in space “3” of the path.



ROUND 4. The special Horde “4”.

Do you remember the special Horde card that you left aside in the game setup? It could come into play during this round.

Do not do anything now, since it is activated in a subsequent game Phase, the “Horde Movement” (page 15).

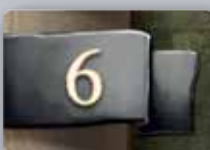


ROUND 5. The special Horde “5”.

Proceed the same way as in round “4”. Do not do anything at the moment, you will understand everything when you read the “Horde Movement” Phase.

Explanation of special Hordes: These cards have 2 sides, one for round “4” and one for round “5”.

They have a double function, hence, they are called special hordes.



ROUND 6. End of the game.

At the end of the “Horde Movement” Phase in round “6”, the game ends. Proceed with the “End of the game”, page 18.

Remember: Look carefully at the round Indicator on the board, each round has an illustrated reminder of what you should take into account in that round.

2. FAVOR OF THE KING

IMPORTANT: This phase is ignored in the first round.

The player with the least Fame Points chooses and throws as many dice as the number of players in the game. If there are less than 4 players, that player decides which die is excluded from the throw.

Then he or she chooses one of the results and gets the benefit indicated in the die. Finally, the die is returned to one of the illustrated “towers” (central part of the board), thus indicating that it cannot be chosen any more.

The next player who has fewer Fame Points chooses between the remaining dice and does the same, obtaining the indicated benefit and returning the die to the corresponding “tower”.

In this way, each time there will be less results to choose from, and each player will choose a different die.

When all the players have chosen a result, they proceed with the next game Phase.

TIES: The worst positioned player in the turn order will have a preference (position “4” is the worst), the King always helps the weakest.

There are 4 dice, each one focused on a different field: **FORCE**, **MAGIC**, **HEALING** y **WEALTH**. Let's see what the players obtain according to the result they choose:



**FORCE
DIE**



Take a **weapon resource** (grey) from the reserve.



Take 2 **weapon resources** (grey) from the reserve.



Gain a **FORCE Level**. See page 13.



**MAGIC
DIE**



Take a **spell resource** (purple) from the reserve.



Take 2 **spell resources** (purple) from the reserve.



Gain a **MAGIC Level**. See page 13.



**WEALTH
DIE**



Take a **loot resource** (golden) from the reserve.



Take a **coin** from the reserve.



You **do not gain anything**. Better luck next time!



**HEALING
DIE**



Heals 1 wound. See page 12.



Heals 2 wounds. See page 12.



You **do not gain anything**. Better luck next time!

3. PLACING THE DISCS



NOTE: The game starts with this Phase, since Phases “1” and “2” are ignored in Round “1”.

Following the turn order (indicated in the central part of the board), the players place discs on the different **golden SPACES on the board** (the grey and purple spaces are ignored, since they have another function):

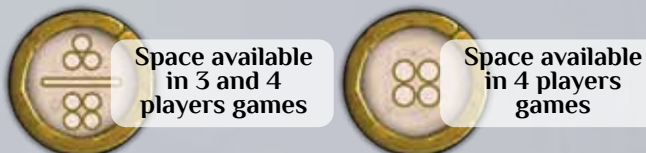


The placed discs are activated in the following game Phases, thus granting the appropriate benefits or actions. Therefore this phase is for planning, so think carefully where you place the discs, because after that, you cannot change their position.

Each space indicates in its inside a **REQUIREMENT** that must be complied with compulsorily in order to be able to occupy it:



Special spaces: There are 2 types of spaces that can only be occupied in games with a specific number of players:



How many discs are placed in these special spaces? The number of discs to be placed is the same as that indicated by the spaces they accompany. For example, look at Building “E4” illustrated on the board, 2 discs must be placed in both spaces. Look at Area “C” (top left of the board), a disc must be placed in each space. When in doubt, look at the spaces next to them.

Spaces located under each CHARACTER: They are empty because they have variable requirements. Each Character indicates in their lower left the necessary requirement to place a disc in its corresponding space.

In this example, the “P12” Character tile shows a requirement which consists of placing 1 disc and moving back the Fame Counter 1 space.



PLACEMENT ORDER AND RULES

The first player in the turn order begins occupying a space on the board that is available (empty). The second player continues to occupy another available space, followed by the next player who does the same. When the last player has placed a disc, the cycle is repeated, starting again with the first player. This sequence continues until all the players have placed their discs, and have passed or cannot place more discs.

When a player “passes”, they will not be able to place more discs in this phase.

When all the players have passed or placed all their discs, they proceed to the next game phase.

When placing discs, the following rules must be considered:

- If you cannot comply with the requirements demanded by the space, you cannot occupy it.
- It cannot be placed on another player’s disc/s.
- Each player can only occupy one space in each AREA of the board, but they will be able to occupy spaces on different Buildings and Adventure cards.

That is, following the image below, each player can only occupy one of the 4 spaces in Area A, one of the 2 spaces in Area B.1, one of the 4 spaces in Area C and one of the 2 spaces in Area D.

In Areas B.2 and B.3, there are several Buildings (10) and Adventures (5). Each player may occupy one space in each Building and in each Adventure.



¡Wait! We are not finished yet. Before explaining the next game phase, you should learn the most important rule in disc placement. Let’s see it...

RULE OF THE WALL

The board is divided into two different parts, the WALL is responsible for separating them. In the lower part, we can observe the CITY, while at the top we can see the KINGDOM.

During this game phase, you have to keep this rule in mind: If a player occupies a space in the KINGDOM, **he or she cannot** occupy any spaces in the CITY when placing the following discs. That is, if you cross the WALL, you will not be able to return to the CITY to place discs.

And the 2 spaces in the Wall (Area D)? You can always occupy the spaces in the Wall, it does not matter if you have already been in the Kingdom or not. Consider it a neutral area.

Note: Therefore, you can occupy a space in the Wall (Area D) and later occupy a space in the City if none of your discs are located in the Kingdom.

IMPORTANT, THE FIRST GAME ROUND...

The spaces in Area C cannot be occupied, since they will not be enabled until Round "2". In the same way, if the Character "P4" or the Buildings "E14" and "E16" are at play, they will not activate their actions, since they affect the aforementioned area.



4.1 ACTIVATING AREA A



Once the discs are located, we proceed to the **activation of the different AREAS on the board**. There are 4 different Areas that are distinguished by the letters "A", "B", "C" and "D". Start by activating Area "A", Characters:

IMPORTANT: If there are no discs in this Area, proceed to the next game Phase, Activating Area "B" Area.

Players receive the help from **powerful and influential Characters**.

Character tiles are **activated in the order indicated under each Character**, regardless of the turn order of the players.

Oops! They have their own turn order, they seem to be pretty powerful allies.

Starting with Character "1", followed by Character "2" and ending with Character "3", you must verify if any player has a disc in the corresponding space. If so, the mentioned player **performs the action** allowed by the Character and **recovers his or her disc**. Then, you must check if the next Character has another player's disc. **After checking Character "3" we proceed to the next game Phase, Activating Area "B"**. Logically if a Character does not have any discs, its activation is ignored.

And the Character illustrated on the "P1" board? He has no activation order since **his action is PASSIVE**.

PASSIVE Actions: All the Characters that have a PASSIVE action **ignore activation in this Phase**.

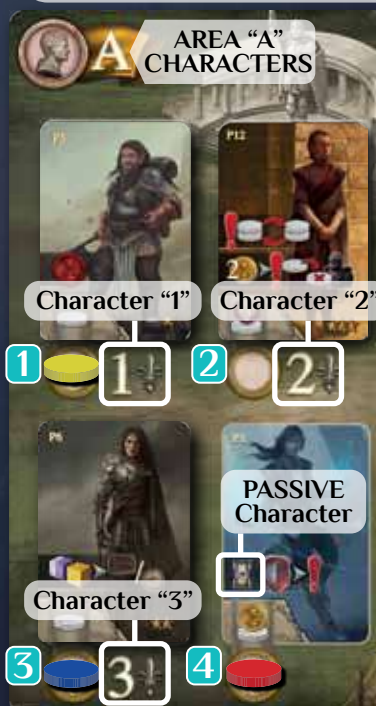
This icon, when illustrated in a Character, indicates **PASSIVE ACTION**. The passive characters are: "P1", "P2", "P7" and "P9".



Details to keep in mind about Characters:

- The actions of the Characters are detailed in the annex that accompanies these rules.
- In each game there are 3 different Characters.
- Discs placed in **passive action** Characters are recovered **at the end of the round** (Maintenance Phase).
- The Character illustrated on the board ("P1") will NOT be useful in all games.

Remember: Each player can only **occupy one space** in Area "A" in each round. Therefore, you can **never** use more than one Character per game round.



EXAMPLE OF ACTIVATION OF AREA "A":

- 1 Check Character "1": The **yellow** player recovers his or her disc and executes the action of the Character.
- 2 Check Character "2": As there is no disc, it is ignored.
- 3 Finally the **blue** player performs the action of the Character "3" and recovers his or her disc.
- 4 The **red** player does NOT activate nor recover his or her disc since the Character has a PASSIVE ACTION (indicated by the hourglass). The disc remains in the space to indicate which player gets the effect.

4.2 ACTIVATING AREA B



After activating the Characters, proceed with the **most important and complex** Phase: You will obtain **Resources**, face dangerous **Adventures**, gain **Fame**, find **Ancient Relics** and complete **Deeds**. Are you ready for a challenge of such proportions? Sure you are!

Area “B” occupies most of the board, and if you look closely, you will see that it is **repeated 3 times**, but do not be scared. Think that those 3 parts are a single Area called “B” as a whole.

The reason why it is marked 3 times on the board is due to the fact that each part works differently, that is, **they have different characteristics**.

You will see it is easier than it seems.



The 3 parts of Area B are called:
Deeds, Buildings and Adventures.

ACTIVATION ORDER

Proceed following the **turn order indicated in the center of the board** (the city gates).

The player in position “1” of the turn order activates **all the spaces in Area “B”** in which they have **discs of their color**, **in the order they want**.

When finished, the next player (position “2” in the turn order) does the same and so on. **This phase ends when all the players have activated and recovered their discs.**



In this example, players activate Area “B” in this order: **yellow, green, blue y red.**

Activating Area “B” consists of the following steps:

1. The player declares to the rest of the players what space is going to be activated.
2. Performs the action that activates that space.
3. Recovers the disc/s occupying it and places it/them in front of their player screen, on their Hero tile.
4. Activates another space by repeating the process. If you have no more discs to recover in Area “B”, your turn ends. The next player then proceeds in the same way.

Important: A player may decide **not to activate** one or more of their discs. Then they recover them without obtaining anything.

In the case of not activating Adventure cards, **you will lose 2 Fame Points** (you will see it later).

And the rule of the WALL?

This rule only applies in the Phase of discs placement, so the order in which you activate your discs can be any, regardless of whether you cross the Wall or not.

You can activate an Adventure card, followed by a Building and then activate again another Adventure card.

Managing the activation order in this Phase is key in Kingdom Defenders.

As we said at the beginning, **Deeds, Buildings and Adventures have a different way of being activated**. We will explain them one by one.

ACTIVATING DEEDS



The player **points to one of the available Deed tiles** on the board. There may be a maximum of 3. Then they **shows their rivals** that he or she has the **type and total amount of goods indicated on the tile**: for that purpose, he or she takes them momentarily from his or her player screen, **shows them and puts them back behind his or her screen. You have completed a Deed!**

If you do not have the goods required by any of the available tiles, you will recover your disc without success.

The goods required by the deeds can be:

Showing Resources: Get them in **Buildings** and by completing **Adventures**.



Showing Ancient Relics: Get them when completing **Adventures** and getting **Rewards** (chests).



Showing Adventure Cards: The cards are acquired by successfully completing each adventure.



This Deed requires that the player has **6 resources**: 2 weapons, 2 spells, 1 loot and 1 coin. If you show these goods to the other players, **you will have successfully completed the Deed**.



If you successfully complete a Deed, **recover your disc and remove the completed Deed tile from the game**.

The space left by the tile is **not replaced** with a new one (this is done at the end of the round).

As a prize, the player **acquires a Reward tile and saves it behind their screen**. There are 3 possible Rewards to choose from, each one granting a different bonus:

Gain a **random Reward** from the **Rewards reserve**. As a bonus, you **obtain 1 coin**.



Gain this Reward (if any). Do not replenish the space left. As a bonus, **roll the red dice**.

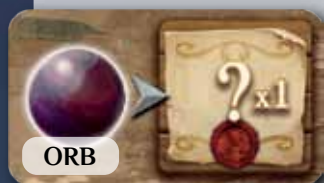


Gain this Reward (if any). Do not replenish the space left. As a bonus, **roll the yellow dice**.



The Reward tiles hide in their interior **Ancient Relics**, and together with the Adventures, they are the only way to get these powerful artifacts that grant Fame points **at the end of the game**.

Note: Reward tiles are hidden behind the **player's screen**.



The “ORB” Relic, a great help to complete Deeds.

During the game, players acquire **Ancient Relics**. Players who get Orbs can use them to complete Deeds in an easier way.

They are very powerful artifacts! Let's see how they work. When showing all the players the goods demanded by a Deed, **you can show 1 Orb instead of one of the required goods**. When doing this, the player must leave the used Orb **out of the screen for the rest of the game**, to remember that Orb has already been spent for that purpose. Therefore, each Orb is a kind of **wildcard**. The more Orbs you have, the easier it will be for you to complete Deeds.

Note: You can use more than one Orb when completing a Deed.

Remember: The goods demanded by Deeds are not delivered to the general reserve, they must only be shown to the rest of the players.

ACTIVATING BUILDINGS



The player **points to** the Building in which they have a disc/s and perform **the action** allowed by that Building. Finally, **they recover** their disc/s and place it for all to see in front of their player screen.

The actions of the buildings are explained in the annex to this rules. Buildings are the main way to get resources to complete Adventures and defeat the Grugog Horde.

ABOUT THE BUILDINGS...

In each game there are 5 variable Building tiles. At the end of each round, one of the face down building tiles is revealed. At the beginning of Round “5” all the Buildings will be available (10 in total).

It is not permitted to look at the tiles that have not yet been

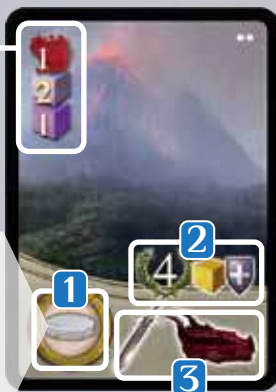
ACTIVATING ADVENTURES



The player **points to an Adventure card** in which they have a **disc/s**. Then you must **deliver to the reserve** the resources indicated on the **upper left side** of the card.

If you cannot deliver **the total** of the indicated resources, recover your disc/s (without delivering any resources) and **lose 2 Fame points immediately**.

- 1 Space to locate discs.
- 2 Immediate benefits for completing the Adventure.
- 3 Ancient Relics for completing the Adventure.



The **resources needed** to complete Adventures are:



You need **WEAPONS** to overcome the Adventure. Deliver the indicated weapons to the reserve.



You need **SPELLS** to overcome the Adventure. Deliver the spells indicated to the reserve.



Choose the type of resource to deliver, **WEAPON** or **SPELL**.



You **suffer WOUNDS** for overcoming the Adventure. Advance in the **Wound Indicator** on the board.

WOUNDS. It is an **intangible resource**, it is counted in the **Wound Indicator** (bottom of the board).

When a player suffers Wounds, the indicated number of Wounds **advances** in the indicator. For that purpose, **use one of your discs as a Wound Counter**. This disc will indicate the **number of Wounds** that the player has at all times. **Only ONE DISC** is used for this purpose. The player **recovers that disc** when Wounds are reduced to the value “0”.

As you can see, wounds decrease in 1 the number of discs at your disposal. You must watch the health of your hero.

In addition, the player **cannot have more than 4 Wounds**, so it may be the case that he cannot “pay” the necessary Wounds, and therefore fail in the activation of an Adventure (thus losing 2 Fame Points).



HEALING WOUNDS: Potions are the way to **move back spaces** in the Wound Indicator.



WOUND Indicator

In this example, the **GREEN** player has no Wounds, but he just suffered 3. Take a disc from your reserve and place it in the space “3” of the Wound Indicator. If you get 3 Potions you can recover your disc. Otherwise, now you can only complete Adventures that require a maximum of 1 Wound since you cannot move beyond the space “4”. Then get one Potion, so you

move your disc back to the space “2”. Now you can suffer up to 2 more Wounds.

Note: If the player does not have discs in the reserve at the moment of suffering Wounds, and still has no Wounds, they must use one of the discs they have in a space on the board (without activating its corresponding action). Before activating any Adventure card, make sure you have a disc in your personal reserve to use it as a Wound.

If the player delivers the indicated resources... **You have completed the Adventure successfully!** Follow the following steps:

- 1 Recover the disc/s on the card.
- 2 Gain the indicated goods **immediately** (explained on the following page).
- 3 Gain the **Ancient Relics** illustrated in the card. For this purpose, the player keeps the card behind their screen. These Relics will be scored **at the end of the game**, in the same way they can be used to complete Deeds.

Ancient Relics: There are 5 different types of relics, page 18 explains how they give Fame.

The goods that the player **gains immediately** (2 on the previous page) can be:



You have found a treasure chamber. Take 1 Coin from the reserve.



You have found valuable objects and materials. Take 1 Loot from the reserve.



Your heroic deeds are discussed in the city, you gain Fame. **Advance the Fame Point Counter** the indicated number.



Increase your STRENGTH level with the experience. **Advance** one space to the left in the Strength Level Indicator of the board (see below).



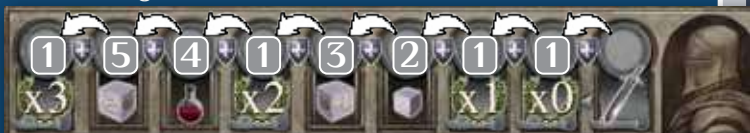
Increase your MAGIC level with the experience. **Advance** one space to the right in the Magic Level Indicator of the board (see below).

INCREASING LEVEL. Your hero will become more powerful as he or she gains **STRENGTH** and **MAGIC**.

At the bottom of the board is the **Strength Level Indicator** (left) and the **Magic** one (right).

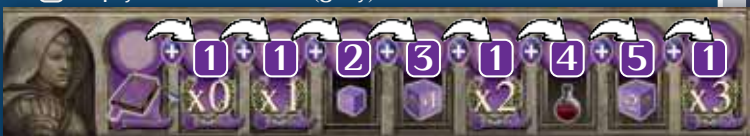
Each player has a disc of their color to advance in each power field. **Strength moves to the left** and **Magic moves to the right**.

When a player's disc reaches **certain spaces**, they gain the following benefits:



STRENGTH LEVEL INDICATOR

- 1 Fame multiplier for the Ancient Relic "Legendary Weapon" (see End of the game on page 18).
- 2 Gain a WEAPON resource immediately.
- 3 Gain a LEVEL "+1" (grey) tile immediately and put it in front of your screen, for all players to see.
- 4 Go back one space in the Wounds indicator. If you do not have any Wounds, you do not gain anything.
- 5 Flip your LEVEL tile (grey) to the "+2" side.



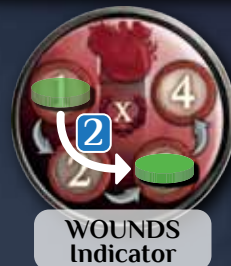
MAGIC LEVEL INDICATOR:

- 1 Fame multiplier for the Ancient Relic "Arcane Tome" (see End of the game on page 18).
- 2 Gain a SPELL resource immediately.
- 3 Gain a LEVEL "+1" (purple) tile immediately and put it in front of your screen, for all players to see.
- 4 Go back one space in the Wounds indicator. If you do not have any Wounds, you do not gain anything.
- 5 Flip your LEVEL tile (purple) to the "+2" side.



LEVEL TILES. They provide with a **discount** to the resources that the player must deliver when **completing Adventures**. This discount applies to all Adventures and never runs out! For example:

The player with this Level tile does not have to deliver 2 WEAPON resources in ALL the Adventures that he or she tries to complete.



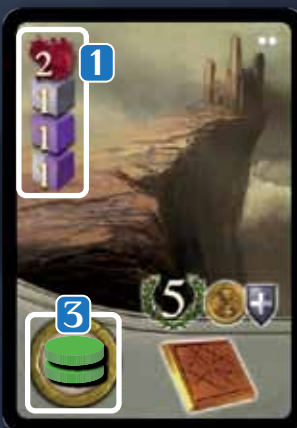
EXAMPLE OF SUCCESSFUL ACTIVATION OF AN ADVENTURE:

1 The **green** player declares that he will activate the Adventure card. He must consume the indicated goods: 2 Wounds, 1 weapon resource, 1 spell resource, and 1 resource of your choice between weapon or spell.

2 Advances 2 spaces in the Wounds indicator and delivers the resources to the reserve.

3 You have completed the Adventure. Advance 5 spaces in the Fame indicator. Receive 1 coin from the reserve and advance 1 space to the left in the **STRENGTH** indicator.

4 Recover the discs and receive the Adventure card that will be kept behind your screen. You have achieved the illustrated Ancient Relic.

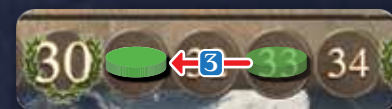


EXAMPLE OF FAILED ACTIVATION OF AN ADVENTURE:

1 The **green** player declares that he or she will activate the Adventure card. You must consume the indicated goods: 2 Wounds, 1 weapon resource, 1 spell resource, and 1 resource of your choice between weapon or spell.

2 Currently, the player has 3 Wounds, as you cannot have more than 4 Wounds, you cannot advance the 2 spaces required by the card. And although you have the rest of the required resources, you cannot activate and complete the Adventure successfully.

3 Recover your discs and return them to your personal reserve, finally lose 2 Fame points for not being able to complete the adventure. You have failed.



To sum up...

Obtain resources by using **Buildings**.

Consume them to complete **Adventures** and obtain **Fame**. Use resources and **Ancient Relics** to complete **Deeds** and get **Reward** tiles.

Watch your hero's **health** (Wounds) or you will not be able to complete adventures.

And **increase the Levels** (strength or magic) of your hero to complete Adventures more easily and obtain succulent benefits.

But do not cry victory too soon, because the Grugog Horde is approaching...

4.3 ACTIVATING AREA “C”



IMPORTANT: This Phase is ignored in the first round, if a clueless player placed his disc, he recovers it without activating it.

Heroes **supply their camps** with **Weapons and Spells** to defeat the **Grugog Horde**.

This Area has a **different activation order** to the general turn order (similar to what happens with Area “A”). The spaces are activated **from top to bottom**. Until a disc is not fully activated, you cannot proceed with the next space.

When a space is activated, the corresponding player **recovers the disc and executes the action**. If a space lacks a disc, its activation is ignored.

When the fourth space has been checked, we proceed with the next Game Phase.



Each Weapon or Spell contributed gives you 1 Fame Point immediately.



It is activated in the first place. The player can contribute **1 resource** to his or her camps.



It is activated in the second place. The player can contribute **1 resource** to his or her camps.



It is activated in the third place. The player can contribute **1 or 2 resources** to his or her camps.



It is activated in the fourth place. The player can contribute **1, 2 or 3 resources** to his or her camps.

The resources contributed by the players are placed on the **squares** of their same color, in the illustrated **CAMPS** on the board. There are 4 **different camps**, one per player. In addition, each player **has a limit** when contributing resources, due to this, players must collaborate to add altogether the **number and type** of resources needed to defeat the Horde in play.

Each Hero has his or her Camps. The squares indicate the limit of resources that can be contributed. As you can see, there are 5 squares to lodge resources, but beware, the fifth square is available only in **4-players** games.

On the left, we can see that the **yellow** player has already supplied 1 Weapon to his or her troops.

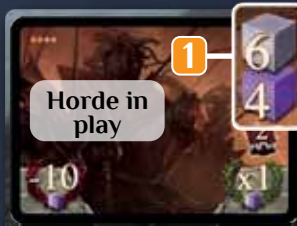
The resources that the players must contribute are indicated in the **Horde card that is in play**. From round “2”, there will always be a Horde threatening to Siege the city. Players must place in their camps the **exact amount and type** indicated by the Horde card in play.



This Horde requires 15 resources in total to be defeated:
9 weapons y 6 spells.

When activating Area “C”, the following rules are applied:

- Each player may have a **maximum** of 4 resources placed on the camps of their color. In games of 4 players, the **maximum** is 5.
- The resources provided must correspond exactly to those indicated in the Horde card, **both in type and quantity**.
- When it comes to see what resources are missing to be contributed, the resources placed in the camps of **all the players** are taken into account.
- If **all the resources** required by the Horde card are already located, **no more resources can be contributed**.
- For each resource contributed, the player **gains 1 Fame Point immediately**.
- The resources provided are **kept in the camps** until a later phase indicates.
- If a player, when activating their disc, does not contribute any resources, because they do not have them, because they cannot be placed anymore or **for any other reason**, **they will lose 2 Fame Points immediately**.
- If you do not place a disc in this game area, you do not lose Fame, but be careful, because the advantages of cooperating are extremely beneficial. Do not let your rivals take all the glory.



EXAMPLE OF ACTIVATION OF AREA “C”:

1 The Horde card requires 6 weapon resources and 4 spell resources, **totally 10 resources**.

2 In the previous round, the players placed 4 weapons and 2 spells. Therefore, they require 2 spells and 2 weapons to defeat the Horde in play.

3 The **yellow** player starts and can provide with 1 resource of the necessary types. He decides to place 1 weapon in his camps. He gains 1 Fame Point immediately. Only 2 spells and 1 weapon are missing to defeat the Horde!

4 It's the **blue** player's turn. She places the missing weapon and gains 1 Fame Point. Now 2 spells are missing to beat the Horde.

5 It's the **green** player's turn, she can contribute up to 2 resources. She contributes the 2 missing spells and obtains 2 Fame.

6 It's the **red** player's turn. He cannot collaborate with any resources, since all the necessary ones to defeat the Horde have already been contributed. He recovers his disc and loses 2 Fame Points. The **green** player has ruined his strategy. Once the spaces have been activated and the discs have been recovered, the next game phase starts.



4.4 MOVEMENT OF THE HORDE

IMPORTANT: This phase is ignored in the first round.

In this phase the players do **not take any action**, but the Horde performs its game turn, which consists of checking if the current Horde is **defeated or not**. Therefore, there are 2 possible situations:



Situation of VICTORY! The resources that there are over the players' camps **add up** the total amount indicated in the Horde card in play.



Situation of DEFEAT? The resources that are on the players' camps **DO NOT** add up the total indicated in the Horde card in play.

You must verify which of the 2 situations is complied with and its activation is carried out. Let's see the 2 possible situations:

SITUATION OF VICTORY!



The resources contributed by the players **add up** the total amount indicated in the Horde card in play.

Congratulations! Your troops have destroyed the Horde thanks to the supply of weapons and spells.

The heroes are **rewarded** for their work. Follow the steps indicated on the **bottom right** of the Horde, **in order and from top to bottom**:



1 Each player obtains as many Fame Points as resources there are on their camps.

2 All the players who have at least 2 resources in their camps get: **1 coin or 1 loot**.

3 All players who have at least 3 resources in their camps get: an **increase in their Level of Strength or Magic**.

4 The player who has the most resources in his camps gets a **Reward tile** from those available but does **NOT** receive the bonus coin or die.

If several players tie in this respect, **none of them** get the Reward.

SITUATION OF DEFEAT?



The resources contributed by the players **DO NOT** add up the total amount indicated in the Horde card in play.

Attention! The Horde is marching towards the city.

The **Horde Advance Counter** advances **one space down the path**. If the indicator reaches spaces "2" or "1", proceed with the activation of the next phase, Area "D".

But if it reaches the **Wall tile**, the Horde has reached the city walls and **performs a brutal SIEGE!**

Players are penalized (see below "The Siege").



THE SIEGE

Follow the steps indicated in the lower left part of the Horde, **in order and from top to bottom**:

1 Each player **loses** as many Fame Points as indicated plus the resources that are on their camps. Following the image, if a player has 3 resources on his camps, he loses 12 points (-15 + 3 resources).

2 All the players who have at least 3 resources in their camps get: An **Increase in their Level of Strength or Magic**.

3 The player who has the **least resources** on his camps receives an **extra penalty**: Chooses between **suffering 1 Wound or delivering 1 loot** to the reserve, and also loses 2 Fame points.

If there are several players tied, this extra penalty is received by **all those players**.



The siege finishes by **flipping the Wall tile**. If it shows the A-side, flip it to the B-side, but if it already shows the B-side before being flipped, remove the Wall indicator from the board, as the **Horde destroys and sweeps the city**. The game ends immediately! (See page 18.)

WALL tile

It Flips

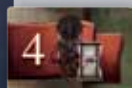
End of the game

NEW HORDE

Whether a Horde is **defeated** (Situation of Victory!) or a **Siege** takes place, a **new Horde must be put into play**. Proceed as follows:

1. The **resources** located in the camps of each player are **taken away and returned to the General Reserve**.
2. **Remove** the current Horde card from the game. Now **reveal a new card*** and place the Horde Advance Counter in the space of the road **according to the speed indicated by the new Horde**.
3. Proceed to the activation of the next game Phase.

***SPECIAL HORDES:** Do you remember the special Horde card that you left aside? **When a new Horde has to be revealed**, the special Horde is put into play if you are in round "4" or "5". Proceed as follows:



Special Horde of Round "4": Remove the Horde deck from the game and place this card in the space intended for the Horde deck.

The special Horde has 2 sides, make sure you put it on the side that shows the "Hourglass 4" icon.



Special Horde of Round "5": Remove the Horde deck from the game and place this card in the space intended for the Horde deck.

If the removed Horde is the special Horde of round 4, **simply flip** that special Horde card. The important thing is that the special Horde shows the icon "Hourglass 5".

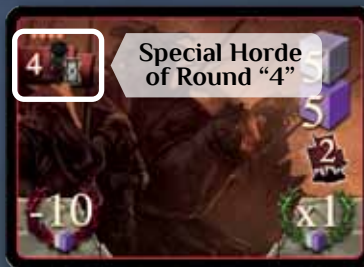


EXAMPLE OF ACTIVATION OF "MOVEMENT OF THE HORDE" PHASE:

- 1 The current Horde requires 15 resources to be defeated: 9 weapons and 6 spells. It can be observed that the resources contributed by the players in the camps do not add up to this total: there are 4 weapons and 4 spells, insufficient. Therefore proceed with the "Situation of Defeat?".
 - 2 The Horde Advance Counter moves one space down. It reaches the space "1". The players still have one game round to defeat it. Proceed with the next game Phase.
 - 3 If, in the next round, they do not provide sufficient resources, the Horde Advance Counter will move to the Wall tile. In that case, the players will be penalized as indicated in the lower left part of the card and, in addition, the Wall tile will be flipped. If it showed the "B" side before being flipped... It will trigger the end of the game! But it is not the case since it shows the "A" side.
 - 4 If, on the other hand, the players manage to contribute the total number of resources in their camps before the Horde arrives at the Wall tile, the "Situation of Victory!" will proceed... In that case, the players will be rewarded with the bonuses indicated in the lower right part of the card.
 - 5 If the Horde is defeated (4) or if the Horde Besieges the city (3), a new Horde card will have to be revealed and the resources from the camps will have to be removed.
- Finally, the Horde Advance Counter will be placed in the space indicated by the speed of the new Horde.

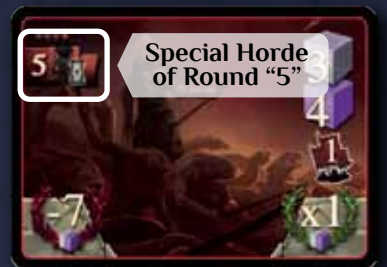


Each Horde card indicates its speed with this icon. In this image, the Horde Advance Counter is placed on space "3" of the path.

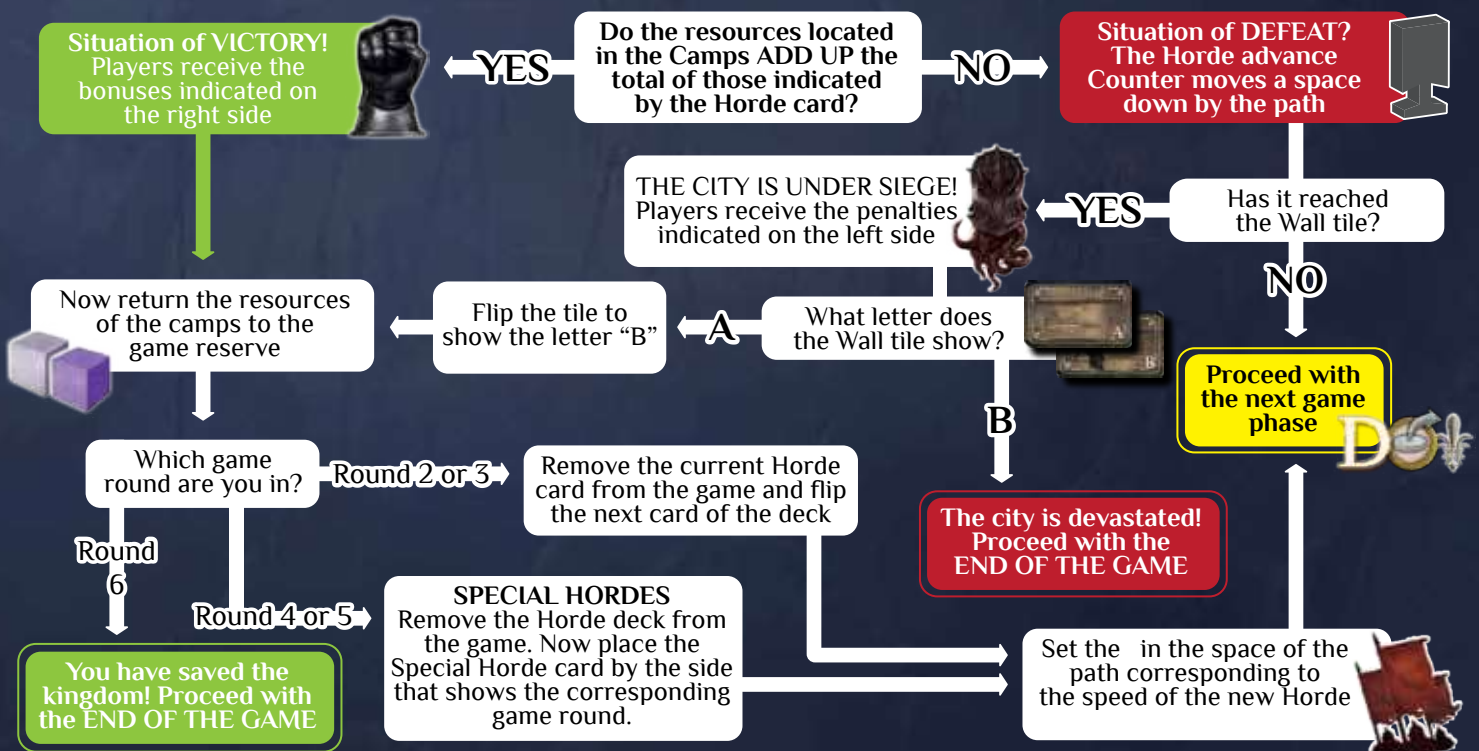


- 6 When revealing a new Horde in rounds "4" or "5", you have to place the special Horde card placed on the side of the board in the game setup. Remove the Horde deck from the game and place the special Horde card on the side that coincides with the current round. One side is for round "4" and the other side for round "5".

The Special Horde has 2 different sides



Oops! It seems a somewhat messy game phase. Use this diagram as help, start here...



4.5 ACTIVATING AREA D



The turn order is **updated** according to the spaces that the players have occupied and the discs are recovered:



The player places his pawn in the first position ("door 1").



The player places his pawn in the second position ("door 2").

All displaced pawns move to the right, **they do not exchange position.**

Note: The player placed first in the turn can place it in the Space "1" to maintain his or her position.



EXAMPLE OF ACTIVATION OF AREA "D" :

1 The **blue** player places his or her pawn on "door 1".

2 The **yellow** player places his or her pawn on "door 2".

3 **Red** and **green** players move their pawns to the right.

4 **Blue** and **yellow** players recover their discs.

5. MAINTENANCE



The round ends with a **Maintenance Phase**. Follow the following steps in the order you want:



New **Deeds** tiles are placed in the empty spaces (1). In this example, you have to place 2 Deed tiles. If there were no empty spaces, nothing is done.



Players **recover the discs** they have in **Passive Action** characters.



New **Reward** tiles are placed in the empty spaces (2). In this example you have to place 1 Reward tile. If there were no empty spaces, nothing is done.

Remember: Nothing is ever placed on top of the illustrated chest. It refers to the Reward reserve located on a side of the board.



The next **Building** tile is **revealed** (from top to bottom). In rounds "5" and "6", this step is ignored.



Remove from the game the **Adventure** cards that are on the spaces with an "X".

Now move the remaining cards following the direction of the arrows, finally reveal new cards to occupy all possible empty spaces (following the direction of the arrows again).

For example:

1 There is 1 card in one of the "X", **remove it from the game.**

2 This card moves following the arrows, so it is placed in the last space.

3 The top card of the deck also moves following the arrows, ending in the penultimate space.

4 Reveal cards until they occupy the remaining spaces, that is, 2 more cards.



END OF THE ROUND

Another round is played by repeating all Phases in the same order. In round "6", the game ends. See "End of the game" on the next page.



END OF THE GAME

At the end of the game, the players obtain Fame Points thanks to Ancient Relics, Loots and Destiny cards. The player who has the most Fame will become a Legend. If the Grugog Horde has succeeded in besieging Sandstorm, you must proceed to score immediately (without finishing the rest of the turns). The player who has the most Fame will be the winner, but he or she will not become the Kingdom Defender. Proceed to score as explained below.

Help: The end of the game is detailed behind the screens. Before scoring, players must decide what Ancient Relic will represent each of the Orbs achieved. Therefore, they will be taken into account when scoring that Relic:



Note: It does not matter if the Orb was used to get Deed tiles. It is also used in the final score! Now you can proceed with the score as follows:

Each **Loot** that the players keeps contributes **1 Fame Point**.



For each set of 1/2/3/4/5 different **Runes** you gain 1/4/8/12/18 Fame points.



This reward counts as any Rune at the player's choice (wildcard).

By having 1/2/3/4/5/6 **Trophies**, you obtain 0/1/3/6/10/15 Fame points. Each Trophy that you have over "6", grants **1 point**. That is to say, the most optimal is to have 6 Trophies.



Multiply the number of **Legendary Weapons** by the **multiplier** achieved in the **Force Level Indicator** (1). For example, we observe that the **green** player has exceeded the multiplier space "x2". Therefore each **Legendary Weapon** grants **2 Fame Points**.



Multiply the number of **Arcane Tomes** by the multiplier reached in the **Magic Level Indicator** (similar to the **Legendary Weapons**).



Loses as much Fame as **Wounds** the player has (position in the **Wound Indicator**). If they have no **Wounds**, they do not lose Fame.

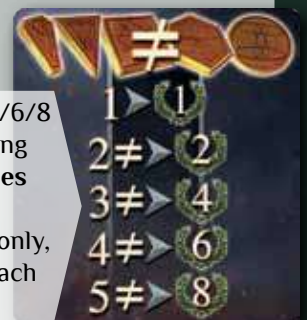


Finally, each player scores his **Destiny card**. You will gain more or less Fame according to the **amount** you have of the illustrated goods. Following the image, if the player has 6 coins, he or she will obtain 5 Fame Points.



In these 3 Destiny cards you obtain 1 Fame Point for each indicated Relic, including the Orbs you use as that Relic.

You gain 1/2/4/6/8 points for having 1/2/3/4/5 **Runes with different shapes**. Once only, NOT one for each set.



VICTORY!

The player with the most Fame Points will be the winner. In case of a tie, whoever has the most **Adventure cards** wins. If the tie persists, the player with the most **Loots** wins. In the unlikely case of a new tie, the victory is shared.



7 Finally, you score your Fate card. We can see that you obtain points for having Reward tiles. Score 4 points because you've got 4 Reward tiles (where we can observe 2 Orbs and 2 Arcane Tomes). If you had had one more tile, you would have gained 6 Fame Points.

The player has advanced her Fame Counter a total of 27 extra spaces for her achievements during the game, it's not bad at all!

RULES FOR 2 PLAYERS

In 2 players games, the following changes are applied:

In the game setup...

1 Place 2 Character tiles instead of the usual 3 tiles. The third space is not used.

2 The Character illustrated on the board ("P1") is ignored, use any Character tile to cover it (with the back facing up to avoid confusions).

Character and Building tiles “P10”, “P11”, “P12”, “E16” and “E17” are removed from the game (attack actions).

3 Create the **Adventure deck** with the cards that show **2 points on the top right** part. The rest of the cards are removed from the game.

4 The Adventure deck is placed in the third space of the board. Therefore, only 3 Adventure cards will be available, including the one at the top of the deck.

5 Players **put 1 disc in the reserve** (instead of 2). In this way, they **play the game with 1 more disc** (totally 7).

During the game...

The Spaces restricted to 3 and 4 players **cannot be used.**



VARIANTS OF GAME

FAMILY VARIANT

With this variant the game is simplified.

- **Ignore all rules regarding the Grugog Horde:** the Area "C" activation phase and the Movement of the Horde. It also removes all the Character and Building tiles that affect that area ("P4", "E14" and "E16").
- The game ends **at the end of round "5"**.
- It is recommended to play it with the difficulty "Standard game", but it is not compulsory.

EXTREM VARIANT

The Horde always appears in round "2", so the first round allows some preparation. With this variant the Horde **will be present from the beginning!**

In the game setup, reveal the first Horde card in the deck and place the Horde advance Counter according to the speed indicated by the card.

If this is your first game, this variant is not recommended.

ACHIEVEMENTS



IMMACULATE
End the game without Wounds.



EXPERTISE
Reach the maximum level of Strength or Magic.



DEFENDER
Defeat 2 Hordes in 2 Rounds in a row.



FAILED
The game ends with the victory of the Horde (the second successful siege).



COLLECTOR
End the game with 1 Relic of each type.



HUNTER
End the game with 8 Relics of the Trophy type.



POPULAR
Get 5 Victory Points in a Round thanks to the "P2" effect.



FORTUNATE
End the game with 8 Loots.



FANATIC
Get 5 different Power Runes (all you can get).



ADVENTURER
Successfully complete 3 Adventures in the same Round.



SUPREMACY
Win the game with an advantage of 20 Fame Points.



LEGEND
Reach 120 FAME Points.

ICONOGRAPHY



WEAPON



SPELL



WEAPON or SPELL



LOOT



COIN



WOUND



POTION



INCREASE IN MAGIC



INCREASE IN STRENGTH



TURN ORDER



FAME POINT
(GAIN IT)



FAME POINT
(LOSE IT)



REWARD



SPACE



DISC



DIFFICULTY



PASSIVE ACTION
OR ROUND



ATTACK ACTION



DEFENSE



RIVAL



DIFFERENT



CHARACTER



BUILDING



DEED



WALL



ADVENTURE



VICTORY



HORDE O
DEFEAT



HORDE
SPEED



CAMP

ANCIENT RELICS



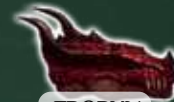
ORB



LEGENDARY WEAPON



ARCANE TOME



TROPHY



POWER RUNES

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