



version 1.0
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Rule Manual



Story

Once upon a time, there were two neighboring kingdoms. The two kings were both greedy and vain, which caused constant rivalry between them.

"I am more famous than you!"
"No, I'm undoubtedly more famous than you! Besides, I have greater support from my people!"

Their arguments seemed endless until a traveler who had visited both countries spoke up.

"A splendid royal palace is a symbol of honor," said the traveler. "How about deciding the winner by seeing who can construct palaces more quickly?"

Satisfied with this suggestion, the two kings immediately embarked on palace construction projects.

The Game Concept

You are the ruler of a kingdom. Compete with your opponent's Kingdom by playing the subjects from your hand and acquiring Resources such as "Honor," "Gold," "Food," and "Land." Once you have enough Resources, construct a Royal Palace, a symbol of honor. Win by building two Royal Palaces more quickly than your opponent.

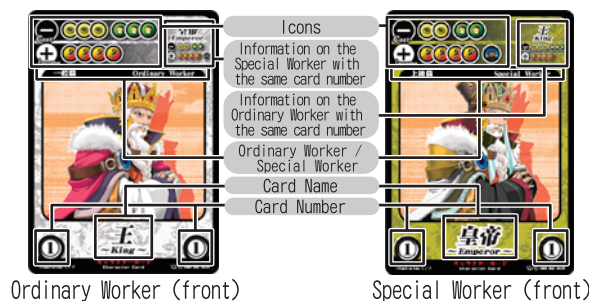
Game Set Contents

24 Character cards (16 Ordinary Workers and 8 Special Workers), 16 Upgrade cards (7 Citizens and 9 Buildings), 48 Resource chips (12 Honor, Gold, Food, and Land chips), 2 Rule manuals (1 Japanese manual and 1 English manual)

Character cards

Character cards represent Characters who do battle with your opponent's Kingdom. There are [Ordinary Worker] and [Special Worker] Character cards with card numbers ① through ⑧.

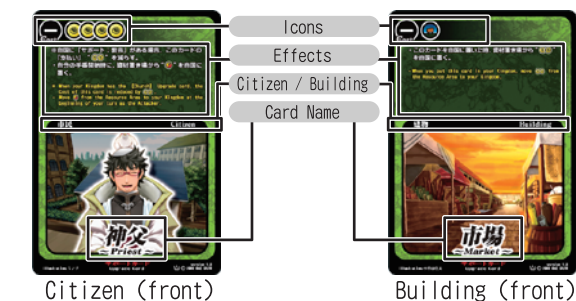
- * These cards are called "Characters."
- * The [Ordinary Worker] cards are white, and the [Special Worker] cards are yellow.



Upgrade Cards

Upgrade cards produce various effects in your Kingdom and encourage its development. There are two types of Upgrade cards: [Citizen] and [Building].

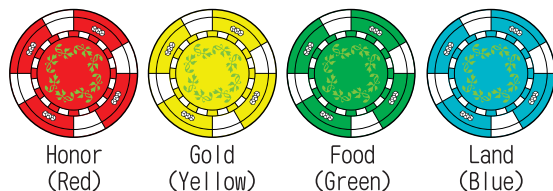
- * These cards are called "Upgrades."



Resource Chips

Resource chips represent various Resources you need to develop your Kingdom. There are four types of Resources: [Honor], [Gold], [Food], and [Land].

- * These chips are called "Resources."



Icons

- This icon represents a "Cost."
* Paying a "Cost" means returning the specified Resources from your Kingdom to the Resource Area.
- This icon represents an "Income."
* Receiving an "Income" means moving the specified Resources from the Resource Area to your Kingdom.
- This icon represents an "Honor" Resource chip (red chip).
- This icon represents a "Gold" Resource chip (yellow chip).
- This icon represents a "Food" Resource chip (green chip).
- This icon represents a "Land" Resource chip (blue chip).

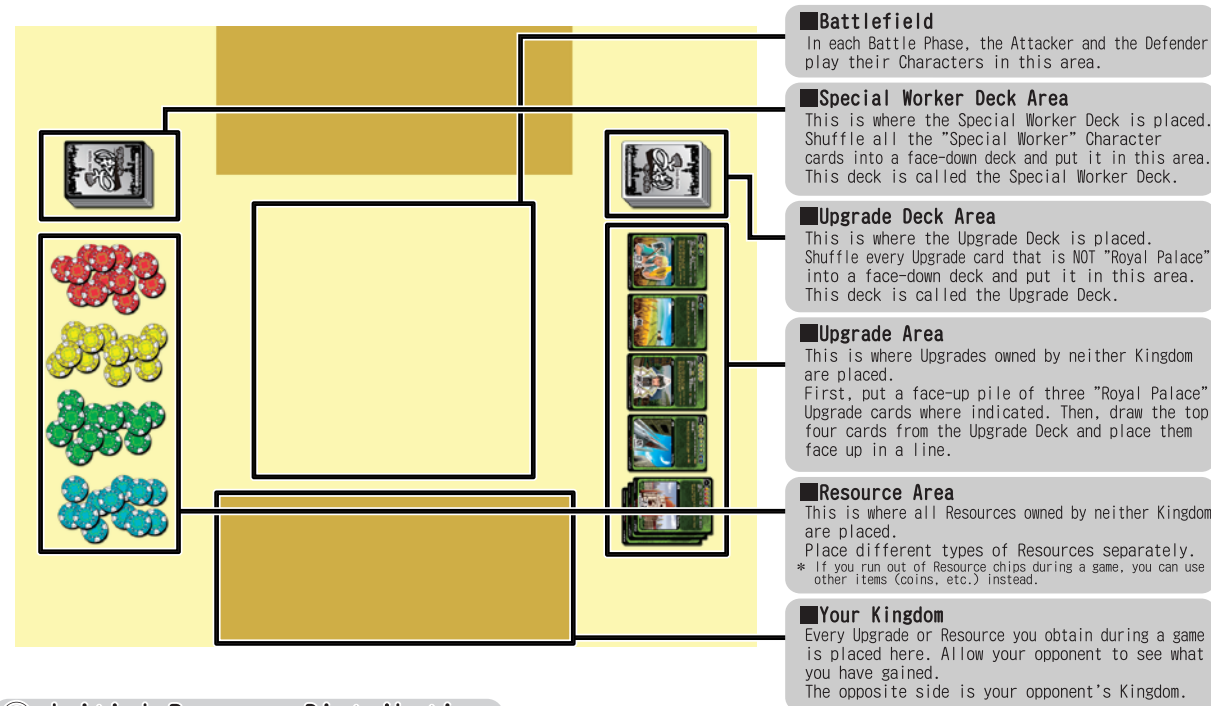
Game Setup

① Decide who takes the first turn

In this game, the two players take turns attacking each other's Kingdom. Play "Rock, Scissors, Paper." The winner takes the first turn as the initial Attacker, and the loser becomes the initial Defender. Each player gets a hand of eight "Ordinary Worker" Character cards with card numbers ① through ⑧. The two players should keep their hands concealed from each other.

② Arrange the play area

Arrange the cards and chips (except for the "Ordinary Worker" Character cards) in the following way:



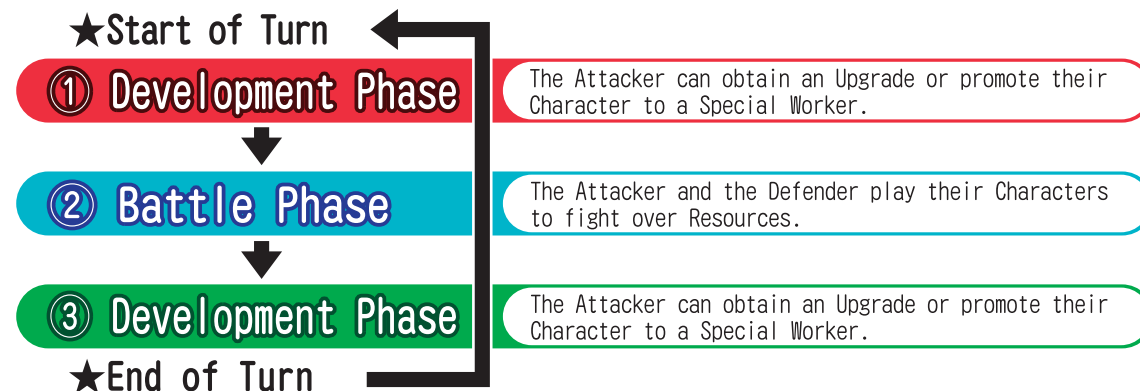
③ Initial Resource Distribution

The initial Defender chooses one Resource type from "Gold," "Food," or "Land." Then, they move one Resource chip of that type from the Resource Area to their Kingdom. Next, the initial Attacker chooses one of the two remaining Resource types and moves one chip of that type from the Resource Area to their Kingdom. Finally, the Defender moves one Resource chip of the remaining type in the same way.

*** You can start playing once the setup is complete.**

Game Flow

The game progresses as the Attacker completes a turn according to the following sequence. (The player who takes the first turn is the initial Attacker.)



When the Game Ends

The game ends when either player wins by placing a SECOND "Royal Palace" Upgrade card in their Kingdom.

Detailed Game Flow

★Start of Turn (Only the Attacker performs this step.)

- The Attacker can apply any effects of their Upgrades that apply at the beginning of a turn.
- The Attacker draws a number of cards from the top of the Upgrade Deck equal to the number of empty spaces in the Upgrade Area. The Attacker then places the cards face up to restore the line of four Upgrades beside the pile of "Royal Palace" Upgrade cards. (This action is skipped when there are no longer any cards left in the Upgrade Deck.)
- The Attacker chooses one Resource type from "Gold," "Food," or "Land" and moves one chip of that type from the Resource Area to their Kingdom.

① Development Phase (Only the Attacker performs this phase.)

The Attacker performs ONE of the following actions one time:

● Obtain an Upgrade

The player chooses one Upgrade from the Upgrade Area, pays its Cost and puts it in their Kingdom.

- * When a player pays a Cost, they return the specified Resources from their Kingdom to the Resource Area.
- * It is possible to choose a "Royal Palace" Upgrade card at this point.

● Promote a Character

The player chooses two Resource chips of any type(s) from their Kingdom and returns them to the Resource Area. Then, they draw the top Character card from the Special Worker Deck, remove the Ordinary Worker Character with the same card number from their hand, and add the Special Worker Character they drew to their hand. (The removed card is placed face up beside their Kingdom.)

- * The player can choose any Resource type(s) when returning two chips.

● Pass

The player chooses to do nothing.

② Battle Phase (Both the Attacker and the Defender perform this phase.)

The Battle Phase progresses as follows. If you are new to this game, we recommend reading the "Tips" on page 4 first.

(1) Play cards

* Both the Attacker and the Defender perform this action.

The Attacker chooses three of the eight Characters in their hand and places them face down in the Battlefield. The Defender then chooses three of the eight Characters in their hand and places them face down in the Battlefield.

(2) Reveal the cards

* Both the Attacker and the Defender perform this action.

Each player turns every Character they placed in the Battlefield face up.

(3) Determine the Attacker's results

* Only the Attacker performs this action. (The Defender does not do anything.)

Each of the Attacker's Characters that has the same card number as one of the Defender's Characters is considered to have failed in the attack. (These are called "Failed Characters.") The rest of the Attacker's Characters are considered to have succeeded in the attack. (These are called "Successful Characters.") The Attacker must work out the Failed Characters' results before the Successful Characters' results.

Failed Characters

The Attacker pays the Cost of each Failed Character.
The player must pay the full Cost (or as much as possible when they do not have enough Resources.)
Also, it is not possible to receive any Income from any of the Failed Characters.
When there are two or more Failed Characters, the player can pay their Costs one by one in any order.

Successful Characters

The Attacker pays the Cost of each Successful Character and receives its Income.
When the player cannot pay a Character's full Cost, they still need to pay as much as possible but cannot receive any Income from that Character.
When there are two or more Successful Characters, the player can handle them one by one in any order.

(4) Remove the cards from the Battlefield

* Both the Attacker and the Defender perform this action.

Each player returns all their Characters from the Battlefield to their hand.

③ Development Phase (Only the Attacker performs this phase.)

Repeat "① Development Phase."

★End of Turn

The two players switch the roles of Attacker and Defender.
The new Attacker starts from the "★ Start of Turn" step.

■ Tips ■

■ Basic strategies for "Greedy Kingdoms"

The victory condition for this game is putting two "Royal Palace" Upgrade cards in your Kingdom.

The Cost of each "Royal Palace" is four "Honor" Resource chips and one "Land" Resource chip. As you need to place two "Royal Palace" Upgrade cards in your Kingdom, you need a total of eight "Honor" chips and two "Land" chips to win.

There are various ways to obtain "Honor" Resource chips, but other types of Resources are usually a prerequisite. It is therefore important to accumulate "Gold," "Food," and "Land" Resource chips too, rather than focusing only on "Honor" chips from the start. Keep this in mind while playing the game.



Considering this, the following combination of tactics is recommended for efficient play:

Early Stage Accumulate "Gold," "Food" and other types of Resource chips. Also, obtain Upgrades that will help you gather more "Gold," "Food," and "Land" Resource chips.

Middle Stage Promote your Characters to Special Workers with the Resources you have accumulated. Also, try to obtain Upgrades that will help you gather more "Honor" Resource chips.

Final Stage Utilize what you have acquired so far to get "Honor" Resource chips and "Royal Palace" Upgrade cards.

This is one of the recommended strategies you can try. However, standard strategies like this are more likely to be detected and countered; it is a good idea to try to develop unique tactics in order to outwit your opponent.

■ Character Combos

In this game, the key to victory is the tactical combination of Characters.

Let's look at an example. Your Knight succeeds in an attack during your Battle Phase, but you have only one "Gold" Resource chip in your Kingdom. As you cannot pay the Character's full Cost, you cannot receive its Income. However, combining your Knight with another Successful Character may enable you to cover the Knight's Cost and secure its Income.

For instance, what if your Cook has also succeeded in an attack and you work out its results before your Knight's?

First, you move two "Food" Resource chips (the Cook's Income) to your Kingdom. At this point, your Kingdom has one "Gold" Resource chip and two "Food" chips.

You now return one "Gold" Resource chip and two "Food" chips (the Knight's Cost) to the Resource Area. Having paid the full Cost, you can move two "Honor" chips (the Knight's Income) to your Kingdom.

As we have seen, you managed to receive every Income by combining your Characters.

After a battle, you handle Successful Characters one by one in any order (pay one Character's Cost and receive its Income before moving on to the next Character). Adjusting the order of handling your Characters can therefore be very advantageous.

This is just one example of a Character combo.
Try different combos in your Battle phase!

