

The Fall of Kingdoms | Founders Edition

INSTRUCTION GUIDE



- DESTINY - BETRAYAL - CONQUEST -

Designed in Canada by Zachary Chu



2-7
players



30
minutes

Dear Reader,

I'm Zachary, the creator of *The Fall of Kingdoms*. First and foremost, I extend my heartfelt thanks to all the backers, friends, and family who have joined me on this incredible journey. Your early faith in my vision has been both humbling and inspiring.

The Vision Behind the Game

In today's world, we're often caught in a web of distractions, bombarded by superficial impressions that mask deeper truths. Behind every image and every interaction lie layers of complexity — truths and falsehoods, motives and manipulations. Thriving in such a world requires a keen blend of analytical prowess, interpersonal skills, and the ability to adapt to unforeseen challenges. It is these very skills that *The Fall of Kingdoms* seeks to test and hone.

This game is more than just entertainment. It's a mirror reflecting the intricate dance of strategy, diplomacy, and crisis management that defines our modern existence. If you constantly excel in the game, take it as a sign — you are well-equipped to navigate the complexities of the real world with grace and acumen.

So, I invite you to dive into the realm of *The Fall of Kingdoms*. Explore, strategize, and above all, enjoy the adventure that awaits.

With gratitude and excitement,
Zachary

A handwritten signature in black ink that reads "Zachary Chu". The signature is written in a cursive, flowing style with a large initial "Z".

SETUP OVERVIEW 1/2

1. Kingdom Boards, Red Markers, and Reference Guides

Each player gets a Kingdom Board, two Red Markers, and one Reference Guide. Have each player place one Red Marker on '3' for Defense and one on '2' for Morale.

2. Destiny Cards and Coins

Give two Destiny Cards and three coins to each player. Place all remaining coins in the center of the table to form the "Bank." Allow each player to exchange one Destiny Card of their choice with the Destiny Card Pile right now. Place the Destiny Card Pile in the center of the table.

3. Character Cards - Don't look at your Character Cards just yet!

Depending on the total number of players, distribute the appropriate number of Character Cards to each player accordingly (refer to the chart below). Place all unused Character Cards in the center of the table to create the "House." This serves as a pool for swapping Character Cards during the game.

# of Players	Cards to Remove	# of Character Cards Each Player Gets	# of Character Cards in the House
2	1 set of Character Cards and 4 Puppeteers	5	5
3	1 set of Character Cards	4	6
4	1 set of Character Cards	3	6
5	3 random Character Cards	3	6
6	None	3	6
7	None	3	3

SETUP OVERVIEW 2/2

4. Character Card Management

You can only have two active Character Cards at any given time. You may now look at two of the Character Cards in your hand. Store the remaining Character Cards half-inserted beneath your Kingdom Board. These serve as your extra lives. When one active Character Card is eliminated, simply draw another from your unused Character Card pile beneath your Kingdom board. Remember, you must maintain a maximum of only two active Character Cards in your hand at all times.

5. Valley of Ashes

Any Character Cards removed at setup or eliminated during the game should be placed face up in the center of the table, in an area known as the "Valley of Ashes." This allows players to keep track of which cards are out, providing strategic information.



OBJECTIVE

Your goal is to be the last kingdom standing by destroying all other kingdoms. You can destroy a kingdom in one of two ways:

- 1) Reduce its Defense to zero, or
- 2) Eliminate all Character Cards in that kingdom

Reward

Whoever's immediate action destroys a kingdom captures all the coins in that kingdom.



GAMEPLAY

The game is turn-based, and each player gets one minute max per turn. Pick a player to start first, and the game proceeds clockwise. In future games, the last winner starts. During your turn, you must perform the following three main actions:

- 1) Collect Coins** equal to your Morale level. If your total coin count exceeds 10, use the excess coins before the 10-coin cap is enforced (see “Morale and Coins” page).
- 2) Negotiate Verbally** to join forces, make threats, bluff, or remain silent. Do not show your cards or offer physical items like coins or cards.
- 3) Perform One of the Following Actions Below:**

Action	Effect
Interest	Take 1 coin from the <i>Bank</i>
Accuse	Spend 5 coins to guess another player's Character Card. If you guess it correctly, that Character Card is eliminated, and you gain +1 Morale.
Destiny Card	Use a Destiny Card or spend 5 coins to draw a new one. Newly drawn Destiny Cards can only be used for your next action. You can hold a maximum of four unused Destiny Cards in your hand (see “Destiny” page).
Kingdom Attack (Stackable)	Spend 4 coins to decrease a kingdom's Defense by one. This action is stackable. For example, you can spend 12 coins to launch three attacks on multiple kingdoms (e.g., two attacks on Kingdom A and one on Kingdom B). Each kingdom can defend and counter-attack in order.
Build (Stackable)	Spend 5 coins to increase your kingdom's Defense by one. This action is stackable, so you can spend multiples of 5 coins to further increase your Defense (e.g. 10 coins to build two Defense). You can only build for yourself.
Swap	Spend 4 coins. Take two Character Cards from the House, add them to your hand, then return two to the House. Shuffle the House deck afterward.
Character Ability	Bluff or use one unique ability of the Character Cards (see next page).

STRATEGIC ELEMENTS

Bluffing: You can bluff by claiming to use an ability from a Character Card that you don't actually have. Remember, any player can call your bluff. If you are caught bluffing, you must lose one of your active Character Cards of your choice.

Bluff Calls: Any player can call bluff on your use of a Character ability. Here's what happens next:

- 1) If Caught Bluffing: You lose one of your active Character Cards of your choice.
The player who successfully called your bluff gains +1 Morale.
- 2) If Truthful:
 - You must show the Character Card to prove it.
 - Shuffle the verified card back into the House deck.
 - Draw a new Character Card.
 - The original action using the Character ability proceeds as planned.
 - The player who incorrectly called bluff loses one Character Card of their choice.

Verbal Negotiations: The game encourages verbal negotiations. However, revealing your cards or giving coins or Destiny Cards to others is prohibited.

Destiny Cards: You may bluff about holding a particular Destiny Card to manipulate others into thinking you possess something powerful or weak. There are no consequences for this type of bluffing, as you must reveal your Destiny Card when using it. Use this to your advantage as part of your psychological warfare strategy.

Coercion and Threats: Coercing players to do things for you is acceptable, threats are welcomed, and betrayal is inevitable. You must do whatever is necessary to be the last kingdom standing.

Strategic Considerations: Remember, the strongest player might not always win. Being perceived as a threat can make you a target. Winning requires a mix of strategic planning, diplomatic skills, and effective bluffing.

DESTINY CARDS

There are 30 Destiny Cards, and they are categorized into two types:



1) Defense-only Destiny Cards

Marked with "Defense Only" on the top right corner, these can only be used passively when you are being attacked to counter the action.



2) Active-use Destiny Cards

Cards without the "Defense Only" marking must be used first for their effects to occur.

Important Notes

- Some Destiny Cards have effects that last one complete round, while others may allow an additional action. Please read each card carefully to understand its effects.
- You are limited to holding a maximum of four unused Destiny Cards. Any extra cards obtained must be discarded immediately unless space is made by using existing cards.
- Used Destiny Cards are placed face-up in the center next to the Destiny Card Pile.

CHARACTER ABILITIES 1/4

Character Ability			
Character	Cost	Ability	Counter Ability
Saint	2	Increase your <i>Morale</i> by one	Blocks <i>Kingdom Attacks</i>
Prophet	-	Gain 1 coin from the <i>Bank</i> and peek at a <i>Character</i> or <i>Destiny Card</i> from another player	Blocks Assassin
Assassin	3	Eliminate a <i>Character Card</i> from one player <i>If successful, -1 Morale for the opponent</i>	X
General	2	Launch one <i>Kingdom Attack</i> (NOT stackable) <i>If successful, +1 Morale for you</i>	Blocks Prophet
Informant	-	Steal one <i>Morale</i> from another <i>Kingdom</i> <i>Kingdoms with Morale at 1 are NOT affected</i>	Blocks Informant
Puppeteer	3	Blindly choose a player's <i>Character Card</i> , and use its ability on another player for free. You may lie about the chosen card as the first player must remain silent <i>(Chaining puppeteers is NOT allowed)</i>	Blocks Puppeteer

Saints: Pay 2 coins to the Bank to increase your kingdom's Morale by one. Saints can also block Kingdom Attacks.



CHARACTER ABILITIES 2/4

Prophets: Gain 1 coin from the Bank and peek at either a Destiny Card or a Character Card from another player. Prophets can block assassins.



Assassins: Pay 3 coins to eliminate a Character Card from another player. If successful, the targeted player chooses which Character Card to discard and decreases their Morale by one.



CHARACTER ABILITIES 3/4

Generals: Pay 2 coins to launch a Kingdom Attack on another kingdom. Attacks initiated by Generals are not stackable. If the Kingdom Attack is successful, the attacker's Morale increases by one. Generals can also block Prophets.



Informants: Steal one Morale from another kingdom unless their Morale is already at 1. If your kingdom's Morale is at 4, it remains 4, but the opponent's Morale still decreases by one. Informants can block other Informants.



CHARACTER ABILITIES 4/4

Puppeteers: Pay 3 coins to randomly select an active Character Card from another player. Use that Character Card's ability for free on others. You may also bluff about its identity as the original card owner must remain silent. If the card is a Puppeteer, you must lie, as chaining Puppeteers is forbidden. Using a "Saint" to increase your own Morale is permitted. Puppeteers can block other Puppeteers.



Bluff Calls Involving Puppeteers

If player A uses a Puppeteer to claim they've chosen a specific card from player B and uses that claimed ability on player C, and player C calls the bluff:

- 1) Bluff Call fails (card matches claim): Player B must reveal the card, shuffle it into the House, and draw a new one. Player C loses a Character Card.
- 2) Bluff Call succeeds (card does not match claim): Player B does not reveal anything, and Player A loses a Character Card. Player C gains +1 Morale.

MORALE AND COINS

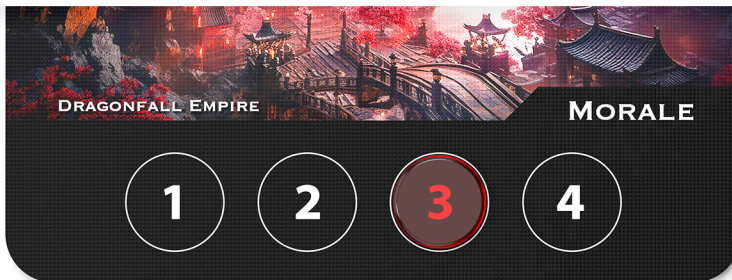
Morale is crucial in this game, as maintaining a high Morale opens up more possible actions. There are five ways to increase your Morale and two ways to decrease it, so use these strategically to your advantage.

How Capping Coins Works Each Round

- 1) Collect coins equal to your Morale level.
- 2) Perform your chosen action for the turn.
- 3) Discard any coins that exceed the 10-coin cap.
- 4) Take the coins gained from your action this round without further discarding.

Example Turn

- Start with 10 coins and a Morale level of 4.
- Collect 4 coins due to your Morale, increasing your total to 14 coins.
- Spend 2 coins on a Kingdom Attack, reducing your total to 12 coins.
- Discard excess coins to cap at 10 coins after your action.
- If the action earns additional coins (e.g., capturing 5 coins from a defeated kingdom), you finish the turn with 15 coins. These coins are carried into the next round, and the coin capping process repeats.



FINAL WORDS FROM THE CREATOR

Thank you for embarking on the adventure of *The Fall of Kingdoms*. As you delve into this game, remember that each decision could either pave the way to victory or lead to unexpected challenges. This game not only tests your strategic and diplomatic skills but also invites you to adapt, bluff, and sometimes even betray to survive and succeed.

While the rules provide a framework, the true spirit of the game lies in your interactions with other players — each game unfolds in its own unique way, shaped by the choices you make. Don't hesitate to experiment with different strategies and adapt rules as you see fit to enhance your gaming experience.

Above all, whether you're defending your kingdom, negotiating alliances, or planning your next cunning move, have fun and enjoy the rich world of *The Fall of Kingdoms*. May your kingdom rise above all others!



A legacy born under one crown's decree,
In a realm where only the cunning
Shall. Be. Free.



SCAN ME