

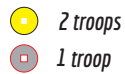
THREE KINGDOMS

JULIA WANG

CONTENTS



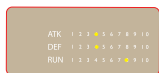
GENERALS
(6)



TROOPS (HEALTH)



WALLS
(4)



STAT PLACARD
(4)



GOLD FLAKES



GENERAL CARDS
(9)



WEAPONS
(2 EACH)



KINGDOM MARKER



VILLAGE
(4) ON BOARD

SETUP

PICK YOUR TEAMMATE!



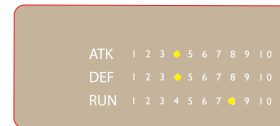
PICK YOUR TEAM'S SIDE!



PICK YOUR GENERAL FROM THE CARDS!
TAKE A GENERAL!



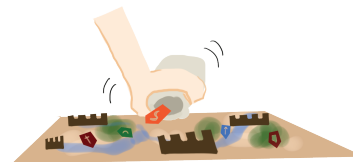
TAKE A STAT PLACARD AND USE GOLD FLAKES TO PLACE ON STATS. FOR TROOPS, USE COINS.



EVERY PLAYER TAKES ONE WALL AND PLACE IT ANYWHERE ON THE BOARD.
WALLS CANNOT BE PASSED OR MOVED.



THE OLDEST PLAYER TAKES THE WEAPONS BAG AND GENTLY SCATTERS ALL THE CONTENTS OVER THE BOARD.



PLAY

To win, teams must defeat the other team by either reducing both player's troops to 0 or conquering 3 out of 4 villages.



troops

your general's **health**. once you lose all your troops, weapons are dropped, you can run but cannot attack or conquer villages, unless your teammate sacrifices some of their troops (takes up one turn).



run

how many spaces you can move in a turn.



attack

attacks happen when a player lands on another player's spot. The victim is pushed in any direction one space away from the attacker. One attack ends a person's turn, regardless if they have unused runs.

Attack is the amount of damage you do to an opponent. If their defense is lower than your attack, then they lose two troops. If their defense is higher than your attack, then they lose one troop.



villages

marked by gold pieces on the board. Teams claim villages by landing on them and leaving behind a kingdom marker. If a village is claimed, then both players of the team get one additional troop every time they play. Villages can be conquered by the opposing team simply by them landing on it and placing their own kingdom marker.



weapons

enhance abilities. Players can only hold one weapon at a time and can change weapons after they drop their current weapon back onto the board on their space.



tactic cards may be used. Player receives 4 random tactic cards from deck. Using one tactic card constitutes a turn



players can attack from two spaces away, but their attack is halved.



+ 2 attack



+ 2 defense



+ 3 attack

THREE KINGDOMS

JULIA WANG



Prototype Board

Operative Rules: Two teams of two person teams try to conquer up to 3 villages or defeat the opposing team by lowering their health to 0. Players may attack to lower opponent's health, and conquer villages to slowly regain health.

Constitutive Rules: Players can only move as much as their RUN attribute has. Players attack by landing on the victim and the damage amount is calculated on the attack and defense ratios of the victim and attacker.

Final Board

