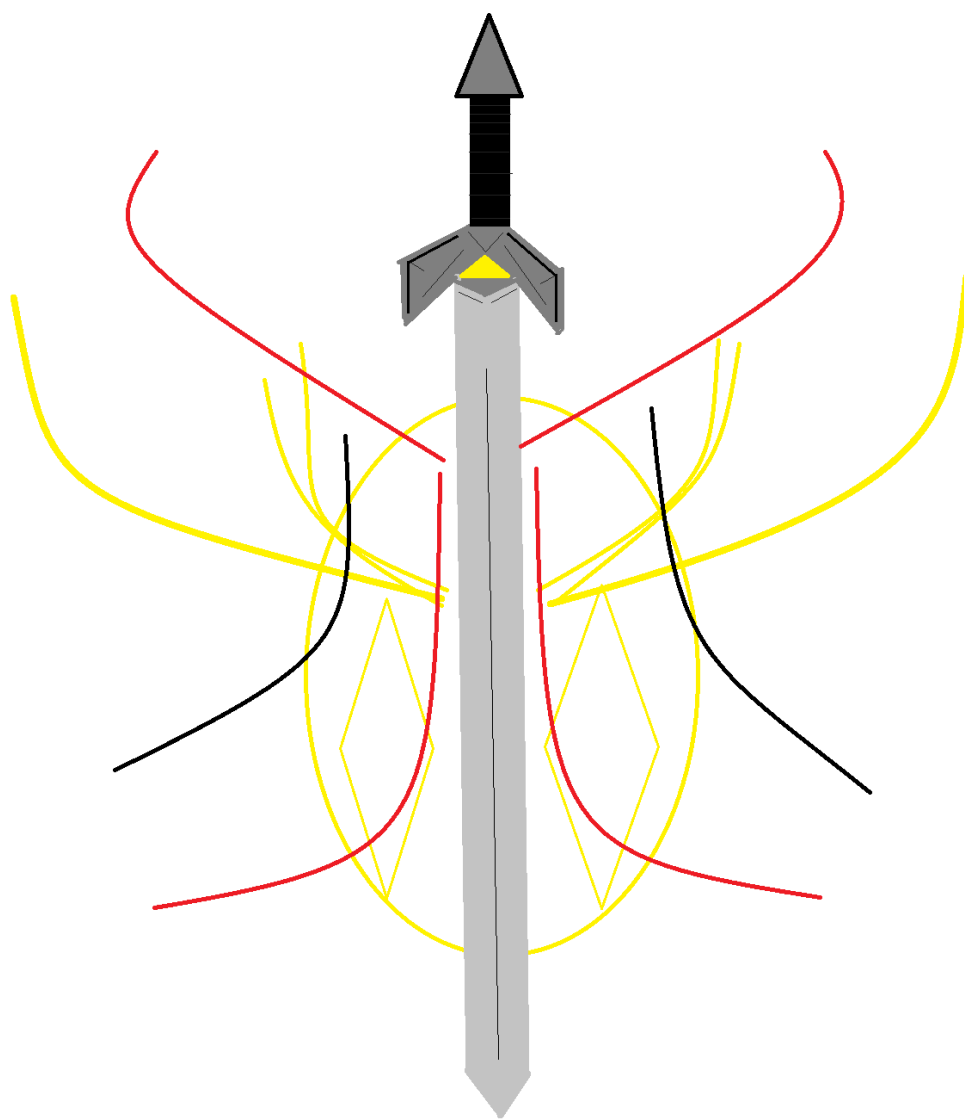


DOMUS REGNATRIX



RULES:

VICTORY CONDITIONS; ACHIEVE ONE OF THE FOLLOWING:

**CULTURE- HAVE 28 VICTORY POINTS IN YOUR CITY
MERCANTILISM- HAVE 80 COINS IN YOUR TREASURY
CONQUEST- EVERYONE IS YOUR ESTATE**

SETUP:

EACH PLAYER OWNS A KINGDOM AND HE/SHE DECIDES THE FATE OF IT. FIRST CHOOSE A KINGDOM, HERO, TERRAIN, AND FLAG. THEN SET UP YOUR WALLS ACCORDING TO YOUR TERRAIN OF CHOICE (EACH PLAYER GETS 20 WALL CARDS). PUT ONE OF THE REMAINING TERRAIN CARDS IN THE MIDDLE OF THE PLAY SPACE. DEALER GIVES 5 CARDS TO EACH PLAYER FROM THE MAIN DECK. TAKE THE COINS, THE 5 VICTORY, TECH AND SUPPORT CARDS AND CREATE THE MAIN DECK. PUT THE OTHER VICTORY CARDS IN ANOTHER DECK. CREATE ANOTHER DECK OUT OF THE MILITARY UNITS WITHOUT LETTERS IN THE CORNER. PUT THOSE WITH LETTERS IN THE MAIN DECK. PUT TECH UPGRADES, BUILDINGS, WONDERS AND SPECIAL UNITS IN THE SELL DECK.

HOW TO PLAY:

TAKE TURNS CLOCKWISE AROUND THE TABLE STARTING WITH THE PERSON WHO ROLLED THE LEAST. A TURN TAKES 5 STEPS.

- 1. BUY AND DRAW— EITHER BUY A CARD FROM THE STORE OR ASK THE DEALER FOR A CARD FROM THE MAIN DECK.**
- 2. TRADE—IF YOU HAVE A MARKET, YOU MAY EXCHANGE CARDS WITH OTHER MARKET OWNERS.**
- 3. PLAY CARDS—PLAY ONE CARD FROM YOUR HAND.**
- 4. PERFORM AN ACTION—IN THIS STAGE YOU MAY MOVE YOUR TROOPS AND ATTACK OTHERS. IF YOU MOVE A SQUAD OR UNIT YOU CAN NOT ATTACK IN**

THE SAME TURN. EACH UNIT CAN DO ONLY ONE ACTION PER TURN. THIS MEANS IF YOU ATTACK YOU CAN NOT MOVE AND VICE VERSA. IF YOU MOVE YOU CAN MOVE ONLY ONE SPACE (SPACES WILL BE DISCUSSED LATER).

5. REARRANGE—YOU MAY CHANGE THE ORDER OF YOUR TROOPS IN EACH SQUAD OR SWITCH UNITS BETWEEN SQUADS IN THE SAME SPACE.

SQUADS:

YOU MAY HAVE TWO SQUADS IN EACH SPACE. THEY CONSIST OF YOUR MILITARY UNITS IN A STACK OF CARDS. WHEN YOU ATTACK OR DEFEND WITH A SQUAD YOU MAY ONLY ATTACK AND DEFEND WITH THE TOP CARD. UNLESS HE DIES, HE STAYS AT THE TOP UNTIL YOUR REARRANGING STAGE. IF THE TOP CARD DOES DIE, THE NEXT TOP CARD CAN PERFORM ANOTHER ACTION.

SPACES:

THERE ARE THREE SPACES IN YOUR CITY AND ONE IN THE MIDDLE. THE MIDDLE SPACE IS USED TO REACH OTHER CITIES. MOVING TO THE MIDDLE SPACE REQUIRES ONE MOVEMENT TURN AND THEN ANOTHER TO GO INTO THE ENEMY KINGDOM. IN YOUR CITY THERE ARE THREE SPACES. THEY ARE THE INNER-CITY, THE WALLS, AND THE OUTER-CITY. THE INNER-CITY HOUSES ALL OF YOUR BUILDINGS, WONDERS, SPECIAL UNITS AND TECH. YOU MAY HAVE TWO SQUADS IN THE INNER-CITY. THE WALLS CAN BE OCCUPIED BY LONG RANGE UNITS LIKE ARCHERS, CROSSBOWMEN, MAGES, AND SORCERERS. THE OUTER-CITY IS WHERE THE ENEMY ARRIVES WHEN HE MOVES TO YOUR SPACE. TO ATTACK THE ENEMY WITH SHORT RANGED UNITS (LIKE THE SWORDSMEN) THEY MUST BE IN THE SAME SPACE AS YOU. EACH PLAYER CAN HAVE TWO SQUADS IN EACH

SPACE. ENEMIES CAN NOT MOVE INTO THE INNER-CITY UNLESS THEY HAVE BROKEN THROUGH YOUR WALLS (WITH THE EXCEPTION OF SPIES).

ATTACK AND DEFENSE:

TO ATTACK YOU SIGNAL WHICH SQUAD YOU ARE ATTACKING AND THEN ROLL BOTH DICE. THEN YOU ADD THE OUTCOME TO THE STATS ON THE CARD YOU ARE ATTACKING WITH. IF IT IS HIGHER THAN THE OPPONENT'S DEFENSE THEN YOU HAVE WON THE BATTLE. YOU MAY ATTACK WITH THAT CHARACTER UNTIL THE OPPONENT'S DEFENSE PREVAILS. THEN YOU CAN NO LONGER USE THAT CHARACTER/SQUAD FOR THAT TURN. TO DEFEND, YOU ROLL THE OTHER 2 DICE AND ADD YOUR CARD'S DEFENSE TO IT. IF YOU FAIL THEN YOUR CARD DIES AND IS PLACED BACK IN THE STORE (UNLESS IT HAS A LETTER IN THE TOP RIGHT CORNER, THEN YOU PLACE IT IN THE DISCARD PILE OF THE MAIN DECK). WHEN YOU GET INTO AN ENEMY'S INNER-CITY YOU CAN USE A SQUAD'S TURN TO EITHER FIGHT REGULARLY WITH OTHER UNITS, OR IT CAN USE THE TURN TO DESTROY A BUILDING OR KILL A CENTRAL CHARACTER.

EXTRA RULES:

- YOU MAY ONLY HAVE 20 COIN CARDS IN YOUR TREASURY**
- YOU MAY ONLY HAVE 12 TECH CARDS IN YOUR LIBRARY**
- TREBUCHETS CAN ONLY ATTACK WALLS**
- ONLY ARCHERS CAN ATTACK THE MIDDLE SPACE FROM THEIR CITY (UNLESS ON THE WALLS OR IN THE CITY)**
- YOU CAN NOT WIN A MERCANTILISM VICTORY WITH THE GOLDEN AGE CARD**