

OVERVIEW

The peace treaty that once protected the continent of Bellatovia hath expired, and the lesser kingdoms bordering the great Kingdom of Hurfurgelfrem now seek to take control of the heart of the land. O' course, as a ruler of one of these kingdoms, thou seek control of all of Bellatovia, yet art thou worthy of the throne? Or art thou too weak? That, mine friends, is where the Host comes in. Who is this 'Host,' and what doth they do, thou bid? Well, to be quite honest, I doth not know. Yet the Host hath the answer to thy problem: discover who is truly worthy of the throne in a winner-takes-all game of wits! Shalt thou and thy kingdom prevail? Or wilt thou trade in thy crown for a dunce cap, like the idiot thou art? And where is the king of Hurfurgelfrem anyway?

OBJECTIVE

Build thy forces to storm the castle by besting thy opponents in a variety of challenges, proving you are fit to rule.

CONTENTS

Map of Bellatovia • 20 Territory Cards • Calamity Cards • Challenge Cards separated into 5 decks • Final Battle cards • 4 player cards (in different colors) • 4 flags • troop markers, separated into different colors • Build-Your-Own-Kingdom crests and exports • 1 six-sided die

SETUP

- Determine who will be the Host; the remaining players will be the contestants.
- Set out the map so everyone can see it.
- Shuffle the Calamity Cards and place them in reach of the contestants. Leave room for a discard pile.
- Separate the challenge cards based on their category and shuffle each deck. Place the individual decks in front of the host.
- Shuffle the Final Battle cards and place the deck in front of the Host.
- Each contestant chooses a color and takes the coordinating player card, flag, and troops.
- Contestants design their kingdoms according to the Build-You-Own-Kingdom section.
- Each contestant sets their flag on the first territory in their region, which is marked by the Round 1 line.
- Each contestant adds a 5 troop piece to their TROOPS box, found on the game board. Contestants will set out from their kingdom with these 5 troops.

Build-Your-Own-Kingdom

NOTE: During this time, the Host may build their character: will you be cruel? kind? jesting? It is up to you.

- Start by selecting a name for your kingdom and filling in the NAME slot on your player card with a dry-erase marker.
- Now all players should agree on a common number of syllables to use for selecting their motto - keep in mind that you will be shouting these mottos during the game.
- Select a motto for your kingdom and fill in the MOTTO slot on your player card.
- Now have each contestant role the die - this will determine the order in which contestants will pick their crest and exports, highest role going first.
- Each contestant then selects their crest and puts it in the appropriate spot on their player card.
- The contestants then take turns selecting their top 3 exports, one at a time, and placing them on their player card. The order of the selection and placement are not important.

GAMEPLAY

There are five Battle Rounds of regular gameplay, and one final lightning round at the end of the game. During each of the five battle rounds, contestants will be given four challenges. The winner of each challenge will receive a territory card, which will be traded in for troops at the end of each round, during the Advancing Round. After five Battle Rounds, the forces will meet at the kingdom of Hurfurgelfrem for a Final Battle.

Battle Rounds

- Before each challenge, a contestant will roll the die to determine the category the challenge will fall under. The contestant

with the least amount of troops rolls first, and play proceeds to their left for the remainder of the round. If two or more contestants are tied for last, the youngest will go first.

- If the contestant rolls a 6, they draw a calamity card, read it aloud, and then place it in the discard pile, face up so other players can see it (see Calamity Cards for what calamity cards do). Then they roll again. If they roll another 6 they will preroll until a non-6 value is rolled.
- If they roll a 1-5, the Host draws a card from that category, and reads it aloud.
- Contestants respond to the challenge (see Challenges for description on what this entails) and the winner draws a territory card and, without looking at it, places it face-down in front of them.
- If no one answers the challenge correctly or time runs out, there is no contest and play moves on to the next challenge or round.
- After the Host has read four challenges, the Round is over and play moves onto the Advancing Round.

Challenges

There are 5 challenge categories the contestants will be competing under. Contestants will buzz-in to answer questions by slamming the nearest surface and shouting out their kingdom's motto. The Host will determine who buzzed-in first. Once buzzed in, contestants will have 10 seconds to give their answer. A wrong answer stops the clock, and both answering incorrectly or not answering in the time limit will mean losing the challenge. The Host will then give other contestants a chance to buzz-in and respond, repeating the question. Each question-and-answer challenge will have a limit of 1 minute, while jousts and other non-question challenges will have a limit of 2-minutes. The challenge categories are as follows:

- The Royal Court - Are you fit to rule if you don't know anything about your kingdom or proper court etiquette?
- The Witch's Brew - Complete the witch's request...or else.
- The Joust - Quick physical challenges, completed tournament style, if necessary.

- The Academy - Multiple choice questions about Latin and grammar, and some spelling bee.
- Math - It's just math. You can do math, right?

NOTE: Not all challenge cards will display or be able to display the correct answer(s). It is up to the Host to determine whether a response is correct or not should the result be ambiguous.

Advancing Round

The Advancing Round is when contestants trade in the territory cards earned in the preceding Battle Round, and all troops march forward to the next territory.

- Contestants start by flipping over any territory cards they earned.
- Starting with the contestant with the least amount of troops (or the youngest, if there is a tie for last), contestants return their territory cards to the bottom of the deck and place the appropriate number of troops on the current territory. The number of troops placed on the board is determined by the territory card in play and it's following features:
 - Territory: If the card matches any of the territories in the contestant's region, add 1 Troop. If it matches the current territory, add 3 Troops.
 - Export: If the export on the territory card matches any of the contestants 3 top exports, add 1 Troop.
- Each territory card itself warrants 1 Troop.

In other words:

Territory Card Condition	# of Troops
No matches	1
Matching Territory OR Matching Export	2
Matching Territory AND Matching Export	3
Exact Territory	4
Exact Territory AND Matching Export	5

- Once all contestants have traded in the territory cards for troops, contestant flags are advanced to the next territory on their path and a new Battle Round begins.
- NOTE: *Contestants must turn in all of their territory cards during the Advancing Round. Any cards not used on their turn in the Advancing round will be considered void after the next Battle Round begins.*

Calamity Cards

Calamity Cards cause mayhem in the land of Bellatovia. They may come at the expense of the contestant reading them, but they may thwart their enemies. When a calamity card is read, its instructions are followed at the time, unless otherwise described on the card.

BONUS: Contestants can choose to trade in 5 troops for a Calamity Card at any point in the game, including the Final Battle.

FINAL BATTLE

The rulers have made their way across their respective regions to enter the Kingdom of Hurfurgelfrem. With the troops they've accrued, they now enter the Final Battle, where they will answer four questions and wager their troops in hopes that they are correct.

- Ensure all contestants having paper and something to write their answers with.
- The Host then draws a card from the Final Battle deck, and makes sure all of the contestants understand the rules of the Final Battle before moving on.
- The Host reads the questions out, one at a time, giving players 20 seconds to write down their answers.
- After contestants have had 20 seconds to answer each question, the Host will give them 30 seconds add wagers to each answer. They can also change or complete any of their answers in this time.

Using Troops as Wagers

- In the Final Battle, troops are converted into points, and contestants wager these points on each of their answers.
- Each answer must be given a wager, but it can be anywhere from 0 to the max

amount of troops the contestant has available.

- Correct answers will add to the contestants overall score; incorrect answers will subtract from the contestants overall score.
- Answers not given any wager will count for -3 points, whether they are right or wrong.
- The Host then collects the answers, grades them, and then calculates each of the players final scores.
- The contestant with the highest score wins the game.
- NOTE: In the event of a tie, the Host will ask the leading contestants the tiebreaker question found at the bottom of the Final Battle card. Whoever buzzes in and answers correctly first, wins the game.