

SCENARIOS

Scenario One: First Conquest

Recommended # of Players: 2.

Deck Construction: 1 Starter Deck (remove the Direction of Play/Turn Sequence and Combat Results Oracle/Torn Sequence cards and set them aside. They are game aids).

Starting the Game: The first player chooses one castle and one hero from his deck, places them in friendly territory and then fills his hand. The second player does the same.

Special Rules: None.

Hand Capacity: 7 Cards.

Discard Rate: No Limit.

Deck Depletion: No effect. Reshuffle and re-use.

Ending the Game: Revelation of both Time Passes Cards.

Sudden Death: A player loses as soon as he is reduced to 0 castles and 0 heroes in play.

Winning the Game: Count both player's total revenue at game's end - highest revenue wins. Do not count treasure cards.

Scenario Two: Glory Road

Recommended # of Players: 2 - 8

Deck Construction: 100-120 Cards - must include 1 (only) Time Passes card and a maximum of 6 castle cards.

Starting the Game: The first player chooses one castle and one hero from his deck, places them in friendly territory and then fills his hand.
Other players do the same in sequence

Special Rules: None

Hand Capacity: 10 Cards plus 1 for every \$10 (or part thereof) in excess of \$30 revenue. Do not Count Treasure cards.

Discard Rate: No Limit.

Deck Depletion: No effect. Reshuffle and re-use.

Ending the Game: Revelation of all Time Passes Cards.

Sudden Death: Any player reduced to 0 castles and 0 stacks is ejected from the game. Sorry!

Winning the Game: Count each player's total revenue at game's end - highest revenue wins. Do not count treasure cards.

Scenario Three: Pursuit of Power

Recommended # of Players: 4 – 8

Deck Construction: 120-150 Cards - must include 3 (only) castle cards.

Starting the Game: Each player removes all castle cards from his deck and makes a secret note of their identity.

All castle cards are then shuffled and spread out, face down, in the centre of the table in an area which is notionally enemy territory for everyone.

The first player chooses one castle (at random) from the table and one hero (his choice) from his deck, placing them in friendly territory and then filling his hand to capacity. Other players do the same in sequence. Set a castle aside and draw again if it is a duplicate.

Castles set aside are permanently out of the game.

Special Rules: The central store of castles are considered neutral. To conquer a neutral castle, a player must be On Campaign (only) and resolve a successful castle assault. Neutral castles may not be besieged. The garrison of a neutral castle is determined as follows.

The player whose turn immediately preceded the active player has the option to play any one army card in his hand as the castle's garrison.

The army's cost is not considered. If this player cannot, or chooses not, to garrison the castle, it falls, undefended, into the active player's hands.

Hand Capacity: 10 Cards plus 1 for every \$20 (or part thereof) in excess of \$40 revenue. Do not count Treasure cards.

Discard Rate: No Limit.

Deck Depletion: No effect. Reshuffle and re-use. Ending the Game: Control of half, or more, of the castles still in play.

Razed castles, or those set aside because of duplication, are not counted.

Sudden Death: Any player reduced to 0 castles and 0 stacks is ejected from the game. Sorry!

Winning the Game: Same as ending the game!