



What You Need

CONFLICTING KINGDOMS IS A 2 OR MORE PLAYER GAME. EACH PLAYER NEEDS 1 DECK AND A WAY OF KEEPING TRACK OF THEIR LIFE, GOLD AND CONFLICT LIFE TOTAL. THE DECKS COME WITH "COUNTER CARDS" THAT CAN BE USED TO KEEP TRACK OF THESE VALUES. EACH PLAYER WILL ALSO NEED A MINIATURE OR FIGURE TO REPRESENT THEIR CHARACTER MOVING AROUND THE LOCATIONS.

YOUR DECK WILL CONTAIN, ONE AVATAR CARD WHICH REPRESENTS YOUR HERO, ABILITY CARDS TO BOLSTER YOUR AVATAR, CONFLICT CARDS TO DEFEND IN BATTLE AND LOCATION CARDS WHICH ARE USED TO BUILD THE BOARD ON WHICH YOU PLAY.

Deck Building

ONCE YOU HAVE PLAYED A FEW GAMES IT WON'T BE LONG BEFORE YOU WILL WANT TO CUSTOMIZE YOUR DECK WITH MORE ABILITIES, POWERFUL MONSTERS AND MAYBE DIFFERENT LOCATION CARDS TO GIVE YOU BETTER REWARDS.

IF YOU DO WANT TO MAKE A CUSTOM DECK, YOU WILL NEED 1 AVATAR CARD AND AT LEAST 1 LOCATION CARD IN YOUR DECK. YOUR DECK MUST CONTAIN AT LEAST 50 CARDS (INCLUDING AVATAR). YOUR AVATAR CARD WILL INDICATE WHICH ELEMENTS THEY ARE GIFTED WITH. YOU WILL FIND THIS IN THE BOTTOM RIGHT. THE AVATAR'S ELEMENTS SHOW YOU THE COLOUR OF THE CARDS WHICH CAN GO IN YOUR DECK.

More Than 2 Players?

FOR A 3 OR MORE PLAYER VERSION OF THE GAME, ALL PLAYERS MUST DECIDE ON ONE "CENTRAL LOCATION" TO BE USED. THIS CENTRAL LOCATION IS CONNECTED TO ALL PLAYERS ZONE 2 LOCATIONS. ITS PUT INTO PLAY BEFORE THE GAME STARTS AND CANNOT BE DESTROYED OR REMOVED.



Comics

FOLLOW THE STORIES OF YOUR FAVOURITE AVATAR IN THE GRAPHICAL ILLUSTRATED COMICS. (COMING SOON!)



Theme Decks

STACKS OF THEME DECKS ARE AVAILABLE AND DECKS CAN BE MIXED TO BUILD THE ULTIMATE DECK TO SUIT YOUR STYLE OF PLAY.



Miniature Figurines

PLAY PRO WITH THE EXCITING RANGE OF LEAD FREE METAL AVATARS

Let The Battles Begin



How To Set Up The Game...

1. SEARCH YOUR DECK FOR THE AVATAR CARD. THIS IS YOUR CHARACTER. TO WIN THE GAME YOU MUST DEFEAT THE OPPOSING PLAYER BY REDUCING THEIR AVATARS LIFE TO ZERO. AVATARS ARE IN PLAY FROM THE START OF THE GAME.

2. SET YOUR GOLD AND LIFE TO THE AMOUNT STATED ON THE AVATAR SIDE PANEL.

SIDE PANEL	
STARTING GOLD	5
STARTING NO. OF LOCATIONS	3
STARTING LIFE TOTAL	45
STARTING HAND SIZE	5

3. THE SIDE PANEL WILL SHOW YOU HOW MANY LOCATIONS YOU CAN HAVE IN PLAY FROM THE START OF THE GAME. SEARCH YOUR DECK TO CHOSE THESE LOCATIONS AND PLACE THEM IN FRONT OF YOUR AVATAR IN LOCATION ZONE 1. YOUR OPPONENT MUST DO THE SAME (BOTH PLAYERS HAVE AN EMPTY LOCATION ZONE 2 WHICH WILL CONNECT THE TWO PLAYERS AS MORE LOCATIONS COME INTO PLAY).

4. SHUFFLE YOUR DECK AND PUT THEM FACE DOWN IN THE DECK ZONE, THIS IS YOUR GAME DECK. DRAW THE NUMBER OF CARDS AS STATED ON YOUR AVATAR'S SIDE PANEL (STARTING HAND SIZE).

5. BOTH PLAYERS CHOOSE WHICH LOCATION THEY WOULD LIKE TO START ON AND THEN PLACE THEIR MINIATURE ON THIS CHOSEN LOCATION.

Conflicting Kingdoms™



1 **...Draw**

DRAW 1 CARD FROM THE TOP OF YOUR GAME DECK (THERE IS NO MAXIMUM HAND SIZE).

2 **...Play One Location**

PLAY ONE LOCATION FROM YOUR HAND. IT MUST BE PLAYED ADJACENT TO ONE OF YOUR LOCATIONS.

1 locations cards in zone 2 can allow you to connect to your opponents zone 2 locations, enabling the possibility of close combat.

Location

3 **...Movement**

ROLL 1D6, THE NUMBER ROLLED IS YOUR MOVEMENT POINTS; YOU MAY NOW MOVE TO ANOTHER LOCATION CARD USING THESE POINTS; THE LOCATIONS HAVE A FOOTPRINT IN THE TOP RIGHT THAT DETERMINES WHAT MOVEMENT NUMBER YOU NEED TO MOVE ONTO IT. YOU MAY MOVE ACROSS AS MANY LOCATIONS AS YOU WISH WITHIN YOUR MOVEMENT PHASE. (YOU CAN'T MOVE DIAGONAL). YOU MAY NOT USE ANY LOCATION ADVANTAGES IN THE MOVEMENT PHASE UNLESS THEY ARE ACTIVATED ADVANTAGES.

4

4 **...Attack?**

YOU MUST NOW DECIDE IF YOU WOULD LIKE TO ATTACK, IF YOU DO, YOU MUST DECLARE WHICH OPPONENT YOU'RE GOING TO ATTACK. YOU MAY ATTACK AN OPPONENT FROM ANY LOCATION. IF THEY ARE ON DIFFERENT LOCATION THIS IS CALLED A LONG RANGE ATTACK BUT IF YOU ARE ON THE SAME LOCATION THEN IT IS REFERRED TO AS A CLOSE COMBAT ATTACK.

5 **...No**

IF YOU CHOOSE NOT TO ATTACK, YOU MAY USE THE CARD ADVANTAGE AS WRITTEN ON THE LOCATION AND ANY WRITTEN OPTIONAL CHOICES THAT YOUR ABILITIES MAY GIVE YOU BUT YOU MAY NOT USE ELEMENTS TO PLAY ABILITIES OR COLLECT REWARDS.

9 **...Rewards**

REWARDS: COLLECT THE REWARDS AT THE BOTTOM OF THE LOCATION YOU'RE ON. THIS IS GOLD, LIFE AND DRAW CARDS. THEN YOU HAVE THE CHOICE TO USE ANY LOCATION ADVANTAGES AND ANY WRITTEN ABILITY OPTIONS. END YOUR TURN.

Rewards	Life	Gold	Draw
0	0	0	2

8A **...Conflict Played**

OPPONENT LAYS THEIR CONFLICT IN THEIR CONFLICT ZONE AND THROWS THE DIE TO ATTACK FIRST, THE NUMBER ON THE DIE WILL TELL YOU HOW MUCH DAMAGE THIS INFLECTS ON YOUR AVATAR, (LESS ANY DEFENSIVE ABILITIES THE YOU MAY HAVE IN PLAY**). THIS DAMAGE IS DEDUCTED FROM YOUR AVATARS LIFE. YOU THEN TAKE YOUR TURN TO ATTACK BY ROLLING 1D6, ADD UP YOUR AVATAR'S ATTACK TO YOUR ABILITIES ATTACK THAT YOU HAVE IN PLAY, ATTACK CONTINUES UNTIL EITHER THE CONFLICT OR AVATAR HAVE NO LIFE. IF THE AVATARS LIFE IS ZERO, THIS IS THE END OF THE GAME AND YOU HAVE LOST, IF THE CONFLICTS LIFE IS ZERO, THAT CONFLICT IS MOVED FROM THE CONFLICT ZONE TO THE VOID.

Conflict Cost: 8

Conflict Life: 1

Conflict Attack Roll: 1 2 3 4 5 6

8B **...Take The Hit**

IF THE ENEMY CHOOSES TO "TAKE THE HIT" YOU THROW 1D6s AND INFLECT DAMAGE ON THEIR AVATAR (LESS ANY DEFENSIVE ABILITIES THAT THEY MAY HAVE IN PLAY). THE DAMAGE AMOUNT IS DETERMINED BY YOUR AVATAR'S ATTACK AND ATTACK ABILITIES ADDED TOGETHER. FOLLOWING THIS ATTACK, YOU PROCEED TO REWARDS PHASE...

If you and another player are on the same location, that opponent can't use the conflict points and must take the hit (close combat).

7 **...Conflict**

HAVING USED THE ELEMENTS YOU MUST NOW BEGIN THE ATTACK YOU DECLARED, STATE THE OPPONENT YOU ARE ATTACKING. YOUR OPPONENT NOW HAS TWO CHOICES: A) PLAY CONFLICT CARDS TO INTERCEPT THE ATTACK OR B) TAKE THE HIT; THE OPPONENT MUST TAKE THE HIT IF THEY ARE UNABLE TO PLAY A CONFLICT CARD OR IF THEY ARE IN CLOSE COMBAT. NOTE: EVEN IF THE PLAYER HAS CONFLICT CARDS IN THEIR HAND THEY DO NOT HAVE TO PLAY THEM IF THEY CHOOSE NOT TO, BUT MUST TAKE THE HIT IF THEY CHOOSE TO NOT PLAY THEM...

YOUR OPPONENT MAY PLAY CONFLICT CARDS FROM THEIR HAND TO THE VALUE STATED ON THE LOCATION YOU'RE ON, ITS THE BLACK MOUTH SYMBOL IN THE SIDE PANEL AND IT STATES THE POINT NUMBER NEXT TO IT. PLAYERS CAN PLAY AS MANY CONFLICTS AS THEY LIKE AS LONG AS IT DOES NOT EXCEED THE CONFLICT POINTS FOUND ON THE LOCATION. IF MORE THAN ONE CONFLICT IS LAID THE CARDS ARE ADDED TOGETHER TO CREATE ONE CONFLICT, THIS IS BOTH THE ATTACK POINTS AND THE LIFE. THE MORE MOUTHS A LOCATION HAS, THE MORE POWERFUL THE CONFLICT CARD COULD BE.

The location you're on determines the strength of your opponents conflict(s).

6 **...Elements**

YOU MAY NOW USE THE ELEMENT POOL OF THE LOCATION YOU ARE ON TO PUT ABILITY CARDS FROM YOUR HAND INTO PLAY. CHECK TO SEE HOW MANY ELEMENTS ARE GIVEN BY THE LOCATION, THIS CAN BE FOUND IN THE SIDE PANEL OF THE LOCATION YOU ARE ON. THE ABILITY ELEMENT COST IS IN THE SIDE PANEL OF THE ABILITY CARD. YOU MAY PLAY ANY NUMBER OF ABILITIES PROVIDED THIS DOES NOT EXCEED THE VALUE OF ELEMENT POOL GIVEN BY THE LOCATION. THE TWO TYPES OF ABILITY CARDS ARE ATTACK AND DEFEND, ATTACKING CARDS WILL INCREASE THE DAMAGE YOU INFLECT AND THE DEFENSIVE ONES WILL REDUCE THE DAMAGE YOU RECEIVE**. YOU MAY HAVE AS MANY ABILITIES IN PLAY AS YOU LIKE AND ONCE IN PLAY THE ABILITIES REMAIN IN PLAY UNTIL YOU OR ANOTHER PLAYER "DESTROY" THE ABILITY AND MOVE IT TO THE VOID.

0	0
0	0
2	2
2	4

Location Element Pool

Ability Element Cost

5 **...Yes**

CONTINUE TO ELEMENTS PHASE.

...Coral Silvercrest

SUGGESTED STARTING LOCATIONS

START WITH SWINE'S END, NEEDLE SANCTUARY AND ALIMENTARY ESTUARY IN PLAY! (IN THAT ORDER FROM LEFT TO RIGHT)

START ON NEEDLE SANCTUARY.

OTHER AVATAR SUGGESTIONS AT Conflictingkingdoms.co.uk/forum

5 **...No**

END OF YOUR TURN

...Cactus

SUGGESTED STARTING LOCATIONS

START WITH BARREN CANYON FOOTHILLS, GREAT ALIMENTARY CROSSING AND FORSAKEN DESERT IN PLAY! (IN THAT ORDER FROM LEFT TO RIGHT)

START ON BARREN CANYON.

OTHER AVATAR SUGGESTIONS AT Conflictingkingdoms.co.uk/forum

...Defensive Abilities Explained

Movement
ADD THIS NUMBER TO YOUR DIE ROLL DURING YOUR MOVEMENT PHASE.

Heal
ADD THIS NUMBER TO YOUR LIFE TOTAL WHENEVER ANY PLAYER OR CONFLICT ATTACKS YOU. EVEN IF THEY ROLL AND DEAL ZERO DAMAGE THIS STILL TRIGGERS.

Shield
THIS TRIGGERS AFTER HEAL AND IF YOU ARE TAKING DAMAGE FROM AN ATTACK, MINUS THIS NUMBER FROM THE DAMAGE TOTAL.

Burn
THIS ACTIVATES LAST AT THE END OF THE ATTACK. YOU DEAL THIS DAMAGE TO THE ATTACKING AVATAR/CONFLICT. BURN ONLY ACTIVATES IF YOU HAVE MORE THAN 0 LIFE AT THE END OF THE ATTACK. BURN ALWAYS TRIGGERS REGARDLESS OF THE DAMAGE YOU TAKE.

For examples and a more detailed explanation of all the rules please visit www.conflictingkingdoms.co.uk/support.

? **...FAQs**

WHAT IS RANGE ATTACK AND WHAT IS CLOSE COMBAT?

RANGED ATTACK:
THIS IS WHEN YOU AND ANOTHER PLAYER ARE ON DIFFERENT LOCATION CARDS. THIS MEANS THAT THE ENEMY YOU'RE ATTACKING IS AWARDED THE CONFLICT POINTS FROM THE LOCATION YOU ARE ON (BLACK MOUTH ICON ON THE SIDE PANEL). THIS IS THE MOST COMMON TYPE OF ATTACK AS IT CAN BE CARRIED OUT AT ANY DISTANCE AND YOU GET THE REWARDS FROM YOUR OWN LOCATION.

CLOSE COMBAT:
THIS IS WHEN YOU AND ANOTHER PLAYER ARE ON THE SAME LOCATION CARD. THIS MEANS THAT THE ENEMY YOU'RE ATTACKING IS NOT AWARDED CONFLICT POINTS, MEANING THAT THEY CANNOT PLAY A CONFLICT CARD. THIS OPENS THEIR DEFENCE FOR SOME REAL DAMAGE FROM YOUR ATTACK ABILITIES. YOU MAY STILL COLLECT THE REWARDS.

WHEN DO I USE GOLD?

GOLD IS THE CURRENCY WITHIN GAME THAT ALLOWS YOU TO BUY EXTRA ABILITIES OR PAY FOR DIFFERENT TYPES OF EVENTS. NORMALLY THIS IS IN THE FORM OF ADVANTAGES FOUND ON LOCATIONS. FOR EXAMPLE "PAY 3S GOLD, DRAW 1 CARD" OR "PAY 6S GOLD AND ADD 7 LIFE". THESE CAN ONLY BE USED ONCE PER TURN AND AT THE END OF YOUR TURN JUST BEFORE YOU COLLECT YOUR REWARDS.

*NOTE, YOU DO NOT NEED TO PAY GOLD TO PLAY LOCATIONS, ABILITIES OR CONFLICTS, ALTHOUGH THESE CARDS WILL HAVE A GOLD VALUE ON THEM, THIS IS SIMPLY REFERENCE FOR BUYING OR SELLING CARDS ON LOCATIONS WITH A "TRADE" ADVANTAGE.

WHAT LOCATIONS TO START WITH IN PLAY.

THIS IS A QUESTION THAT IS EXTREMELY DIFFICULT TO ANSWER FOR A NEW PLAYER AS THERE ARE SO MANY DIFFERENT TACTICS THAT CAN BE EMPLOYED AND YOU WON'T REALLY KNOW UNTIL YOU HAVE PLAYED A FEW GAMES AND GET TO KNOW THE CARDS IN YOUR DECK.

WHAT WE SUGGEST IS THAT YOU START THE GAME WITH A LEVEL 1, A LEVEL 2 AND A LEVEL 3 LOCATION. WE WOULD ALSO SUGGEST THAT YOU START THE GAME ON THE LEVEL 1 LOCATION AS THIS WILL BE THE SAFEST. THE LOCATION LEVEL IS SHOWN BY THE MOUTH ICON ON THE LOCATION CARDS SIDE PANEL.

CAN AN AVATAR GAIN LIFE ABOVE ITS STARTING LIFE?

YES IT CAN. THERE IS NO LIMIT TO THE LIFE YOU CAN HAVE IN A GAME.

WHAT HAPPENS WHEN ALL MY "GAME DECK" CARDS ARE IN THE VOID?

CONTINUE PLAYING THE GAME AS IF YOU STILL HAVE CARDS IN YOUR DECK. IF YOU HAVE TO DRAW A CARD, YOU CAN'T.

MAX HAND SIZE?

NO. THERE IS NO MAX HAND SIZE, JUST A MINIMUM, WHICH IS 50, INCLUDING YOUR AVATAR CARD.

THE WEIRD MULTICOLOUR SYMBOL UNDER THE LOCATION ELEMENTS

THIS LITTLE SYMBOL REPRESENTS THE FREE ELEMENTS. THE FREE ELEMENTS CAN BE USED AS ANY ELEMENT OF YOUR CHOICE. SO IF YOU NEED AN EXTRA 2 WATER ELEMENTS FROM YOUR LOCATION AND YOU HAVE 2 FREE ELEMENTS, THEN YOU CAN USE THESE FREE ELEMENTS TO BOOST WATER. THIS ALSO MEANS IT IS POSSIBLE TO PLAY FIRE ABILITIES ON A WATER LOCATION WITH NO FIRE ELEMENT REWARD ON THEM IF THE LOCATION AWARDS FREE ELEMENTS.

WHEN CAN I USE LOCATION ADVANTAGES?

THERE ARE TWO DIFFERENT TYPES OF LOCATION ADVANTAGES; TRIGGERED AND TACTICAL.

TRIGGERED ARE TRIGGERED EFFECTS THAT TAKE PLACE STRAIGHT AWAY, FOR EXAMPLE "WHEN YOU MOVE ONTO RAZOR KEEL, DISCARD 1 CARD". THE DISCARDING OF ONE CARD MUST TAKE PLACE IMMEDIATELY.

TACTICAL ADVANTAGES CAN BE USED AT THE END OF YOUR TURN, BEFORE YOU COLLECT YOUR REWARDS AND CAN ONLY BE USED ONCE PER TURN, FOR EXAMPLE "PAY 3S GOLD, DRAW 1 CARD" (YOU DO NOT NEED TO HAVE DECLARED AN ATTACK TO USE THE LOCATION ADVANTAGE).

CAN I MOVE ONTO OPPONENTS LOCATIONS?

YES. YOU CAN ONLY MOVE ONTO YOUR OPPONENTS LOCATIONS WHEN THEY ARE ADJACENT (CONNECTED) TO THE LOCATION YOU ARE ON AND YOU HAVE ENOUGH MOVEMENT POINTS. YOU STILL RECEIVE ALL ELEMENTS, YOUR OPPONENT STILL GETS THE CONFLICT POINTS (UNLESS IN CLOSE COMBAT) FOLLOWED BY YOU GETTING THE REWARDS.

YOU CAN USE ANY LOCATION ADVANTAGE (E.G PAY 3S GOLD DRAW 1 CARD).

DO ABILITIES STAY IN PLAY?

YES THEY DO, ABILITIES ARE ACCUMULATIVE. ONCE YOU HAVE USED THE ELEMENTS FROM THE LOCATION TO BRING AN ABILITY INTO PLAY, IT REMAINS IN PLAY UNTIL OTHERWISE SPECIFIED.

CAN I USE MULTIPLE CONFLICTS?

YES YOU CAN, IF YOU CHOOSE TO. IF SO, TREAT THEM AS ONE CONFLICT BY ADDING THEIR LIFE TOTAL TOGETHER AND THEIR ATTACK DAMAGE ROLLS TOGETHER (YOU ONLY ROLL 1D6s PER ATTACK).

CAN I DESTROY OR MOVE A LOCATION CARD WITH AN AVATAR ON IT?

NO. ANY LOCATION WITH AN AVATAR ON IT COUNTS AS AN UNTARGETABLE CARD. IT CANNOT BE MOVED, DESTROYED OR CHANGED IN ANYWAY.

CAN I DECK BUILD?

YES. YOUR RESTRICTIONS PER DECK ARE AS FOLLOWS; YOU MUST HAVE 1 AVATAR IN YOUR DECK. YOU MUST HAVE 1 LOCATION IN YOUR DECK. YOUR DECK MUST BE 50 CARDS MIN (INC AVATAR AND LOCATION). THE AVATAR HAS AN ELEMENT ALLOWANCE ON THE PANEL IN THE BOTTOM RIGHT. THIS WILL INDICATED (BY COLOURED ELEMENT SYMBOLS) WHICH COLOUR CARDS THIS AVATAR CAN USE. THIS APPLIES TO LOCATIONS, CONFLICTS AND ABILITIES CARDS.

For examples and more FAQs please visit... www.conflictingkingdoms.co.uk/support.