

## Kingdom of Enchantment

(Name work in progress)

Designed to be played with a minimum of 2 players and a maximum of 4

Rules:

1. Each player has 100 moves to capture a flag in the center of the 20 x 20 game board
2. Players are allowed to determine how many spaces they move between 1 and 15 on any given turn, but they can only use each number once. Players must keep track of what numbers they have used and what the total number of spaces they have moved since the start of the game. Moving 100 spaces does not allow players to use every number between 1 and 15, there will be a few left overs. If a player has moved 97 spaces and has the numbers 4, 9, and 11 left, they are done in the game. Players may not move more than 100 spaces but less than 100 is allowed. Winner is crowned by whoever has the flag after all players have moved 100 spaces. (IE. if player uses a 15 on round one, they can not use a 10 for the rest of the game, only 1-14)
3. Once a player captures the flag, the game does not end until each player has used all of their moves (1-10) and all turns have been completed. Whoever has the flag at the end of the final turn wins the game.
4. The game board is divided into 4, 5 x 5 sectors that have a colored outline around each one of them to symbolize the different zones and starting points for the 4 players. Additionally, for 2 people playing, combine two of the colors to create larger zones for the lesser amount of people.
5. Movement

- a. Players may move in any direction they wish to do so, except diagonal. Only straight, left or right
- b. Players must make at least one 90 degree turn per move set
- c. Players may not move backwards and forwards in the same turn. They must pick the direction and continue with it.

### Materials

1. Printable game board
2. Tape
3. Game pieces, one for each player
4. Printable enhancement cards
5. Toothpick
6. Small 1 inch x 1 inch piece of styrofoam
7. Printable Flag
8. Printable landmine sheet
9. One piece of paper for each player
10. At least one pen

## Set Up

1. First things first, please print the attached game board. It is large so you will need to print multiple copies and tape them together.
2. Take 4 game pieces from another board game. Something you don't use anymore, or just borrow them from monopoly or something. (Doesn't need to be 4, just how ever many players there are)
3. If your print supports it, please print the Enhancement Cards on 3 x 5 in card stock. If not there is an alternate version of the file where you can print a sheet with all the cards and cut them. You will need to print multiple copies. Specific instructions in the "Game Art Document"
4. Please take a toothpick, and tape the small flag to it. Place it in a piece of styrofoam and set it in the direct cent of the game board
5. Determine the color for each player, and place designated game pieces into the selected color.
6. Take the Enhancement Cards and stack them into a pile. Have one person either deal them out, or allow players to pick their cards RANDOMLY. PLAYERS SHOULD NOT KNOW THE CARD THEY ARE GETTING.
7. Each player gets 60 seconds to set up anything on the game board with enhancement cards. If they do not need their 60 seconds, they may forgo their turn. Someone not playing should monitor the room and game board during this process to ensure there is no cheating happening.
8. The youngest person in the group goes first. Turns go clockwise around the board.

Note: Players are given a piece of paper to help keep track of what moves they have left. Players should mark down 1 - 10 on the paper and cross them off after use.

### **Enhancement Cards**

Each player is given 5 random cards at the beginning of the game from the Enhancement Cards. There are 10 different cards the player can get. Each card will be unique in the sense that specific stats will be card specific, such as rarity, number of uses, etc. Duplicate of cards are allowed during the game and players will not be given new ones. However, if a player has a pair, 3 of a kind, or 4 of a kind, they may choose to give them up for a chance at redrawing. However, giving them up results in once less than they gave up. Give up 4, you can only redraw 3, etc. After the use of an enhancement card, place it at the bottom of the stack to ensure it does not get drawn again during the playthrough.

The cards are as follows:

- d.** Archer: can shoot an arrow at one player, stunning them for a turn and causing them to drop the flag
- e.** Reroll: can choose any number already used by them to use again
- f.** Stun Landmine: player can place 3 stun mines at the beginning of the game. Mines stun players causing them to lose their highest move number or drop the flag
- g.** Sword fight: player must land on the same space as an enemy player to be used. When used, the victim loses “a leg” causing the rest of their moves to take -2 for the rest of the game
- h.** Move Steal: player can steal any move number from the enemy players

- i. Retry: Player can use any already used move number again
- j. Flag Steal: when played, the flag is immediately stolen and given to the player who used this card (someone must have the flag in order for this card to be played, can not be played on final turn)
- k. Enhancement Steal: Player can steal one enemy ability card
- l. Reset: When played, all players are moved back to their starting position. Player with the flag, keeps the flag. (Must be played before the final 3 turns)
- m. Jetpack/teleportation: Allows players to teleport/fly to any spot on map. (can not land within 5 spaces in any direction of other players).

### **Using Enhancement Cards**

Enhancement cards must be played at the beginning of a player's turn unless otherwise specified on the card itself.