

**Phase 3 - Playing treasure chest cards**

If a treasure chest is located in one of the friendly cities' gathering areas, or one of the friendly soldiers is standing on a treasure chest slot that is outside of a city area – the player may draw a treasure card for each instance of the above. After draw a treasure card, the active player must roll one die. If the outcome is odd - the player chooses to apply the effect of the card on him or herself, but if the number is even - then the card affects all other players.



An example: if a player draws a "Scroll" Treasure Card and then rolls a dice with an even number - all other players will receive a scroll. (If there are not enough scrolls, they will be distributed according to the direction of the turns). However, if the player who draws the treasure card rolls an odd number they can choose to accept or cancel the effect of the card if they wish (to avoid negative effect on themselves).

**Phase 4 - Rolling the dice and moving soldiers**

Each small die represents a soldier. At the beginning of the game each player can move 7 steps in total. Once a player has established their first 3 cities, the amount of steps they can take in each subsequent turn is determined by throwing dice. The sum of the dice is the maximum number of steps players can move.

If player got a double it triggers a special action:

- 1:1 or 6:6 - Gog - (also move Gog).
- 2:2 or 5:5 - The Angel - (also move the Angel).
- 3:3 or 4:4 - Ability card - (draw an ability card).

The player can choose to roll the dice again to improve the outcome, but then must stay with the second result. Soldiers are allowed to walk in any direction including diagonally.

The main task of the first 3 soldiers is to found 3 cities (as detailed in the city foundation rules). Before a player founds 3 cities, their soldiers are allowed to walk on any slot including water slots. After the foundation of a player's third city, only Level 3 soldiers and above are allowed to walk on water slots.

**Founding a city**

Selecting the location of the cities is strategic and significant, since resources can be collected from surrounding slots. A city is founded by guiding a soldier to a desired location, declaring the foundation of a new city and replacing the small soldier die with a large city die.

Cities can only be found in non-water squares with no resources and icons. Cities also need to be 2 or more squares away from other cities (diagonals included). Cities must be at least 2 slots away from other cities (diagonals included).

City level defines its defensive powers. Any soldier at any level can found a city, but the city will always be founded as a level 1 city.

**Fighting**

A soldier moving to a slot with an enemy soldier will battle it. The winner remains on the square, while the loser is removed from the board.

If the soldiers are at different levels, the higher level soldier wins, and its level is reduced by the level of the losing soldier. For example: a level 5 battling a level 3 becomes a level 2.

If the soldiers are at the same level, both players roll a die. The highest rolling player wins and gets to stay on the slot keeping the same level.

After the battle, the winning soldier cannot move. The player can make the remaining moves with other soldiers.

**Treasure cards**

Upgrade 3 soldiers 3 levels up	Upgrade 3 soldiers 1 level up	Upgrade soldier 5 levels up	Upgrade soldier 1 level up
Return 1 soldier to the stock	Return 1 of each resource to the stock	Return 3 of each resource to the stock	Get a Barn 6 card or upgrade to Barn 7
Send a soldier to one of the corners	Upgrade a city 1 level up	Downgrade a city by 1 level	Return 3 soldiers to the stock
Get 1 food	Get 3 food	Get 1 gold	Get 3 gold
Return one ability card to the stock	Move Gog or Angel 7 steps	Move Gog or Angel 7 steps	Get 3 wood
Take one card from one of the players	Send 3 soldiers to forest	Get one ability card	Get a scroll

If a card sends a soldier to the forest or to the corner of the map and this slot is already occupied by an enemy soldier then a battle will take place.

**Conquering a City**

In order to conquer an enemy city, 3 soldiers with the same level as the conquered city level must surround the city at the same time.

Every soldier that took part in a conquest of the city will be go up 1 level. A player immediately loses if all his cities are destroyed, even if he has soldiers left on the board.

The conqueror player takes a scroll from the stack. If there are no scrolls remaining in the stack, he takes one from another player.

**Gog**

Gog can be moved if the dice rolls at 1:1 or 6:6. For example, if 6:6 is rolled, the player can take up to 12 steps with Gog, and in addition take 12 steps with the soldiers.

As part of the steps, the player aims to move Gog so that he touches one of their own cities. If successful, they will be able to fill all resources to their current maximum, and Gog will also be able to protect the city from the Angel or city occupation. When Gog touches the city it cannot be conquered.

**Angel of retribution**

Angel of retribution can be moved if the dice rolls at 2:2 or 5:5. For example: If a 5:5 is rolled, the player can take up to 10 steps with the soldiers, and in addition he can take 10 steps with the Angel. As part of the steps, the player aims to move the Angel so that he touches one of the enemy players' cities. As long as the Angel remains standing near the city, resources cannot be collected from it. There are 2 ways to neutralize the effect of the Angel:

1. If a player rolls 5:5 or 2:2, then moves the Angel away from the city.
2. If a player has been able to move the Gog and touch the same city, the effect of the Angel will be countered and neutralized.

Gog or Angel also can be moved if a Gog/Angel treasure card is drawn.

**Scrolls**

Scrolls are the key to victory, and can be obtained in the following ways:

- Resolve a treasure card with a scroll effect.
- Buy a scroll in Phase 2.
- Conquer a city.



Every time a player obtains a scroll, they take one from the stack. If there are no scrolls remaining there, they take it from another player of their choice. If the scroll slot is player's city gathering area, the player will receive one scroll that cannot be taken from him. Only if the city is destroyed - the scroll will be returned to the stock.

**Special slots**

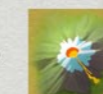
Camel squares occupied by soldiers or located inside player's gathering area, allow their player to exchange resources with the stack during Phase 1 (one exchange per camel per turn).



Ruin squares occupied by soldiers make their level count as +1 (up to a maximum of 6).



Volcano squares occupied by soldiers are immune to battles. Enemy soldiers cannot move there.



Water squares occupied by soldiers suffering a level drop to below 3 eliminate them. Remove eliminated soldiers from the board.

**Ability cards**

Ability cards give players special abilities, and can be obtained in the following ways:

- Resolving a treasure card that gets you an ability card
- Buying an ability card in Phase 2
- Rolling a double 3 or 4 in Phase 4
- Winning the first battle (once per player)

**Defense**

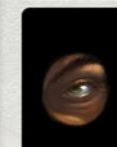
Increases the defense of cities. To conquer player's city, enemy troops will be required to be at least 1 level higher than the city level. For example: if player's city is at level 2 - it will take 3 soldiers at level 3 to conquer it (instead of 3 soldiers at level 2).

**Wisdom**

Allows the player to spend resources regardless of their type, as long as it is within the required quantity.

**Magic**

Allows the player to move Gog or the Angel up to 7 additional steps when moving them.

**Ambush**

Allows the player to add a soldier anywhere on the board, rolling a die to determine its level. Once used, this ability card returns to the bottom of the deck.

**Abundance**

Allows the player to collect one additional resource of each type during Phase 1.

**Water**

Allows soldiers at any level to walk on the water slots with unlimited steps (no matter how many water slots they move it still count as the same one step they made to get on the first water slot). When moving from water back to the ground, you can continue the remaining amount of moves.

**Power**

Raises all the player's troops one level, plus when buying a new soldier - it will be one level higher than paid.

**Strategy**

Allows the player to conquer an enemy city with only 2 soldiers.

**Speed**

Allows the player to move their soldiers up to 5 additional steps during Phase 4.

6

**Barn cards**

Barn 6 allows player to accumulate up to 6 resources of each type.

7



Barn 7 allows player to accumulate up to 7 resources of each type.