

KINGDOMS RISE & FALL

DORIAN

MANUAL



CHAPTER 1 - LEARN TO PLAY

1. START

In this 3-6 player game, each player takes on the role of a leader who wants to become the ruler of the Kingdom of Dorian. This can be achieved by conquering

★-Locations to earn Influence Points: . A

★-Location is a settlement and can be overtaken by your army (your Deck of Battle Cards) and your Character.


There are three main stats used throughout the game:







3. SETTING UP

WHEN YOU PLAY FOR THE FIRST TIME...

If you are new to Dorian, we recommend you start your first playthrough with the 3 Learn to Play Kingdom Event cards (these will replace the regular Kingdom Event cards), starting with Chapter 1. Place the Crown marker on the -Track at 20. The average game length of this setup is 1,5 hours.

To make the game more easy to learn, we recommend ignoring the following three advanced elements so your first session(s) will be more accessible and easier to learn:

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- 1 Place the game board at the center of the table.
- 2 Take the , 

4. ROUNDS & PLAYER TURNS

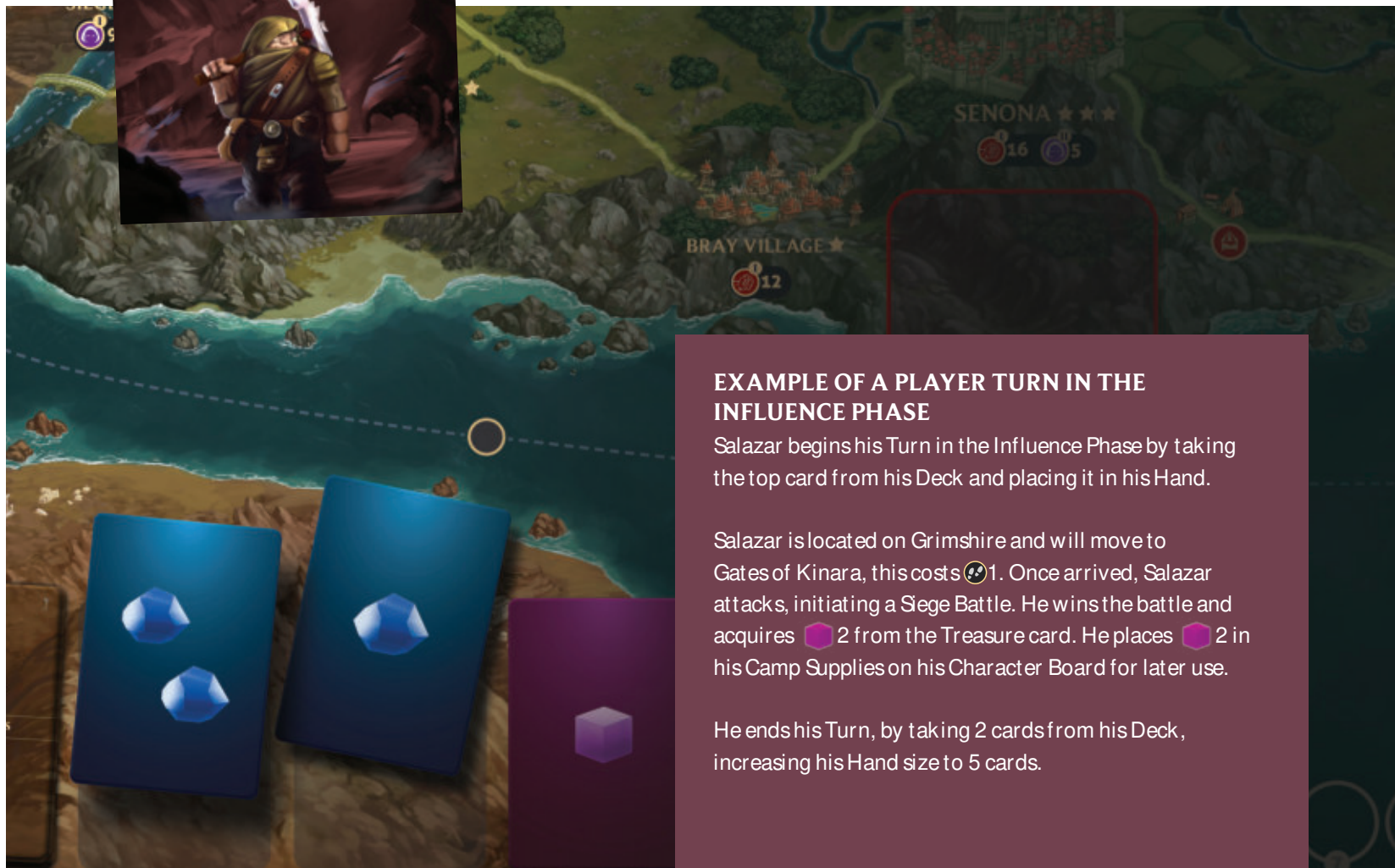
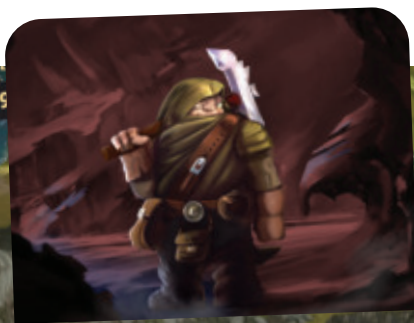
Each Round is divided into a Preparation Phase and an Influence Phase. In the Preparation Phase, you will be able to acquire Resources from Garlock City and develop your Deck. In the Influence Phase you will interact with the map and engage in battles. Players take turns in each of those phases based on the Turn Order Track.

START THE ROUND

The following actions must be performed at the start of every Round:

DETERMINE ROUND TURN ORDER - Place a Character Marker from each Character into the token bag. Shuffle the bag and take the markers out one by one. Place each Character Marker on the Turn Order Track, based on the picking order, starting with the first player.

ALLOCATE ★ - LOCATION REWARDS - Each Round, players receive Resources and 



EXAMPLE OF A PLAYER TURN IN THE INFLUENCE PHASE

Salazar begins his Turn in the Influence Phase by taking the top card from his Deck and placing it in his Hand.

Salazar is located on Grimshire and will move to Gates of Kinara, this costs 1. Once arrived, Salazar attacks, initiating a Siege Battle. He wins the battle and acquires 2 from the Treasure card. He places 2 in his Camp Supplies on his Character Board for later use.

He ends his Turn, by taking 2 cards from his Deck, increasing his Hand size to 5 cards.



Base Power & card type
 The Base Power on the horizontal line indicates the card type, in this case 2

5. BATTLE

In Kingdoms Rise & Fall - Dorian, you will be using your army: your Deck of Battle Cards. The Battle Cards in your Hand represent your available troops. Before Battle, you will select the Battle Cards from your Hand you want to send to Battle. If you are lucky, you have helpful allies, but be careful, even allies may betray you.

There are two types of battles, Siege Battles and Field Battles. Your Character will lead your main force and will initiate all of your attacks, on both Locations (Siege Battles) and Characters (Field Battles). Word spreads fast when a Siege Battle is about to take place and it takes a longer period of time to resolve. Thus you can send your available troops to participate in a Siege Battle, even though your leader is not close by. Field Battles happen fast, only when your Character is near can you participate in this battle between other Characters.

SIEGE BATTLE: ATTACKING A ★-

SIEGE BATTLE WON




- 1. Claim ★-Location** - The Attacking Player claims the Location by placing a Character Marker on the ★-Location on the game board.
- 2. Winning side receives 1 🏠 Treasure card.**
- 3. Upgrade card** - Each player from the winning

The player may use any available equipped Character Upgrades and add the Power of those upgrades besides the Power of the Character. The Attacking Player goes first followed by the Supporting Player(s) and finally the Defending Player(s). Use the Turn Order Track to determine the order of the Supporting and Defending Players.

6. **Calculate the winner** - The player with the most Power in at least two stats (🌀 ●)

the top 2 cards from the Objective deck, choose 1 and place the other card at the bottom of the deck.

CHARACTER BOARD AND RESOURCES

- **Placing Resources on your Character Board**
Acquired Resources, for instance from Treasure cards, Stealing or Kingdom Event cards can be placed in your Resource Pool or on your Character Board (Base Power or Camp Supplies).
- **Camp Supplies**
You can use the Resources from your Camp Supplies to buy Battle Cards, trade Resources at a Trade Station, improve your Character's Base Power or for certain events. You cannot exceed the storage capacity of 3 Resources for each type:
3x  3x  3x .
- **Character's Base Power**
During your Turn and outside of battle, you may place Resources on your Character's Base Power.

Once Resources are placed on your Character's

of IP after reaching the IP-goal, it counts as a tie. In this case, apply the rules stated on page 2 of this manual (GOAL OF THE GAME).

OPTIONAL RULE (ADVANCED)

CANNOT DIRECTLY WIN BY SUPPORTING

When playing with this optional (advanced) rule, players cannot reach or exceed the IP-goal (Crown marker) while supporting another player. Players gain IP, up to IP 1 less than the pre-set IP-goal. Rewards as Treasure, Objective and Upgrade cards are gained as normal.

FINAL BATTLE

If no victor has emerged after counting the number of ★, a Final Battle between 2 or more players will occur. The Final Battle is a variation of the Field Battle, but



When a player wants to pass an owned ★-Location from a player, but there is a Character from another player on that Location, you will need to ask both players permission. Use the Turn Order Trackk to determine the order.

BATTLES - CALCULATING THE WINNER (STEP 6)


Counting Power during a battle helps to understand who is on the winning side, but the final calculation will be done at the end of a battle.

Calculating a Siege Battle outcome

After the Defence card has been revealed, count the Power of the Attacking Side. Add the Power of the Defending Side to the Defence of the ★-Location. The Attacking Side needs an equal or higher Power to win. When calculating Power make sure to add all the Base Power and their effects from Abilities of the played Battle Cards that are still present at the battle, the Power of the Upgrade cards and joined Characters to get a Final Battle outcome.

8.  **Triggered:** Abilities that need to be Triggered first. Some cards have an Ability that takes effect if the prerequisites are met. Once that Ability is Triggered (once or multiple times), the Ability is still in effect, even if the card itself is not present anymore at the end of the battle.
9. If another player starts a Siege Battle at a -Location you own, you can only participate as the Defending Player.
10. If a Power is not present at a


the new ruler over death).

Players can only attack and conquer Vale City after obtaining a certain amount of , we recommend between 8-20. They can however participate in a battle as the Defending or Supporting Player.

We recommend using between 5-10 Kingdom Event cards to determine the number of Rounds and Player Turns. If no player captures Vale City after the last Player Turn of the Kingdom Event card has ended, follow the regular victory conditions. See Chapter 1 - 2. GOAL OF THE GAME, (page 2).

TEAM BATTLES

In this variant players team up with their Characters. 2 or 3 fixed teams of players work together to establish their new kingdom. You can choose to play with 2vs2, 3vs3 or 3 teams of 2 players. There are two different victory conditions: Kingdom Rise & Capture Vale City.

You can never defend a -Location from an attack from a player from your own team. Also you cannot attack a



- **Owning a ★-Location:** it is in that player's possession and the ★-Location is therefore marked with that player's Character Marker. It also contributes to the player's rewards gained from the Star Reward-table based on the number of ★ each player has.
- **Playing cards:** are Battle Cards that you control during battle and automatically play. This means, activating the Ability (if any) during your Battle Turn and adding the Base Power (at the end of Battle).
- **Player you battle:** another player you battle against during a Siege or Field Battle. Meaning, if you are the Defending Side, you battle against the Attacking Player and the players supporting the attack.
- **Character you battle:** another Character that joined the battle and battles against you during a Siege or Field Battle.
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ABOUT DORIAN

The Kingdom of Dorian has many different curious inhabitants. Nearly half of them are humans and less than a quarter are elves. Orcs and Halflings are also still widely represented where Garlocks, dwarves, Shadowborn and many others are a minority in the Kingdom.

Quotes of Dorian's inhabitants:

“Vertash Thorngage and his more magically inclined Brother Willow Thorngage are always roaming the land for adventure and fortune with smirks too big for their halfling faces.” - Vertash Thorngage the Thief

When asked how I am, always responds with “I’m breathing.” - Berger the Undertaker

“Grrr” - Osgor the Orc

*“Horo likes to travel everywhere. Doing odd jobs here and there. A farmer? an assassin? A bard? Who knows. Just a wandering soul enjoying the whims of life”
- Horo, Shapeshifter from The Vale*

Bumbledries (a Goblin bard from The Vale), likes to refer

For more background story, game modes, corrections and rule variations, please check our website:
www.kingdomsriseandfall.com

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