



“Tree dark wizards have taken control over the kingdom by placing spells on all the castles and there citizens.

You are an honorably knight and have sworn an oath to serve and protect people. You arrive with a hand full of good soldiers is a quest to break the spells and become the new king and give peace and hope to the people.

You have found out that each castle is controlled by tree magic rings.

Magic rings that the wizards had spread out in the forests...

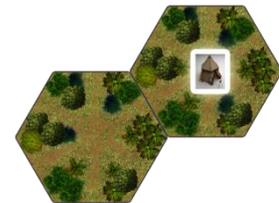
Find and bring the correct rings and place them in a castle to break the spell and take control over it. The more castles you take control over, the better chance you have to become the new king of the whole land...

You are not alone... Other knights have also come to have a chance to become the one that gets to rule the kingdom.

They are not your enemies, but you will always stay out of one another’s path.”

Game setup:

- Put the army camp stickers on 4 token chips from each color (4 black, 4 red, 4 white and 4 blue). Then put the “soil” stickers on the back side of all the 16 tokens chips that now have an army camp on one side.
- Put 10 castle stickers on 5 token chips from each color. (place one castle sticker on each side, 5 black, 5 red, 5 white and 5 blue)
- Place a tile that has 6 roads, in the center of the table. Then each player chooses a color and places that colors base camp next to this tile. Use one base camp for each player (Remove bases not used).
- Each player then put there knight on their base camp. Red knight on red camp... Black knight on black camp etc...
- Mix all other tiles, face down, on the table and then stack them into piles so it can be easy to pick a tile. (Also faced down so nobody can see what tiles there are in the piles.)
- Whose turn it is to move is decided by cards. There are 5 cards for each color. Take the 5 cards for each color that will be playing and mix them together. Place this deck, face down on the table next to the tile piles. The colors that aren’t used in the game are removed and will not be used. Example: If the game is played by two players and they choose to use black and blue, the 5 blue moving cards and the 5 black moving cards are mixed together in a deck. The white and red moving cards will not be used in the game.
- In the game you have army camps you can place on the map to block the path for other players. Take the army camps of your color and place them close to you. If you are 2 players you get 4 army camps, if you are 3 players you get 3 army camps and if you are 4 players you get 2 army camps.



You are now ready to beginner the game... Turn one Quest card to see the first quest and then turn the first moving card to see who will start moving.... Good luck!

You're Quests:

The first thing, the first player do in the game is turning a "Quest card" from the Quest card deck. This card will tell all the players what rings they have to find and to what color the castle shall have that they have to deliver them to.

Your knight can only hold 3 rings and there are some rules.

- You can never hold 2 rings with same color.
- You can drop rings you don't have use for but the rings are then taken of the game. Meaning you don't place them on the tile you're standing on when you drop them.
- As soon as you move to a tile that has a ring you want your move is over. You then take a ring with that color and place it on your knight. (Not if the ring is hidden under "soil". Read more under "Army camp tokens")
- I tile with a ring on it, give this ring to all that wants it unless it's hidden under soil. The tile will keep giving this ring during the whole game...

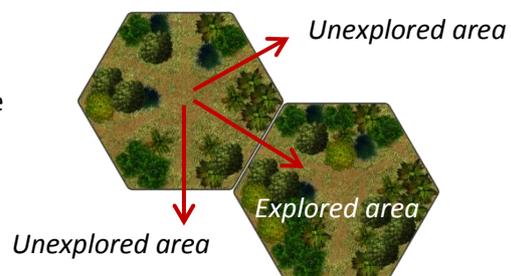
When a player delivers 3 correct rings to the correct castle, this castle becomes his. He place one of his castle tokens on the castle (castle in his color) and then draw a new quest card. All knights will keep the rings they have collected and with any luck some ring they are holding, might be on the new Quest.

Movement:

You decide whose turn it is by drawing a card. Once a player has made his move, you draw a new card. Each player has 5 moving cards so if you are 2 players, the moving deck should have 10 cards. When all cards are drawn both players have moved 5 times. You will never know in what order you will move. Once all cards are used you just mix all the moving cards up again and start over by drawing the card on the top.

When your moving card is drawn you get to move your knight. You can move 3 steps on unexplored areas or 6 steps on explored areas. You can also mix you movement up so you go on both unexplored areas and explored areas.

"Explored area is a tile placed on the table by you or another player. Unexplored area is an area you move to by taking a tile from the tile pile.



If you decide to go to an unexplored area you start by drawing a tile from the tile pile and then decide where you want to place it and how you want to place it. (You have to place it so a road on the tile you drew, connects with a road on the tile you're coming from) You then place your knight on the new tile. You have now moved one step. You make your second and third step the same way you did you first. (Once you have drawn a tile from the tile pile, you have to place it and move to it) But... if you move on areas already explored you move faster. If you move on tiles already placed on the table, you move 2 steps instead of 1.

You can combine movement on unexplored and explored areas.

For example: You draw a tile since you want to move to an unexplored area, you move your knight to this tile. You now do the same for step number two but this time the tile you place connects with tiles already on the table (explored areas). So after your second step you decide to move on these tiles and can now move 2 steps on them instead of one.

You can also go one step on an unexplored area and then 4 steps on explored areas... You decide the combo you want to use, yourself.

(Note. If you move one step on explored area and then move to an unexplored area you extra step for your first move is lost)

When you move on explored areas remember that you can only move between tiles that has connecting roads. During the game, tiles can be placed so that roads on some tiles don't connect. You can't move between these tiles.

Have this in mind when you explore the land and get to place tiles. The more tiles that get placed the harder it gets.

(Note. You can never move true another player's base, army camps or tile with knight on it...)

Your 5 moving cards:

- 3 cards are just showing your color, telling everyone that it's your turn to move. (Knight with flag on a horse)
- On 1 card you will see your color (telling that it's your turn to move) and also an unmarked army camp. When this moving card is drawn you get to move another player's army camp and place it some ware else on the map. (before you make your move)
- On 1 card you will see your color (telling that it's your turn to move) and an army camp that have your color around it. When this card is drawn you can move one of your army camps to another place on the map or take it of the board to place it later in the game. Read more under "The army camp tokens". This is the only way to move or take back your own army camps in the game.



Moving cards

The Castles:

There are 9 castles in the game. 3 Black, 3 white and 3 gray.

It's to the castles you return the rings to complete a quest and get to place your castle token on it. When a player brings the 3 rings from a quest to the right castle, he returns the rings and place a castle token of his color on this castle. This castle is now his and can't be in other quests and the players turn is now over.

Castles owned by players can be visited but when entered the turn is over. Even if it's your castle, your turn is oven once you enter it. Castles not owned by any player can be passed.

The army camp tokens:

You have small army camps you control over in the game. At the end of your turn you get to place one of them anywhere you want (if you want to) on a free, explored forest area.

You can't place an army camp on a castle or on a tile another player are standing on or have an army camp on.

What's the army camps good for? Well...

A player can never pass true another players army camp.

So by placing your army camps on strategic tiles in the game, you can slow other players down a lot.

If you want to place your army camp to block a ring you have to place it up-side-down on this ring. On the other side of your army camp token you have "soil". This will hide the ring and nobody (not even you) can take a ring from this tile until the dirt is removed.

But... the road is not blocked so players can walk on it. You can't put the camp side on a ring.

The only way to move or remove, your or someone else's army camps or "soil" is the moving cards.

When you get to move an army camp you can always choose to flip it to the side you want...

So if you get to move another player's army camp you can turn it and hide a ring.

Rules to remember

- When all tiles are placed nobody can move on unexplored areas.
- When you decide to go to an unexplored area you first draw the tile and then decide where you want to go. Then how you want to place it.
- If you draw the moving card that lets you move one of your own or another players army camps, it's up to you if you want to do this or not.
- When you move to a tile with a castle owned by you or another player, your move is over. Castles not owned by anyone can be passed.
- You can pass your own army camps but not pass other players army camps.
- You cannot pass or go to a tile that is occupied by another knight.
- When you have placed all your army camps the only way to move them or get one back is on the moving cards.
- When it's your turn to move you move 3 steps on unexplored areas or 6 steps on explored areas. (Or make a combo of it)

Who will be the new king and the winner of the game?

If you are 2 players the player that first gets control over 5 castles will be the king.

If you are 3 players the player that first gets control over 4 castles will be the king.

If you are 4 players the player that first gets control over 3 castles will be the king.

If you want to make the game harder you can let players have 3 or 4 army camps even if you are more than 2 players.

