

## # Two additional options for 1st Development Phase only

### ● Reinforce a Character

Turn player chooses two Resource chips of any type(s) from their Kingdom and returns them to the Resource Area. At next Battle Phase only, you Attacker selects four Characters instead of three.

### ● Bind a Character

Turn player chooses one Resource chip of any type from their Kingdom and returns them to the Resource Area. You Attacker choose randomly one card from Defender's hand. It must keep secret and remove from game temporary. Thus at the next Battle Phase only, Defender must select from remaining seven characters instead of eight. After the Battle Phase finished, removed character returns to Defender's hand.

## # Modification for 3 or 4 players game

If you have 2 decks of this game, you can play with 3 or 4 players. All rules are same as 2 players game except below:

### Game Setup for 3 players:

1 set of Ordinary Workers is not usable. Remove those 8 cards from the game and back to the box. Initial Resources are "Gold," "Food," "Food," "Land" and "Land".

### Game Setup for 4 players:

Initial Resources are "Honor," "Gold," "Gold," "Food," "Food," "Land" and "Land".

### Initial Resource Distribution:

The player right next of Initial Attacker choose first any resource from above list. Then, next right player choose from rest of Initial Resources. Continue this anti-clockwise method until all Initial Resources are distributed. (As the result, Initial Attacker got only 1 resource. Other each player got 2 resources.)

### Attacker and Defender:

Turn player can only attack to left next player (aka Defender). Other player(s) are Backer(s).

### Battle Phase (1.5) Bid \* Only Backer(s) perform this action.

Backer(s) can guess the winner of the battle and bid any (and only one) resource to Attacker or Defender.

At the 4 players game, left next player of the Defender bid at first. Then next and last backer bid.

### Battle Phase (3.5) Allotment \* Only Backer(s) perform this action.

If Attacker succeed two or more characters, Attacker won.

If Attacker succeed one or less character, Defender won.

If you bid the winner of the battle, you get bid resource back and also get same one resource from the bank. Otherwise, you lose bid resource.

### End of Turn

New Attacker is left next player of last Attacker. Thus turn goes around the table clockwise.