



R U L E B O O K

GAME SETUP

Area of confrontation



Shuffle the “district” card deck then place the cards face up evenly on two lines in the middle of the table to set up the area of confrontation (for 2 players: 8 cards, for 3 or 4 players: 10 cards). Put the rest of the pile on the side next to the revealed cards.

Shuffle the “trick” cards and place the deck on the side. Place the coins within easy reach of the players.

CHOOSING YOUR BAND OF CHARACTERS

Deal four “character” cards to each player. The players will choose their characters so that they each have 3, as follows:

Each player chooses a character, which they will place face down in front of them, before revealing it at the same time as the other players. They will then hand their remaining cards to the player on their left. Players repeat this operation until having 3 characters in front of them. Spare cards are placed in the box.

The players may then immediately take the “character” tokens corresponding to their selected cards.



GAME PLAY

The youngest player begins the first round.

On their turn, each player uses only one of their characters to carry out either one of the following actions.

Each character may only be played once per round. Apply the effects of characters' abilities as written on their card. A player may not place two of their characters on a same district.

- 1 Place the character on a district and benefit from the looting effects.



- 2 Place the character on a district and pay the cost to take it control of it.



Remove the district from the area of confrontation and place it before you. All other characters present on the district are given back to their players. Some districts have special effects in addition to the coins provided from the looting phase. They are only to be applied when taking control of the district.

- 3 Play a "trick" card requiring the use of a character. Used "trick" cards are discarded face up on the side.



A player can also use other "trick" cards at any given time, if respecting the prerequisites of the card.

When the player's turn is over, it is up to the player on their left to play, and so on until the players have no characters left to play.

END OF THE ROUND

Once all players have used their three characters, the round is over. Wrecked districts, i.e. where two characters or more belonging to different players have been placed, are discarded under the "district" card pile. New "district" cards are hence drawn to complete the area of confrontation. Players take their character tokens back.

BEGINNING OF A NEW ROUND

If none of the players have reached the winning requirements at the end of the round, a new round begins. The players collect what the districts under their control provide. The first player of the round is the one left from the first player of the previous round.



END OF THE GAME

For 2 players, when a player has a total of 15 power points with their district cards, the game ends at the end of the round. For 3 players, 13 points. For 4 players, 11 points.

The players may then reveal their "trick" cards winning them additional power points or count in all abilities awarding them power.

The player with the most power wins. There may be one or several ties.



LES TYPES DE QUARTIERS



Military district



Merchant district



Cultural district



Strategic district



Destroy a district controlled by an opponent



Destroy a district under your control



Wreck a district



Draw a trick card



Use one of your characters



Choose a rival character which has not been played this round. This character's turn will be skipped for the round



Choose a district controlled by an opponent. They will not be able to collect resources provided by this district for the round



Exchange one of the districts under your control with one of your opponents



You may secretly look at the next district cards and replace them in the order of your choosing. You may place some or all of the cards at the bottom of the deck.

LOOTING

Use one of your characters to loot the district.

COLLECTING

At the beginning of a new round, collect what the districts under your control provide.

EFFECT

Apply the district's effect when you take control of it (only once).

COST

Use one of your characters and pay the indicated cost to take control of the district. Remove the district from the area of confrontation and place it before you. All other characters present on the district are given back to their players.



POWER

Add up the power from the districts under your control to reach the end-of-the-game requirements.

WRECKING

Remove the district from the area of confrontation and place it at the bottom of the deck. Draw a new district to replace it.



Steal from another player



Coin of your choosing

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