

KINGS OF ARTIFICE



Legend tells of an ancient island where every lake is filled with sweet water and there is never a scarcity of game. Where fruit is always in season and the weather is always pleasant. Whoever lays claim to such an island would never need to fear drought or storm and their survival would be assured. Alas, paradise is a breeding ground for conflict.

The scouts of the Caedwyr arrived first. A feline people, they settled quickly, expertly stalking the forests. This proud race rushed to stake their claim when the militant Doamonds arrived, bringing the force of the undead to bear. These dangerous creatures had claimed the fiery mountains of their homelands from giants and dragons. They forced the Caedwyr back onto their heels, and it seemed as if the Caedwyr scouts would have little choice but to flee the island.

But both humanity's Thons and slugkind's Vels arrived on the same day. The Thons landed in the early morning, their boat flying the sigil that held their border with the Doamonds for a thousand years. When the Vels berthed in the early afternoon, they found themselves pinched as the Doamond soldiers rallied against the Thon. The Vels were a regal people whose merchant princes had perfected the settlement parade, but also wielded enough force to keep the fleeing Doamond forces at bay.

Soon, the lords would arrive and each of the three remaining kingdoms would build, claiming a portion of the island as their own. With all races having claimed their territories, it seemed that a terse peace would be maintained. Alas, one fateful morning, the Vels awoke to find their tents burning. The only clue as to a culprit was a thin whisker on the breeze. Then the Thons found a small hunting party had been murdered in the night and a line of wet mucus lead back to the Velish camp. Similar small raids continued until the three races were at each other's throats. That was when the Doamonds struck, rising from the ground like worms after a rain.

The Caedwyr, Thons, and Vels were forced to rebuild. For the first time since the Caedwyr arrived on the island, all four races were on equal footing. The attack had cost the Doamonds most of their soldiers, leaving few to rebuild. Each leader sent word back to their homelands, desperate for aid from the kings.

And so it was that the kings arrived. This land would not be a prize for those who connive and ambush. This island's lush rewards were a dowry for those who would wed ingenuity with wisdom. This was a treasure to be seized by artifice.



Explore! Build! Conquer! Rule! **K**ings of Artifice is a strategy board games in which players take their turns expanding empires, building defenses, and undermining rivals' progress. The Kings must balance immediate wins with long-term goals (yes, we mean Victory Points). The King's loyal subjects use unique abilities to build many different structures, control the island, or wage war with magic and sword. Magic and the island itself can change the circumstances of each game, so the kings must adapt quickly to thrive. Win the game by using resources most efficiently and lay claim to the island.

Components



1 Rule Book



10 Scoring Cards



10 Spell Cards



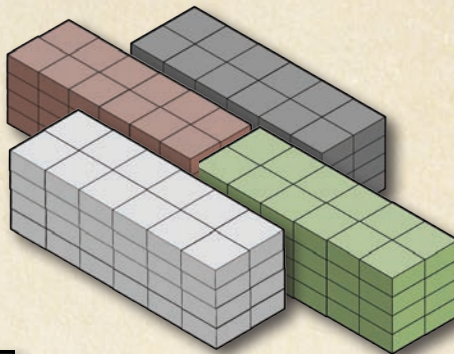
1 Thief's Kitty Card



4 Summary Sheets



4 Sticker Sheets



200 Colored Blocks



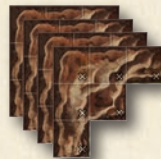
4 Scoring Markers



1 Long Block (Rounds Token)



1 Double-Sided Board



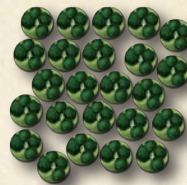
4 Wasteland Tiles



4 Mana Tokens



4 Ship Tokens



24 Tree Tokens



20 Action Point Tokens

Character Icons

Each of the four races in Kings of Artifice is represented by a unique color. The following icons represent the seven character classes - King, Villager, Artisan, Warlock, Thief, Knight, and Horse.



King



Villager



Artisan



Warlock



Thief



Knight



Horse



Apply Stickers

Before your first game, attach stickers.

1. Match stickers to block colors.
 - 9 Characters per color
 - 1 Fountain per color
2. Attach one sticker per block.
3. Attach Building Round and Crowning Round stickers to long block.
4. Attach Moon stickers to back of Action Point tokens.

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Game Board

Characters and building blocks are placed on and moved around the board's grid. The three basic terrain types are **development** land spaces (main portion of board), **forest** land spaces (displaying the tree icon either printed on the board or on a tree token), and **sea** spaces (displaying the sea icon). In a 2-player game, **wasteland** spaces (displaying the wasteland icon) cover some of the development land spaces (see Game Setup). Players track their Victory Points (VP) around the board edge (scoring track). Board **quadrants** are defined by the four heavier lines in the grid bisecting the board (there are four board quadrants). Those lines are also known as fault lines.

Note: All development land spaces are treated the same, regardless of the artwork underneath (whether mountains, waterways, or soil).

Adjacent spaces are the 8 spaces surrounding a character's current space. All moves occur to an adjacent space. Some rules only apply to adjoining spaces.



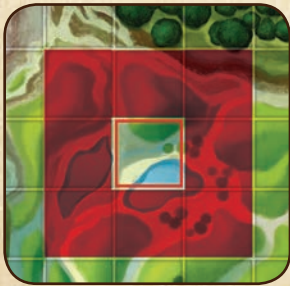
Forest



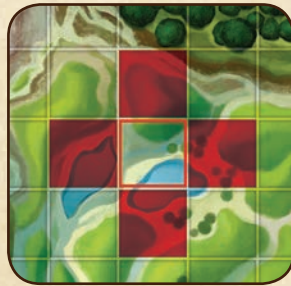
Sea



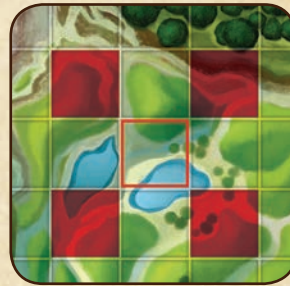
Wasteland



Adjacent Spaces



Adjoining Spaces



Diagonally Adjacent Spaces



Straight Lines
(Adjoining and Diagonal)



Game Setup

1. Choose the board side that matches your number of players. (A two sea space margin in a 2-player or 3-player game, and a one sea space margin in a 4-player game.) In a 2-player game, add the wasteland tiles onto the four corners of the land spaces.
2. Shuffle and deal two **scoring** cards. Set them near the board, visible to and within reach of all players. Place the remaining scoring cards back in the game box (they will not be used in the current game).
3. Shuffle and deal two **spell** cards. Set them near the board, visible to and within reach of all players. Place the remaining spell cards back in the game box (they will not be used in the current game).
Note: Experienced players may choose to deal out an extra spell card to add complexity.
4. Set the **Thief's Kitty** card near the board, within reach of all players.
5. Each player prepares a supply area for their chosen race and places their scoring marker on the first space of the scoring track.
 - 9 characters
 - 40 colored building blocks
 - 1 Fountain block
 - Ship
 - 5 Action Point tokens
 - Mana token
 - Summary card
 - Tree tokens
 - 2 Players - 12 tree tokens each
 - 3 Players - 8 tree tokens each
 - 4 Players - 6 tree tokens each
6. Determine the starting player (by any preferred method). The starting player places the starting player token in their supply area, hammer side showing (crown side face-down). This player will be the starting player for the entire game.
7. Each player (beginning with the starting player and proceeding clockwise) places a tree token from their supply onto a development land space on the board. The added tree token must be adjoining a forest land space or another tree token. This process continues until all tree tokens have been placed. The development land spaces covered by tree tokens are now considered forest land spaces.
8. Each player (beginning with the player to the right of the starting player and proceeding counter-clockwise) selects a board quadrant and places their ship, loaded with their king, onto any sea spaces along the shore of that quadrant. A ship may never overlap two board quadrants or a non-sea space.
Note: Once a board quadrant has been chosen by a player, no other ships may be placed on that quadrant during game setup.



Game Play

Kings of Artifice is played in a series of rounds. Each round begins with the same starting player and proceeds clockwise. Every player will have an equal amount of turns by the end of the game. Unless otherwise noted, only the active player may ever take any action, including movements and building structures, and a player may only move their own characters and use blocks from their own supply.



Building Round

Each player must perform all of the following steps during their turn. If a step isn't possible for a player, that player may only skip that step.

1. Check Thief's Kitty. If your stolen Action Point (AP) token is present, return it to your supply of AP tokens.
2. Check spell cards. If your Mana is present, return it to your supply.
3. Flip all of your (and any stolen) AP tokens to their active sides.
4. Perform the following in any order (optional)
 - Spend AP to activate characters
 - Move Horses
 - Move Ship
5. Pass play to the next player.

Action Points



Each player has 5 Action Point (AP) tokens that are used to track the status of each turn's AP allowance.

AP tokens have two sides – the active side (showing the sun) and the inactive side (showing the moon). Only active

AP tokens may be spent. Upon spending active AP, the representative token is flipped to show the inactive side. Once spent, AP tokens remain inactive until the beginning of the player's next turn.

One of the 5 AP tokens in each player's supply includes a money bag symbol. This token is used to spend AP, just as the other AP tokens are. However, the money bag symbol indicates that the token is able to be stolen by an opponent's Thief, whereas the others cannot (see the Thief).

AP Clarifications

During a turn, a player may spend active AP to perform the following actions any number of times and in any order.

- Move character
- Summon character (with King)
- Build structure
- Move ship to new board quadrant
- Cast spell (with Warlock + Mana)
- Use a character's unique ability

Note: Actions cannot interrupt other actions. Each action must be completed before initiating another.

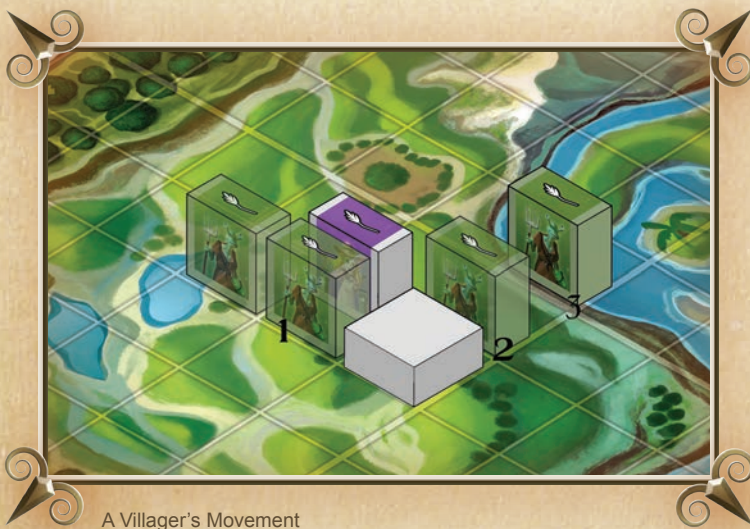
Character Movement

Each character has a movement value. A player may spend 1 AP to move one character the number of land spaces up to that character's maximum movement value. All characters (except the Horse) can be moved repeatedly during a turn. Characters can move any direction as long as the spaces they are moving through are legal for them to do so.

A character may never move through or end on a land space occupied by two other characters. A land space with two characters (belonging to the same or different players) is considered *occupied*, as is a land space with a structure on it (though some characters have unique abilities that allow them to move through or end movement on the same space as a structure). A land space without a structure or any characters on it is considered *vacant*, whereas a land space with a single character on it is considered *semi-vacant*.

Note: A character may move through or end on a land space which contains an opposing player's character.

Note: A character may never move through or end movement on a sea space (unless on a ship).



A Villager's Movement

(1) semi-vacant space, (2) diagonal, (3) adjoining

Summoning

A player's King summons other characters from the supply area for 2 AP each. Newly summoned characters must be placed on a space either occupied by (semi-vacant) or adjacent to the King. (See the King's unique ability.) Unless stated otherwise, this is the only way a character is placed on the board.

Note: The Villagers or Horses may be summoned as a pair for 2 AP total. (See Villagers and Horses.)

Ship Movement

A ship may move any number of sea spaces, within the board quadrant that it is currently located, at any point during a player's turn for 0 AP. A player's ship may move into an adjacent board quadrant for 1 AP. (See ship in Characters section.)

Structure Building

A player may activate their characters to build structures on the board with building blocks from their supply area. A player scores immediate VP when building structures (and the possibility to maximize their final score). Every character (with the exception of Horses) may build one or more types of structures. Walls are the most basic structures in the game, and they can be built by every character (except Horses).

Some characters can upgrade Walls into other structures by spending AP and meeting requirements (see Structures).

Casting Spells



The player's Warlock must be on the board. To cast a spell, a player moves their Mana token (from the player's supply) to the chosen spell card while spending any required AP. If a player does not have a Mana token in their supply, or the required AP, they may not cast a spell. The player then performs actions according to the spell's rules (see Spells). The same spell may be cast by multiple players on the same building round, and again on later building rounds (the spell cards in play are never discarded). The Mana token is returned to the player at the beginning of their next turn.

Note: During the crowning round, no spells may be cast.

Ending the Game

The end of the game is signaled by either (or both) of the following conditions:

- One player has exhausted their entire supply of 40 building blocks, and every other player has 10 or less blocks remaining in their own supply areas.
- Two players have exhausted their entire supplies of 40 building blocks.

After completing the building round, in which either or both of the above game ending conditions were met, the game progresses to the crowning round.

The crowning round often gives players a last opportunity to move characters to their optimal scoring positions.



Crowning Round

The Starting Player token is flipped so that the crown side shows.

All stolen AP tokens (either in the Thief's Kitty or in players' supplies) are returned to their respective owners. Then, beginning with the starting player, each player may take one final turn with some restrictions.

Each player must perform all of the following steps during their turn. If a step isn't possible for a player, that player may only skip that step.

1. Flip all of your AP tokens to their active sides.
2. Perform the following in any order (optional):
 - Spend AP to summon characters from your supply area (using your King)
 - Spend AP to move characters
 - Move Horses
 - Move Ship
 - Throw AP tokens into your Fountain for 2 VP each (using your Artisan)
4. Pass play to the next player.

Note: During the crowning round, no characters may be activated to build structures. In addition, Knights cannot attack, Thieves cannot steal, and Warlocks cannot cast spells.

After the crowning round is completed (ending with the player to the right of the starting player), the final scoring takes place (see Final Scoring). Players count up all of the end-game scoring features (taking into account the scoring cards that affect the game) and advance each player's scoring marker accordingly. The player (or players) with the most VP wins!

Structures & Scoring

Players score VP during game play for building various structures (Immediate Score). At the end of the game, players also score VP for built structures under certain conditions.

Structures may only be built on vacant land spaces adjacent to the characters building them. Structures can never be built on sea or wasteland spaces. (A character may build on an appropriate land space while located on a wasteland space.) Structures may only be built by the active player.

Note: Walls may be built by any character (with the exception of Horses) on vacant land spaces with or without tree tokens.

There are two classes of structures in the game: **basic** and **advanced**. Basic structures only require one character to build them. Advanced structures require the Artisan to assist another character in order to build them, while both characters *occupy the same* land space adjacent to the structures that are being converted.

Note: A player may only convert their own structures into other structures.

Basic Structures & Immediate Scoring



Walls (Any Character Except Horse)

Immediate Score: None

Description: Single blocks placed on any land space on the board (except wasteland spaces). Walls can later be converted into other structures under certain conditions. If a Wall is built on top of a tree token, the token is removed from the board and placed in the player's supply. Once a tree token has been collected, the underlying space is considered a development land space. A Wall system is multiple Walls adjoining to each other, regardless of which player built them.

Builder: Any character (except Horses) **Note:** A Villager may build 2 Walls for 1 total AP.

Location: Adjacent to character

Cost: 1 AP



Houses (Villager)

Immediate Score: 1 VP

Description: A Wall is converted into a House by placing a block from the player's supply directly on top of the Wall. A House can later be converted into a Tower or a Palace under certain conditions.

Builder: Villager

Location: Character is adjacent to a Wall on a development land space. (That is, not a Wall covering a forest land space.)

Cost: 1 AP



Fountain (Artisan)

Immediate Score: 5 VP

Description: A Wall is converted into a Fountain by placing the Fountain piece from the player's supply directly on top of the Wall. When a Fountain is on the board, instead of returning an attacked

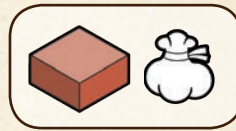
character to the player's supply, the player has the option to move it to a vacant or semi-vacant land space adjacent to the player's own Fountain. **Note:** A player may only build one Fountain.

Builder: Artisan

Location: Character is adjacent to a Wall either on a development or forest land space

Cost: 5 AP

Final Scoring



Walls * Thief

Final Score: If a Thief is on top of a Wall (any player's Wall), the Thief's player scores 1 VP for the block the

Thief is located on, plus 1 VP for every other adjoining connected Wall in the Wall system (regardless of which players built the Wall system). If more than one Thief is on the same Wall system, the total points are evenly divided between those players (rounding down).



Houses * Villagers

Final Score: Each of a player's Houses with at least one of that player's Villagers adjacent to it scores the player 2 VP.

Note: If a player has more than one of their Villagers adjacent to the same House, the House scores only 2 VP (not 4 VP).



Fountain * Artisan

Final Score: During the crowning round, instead of using AP for other actions, a player may throw any number of active AP tokens into their

Fountain for 2 VP each. The Artisan must be adjacent to the Fountain to use this ability. **Note:** Once AP have been thrown, they cannot be used again.

Note: Stolen AP chips are returned to their original owners at the beginning of the crowning round and cannot be used by opponents to throw into their Fountains for additional VP.

Additional Immediate Scoring



Score 1 immediate VP when a Knight attacks an opponent's character.

Additional Final Scoring



A single tree token is worth 1/2 VP; this fractional VP can be a tie-breaker but doesn't round up the player's point total.



Score the conditions on the two Scoring Cards. Note: Some Scoring Cards result in losing VP.

Advanced Structures & Immediate Scoring



Battlements (Knight ✦ Artisan)

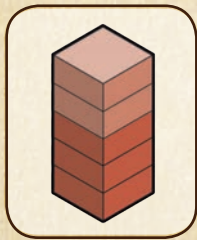
Immediate Score: 1 VP

Description: Two adjoining Walls can be converted into a single Battlement by placing a block from the player's supply on top of the Walls (evenly between them). Battlements can be built on development and forest land spaces. A Battlement system is multiple Battlements adjoining to each other.

Builder: Knight and Artisan

Location: Both builders occupying the same space adjacent to at least one of the Walls to become a Battlement

Cost: 1 AP



Towers (Warlock ✦ Artisan)

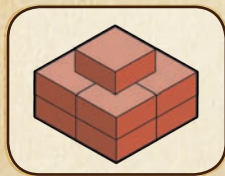
Immediate Score: 1 VP per block added

Description: A House is converted into a Tower by placing a block from the player's supply directly on top of the House. By using the same method, a player can add further blocks to the Tower as long as the Tower never exceeds the height limit of 5 total blocks. The Tower height is also known as its level (for example Level-4 Towers have 4 blocks).

Builder: Warlock and Artisan

Location: Both builders occupying the same space adjacent to the House to become a Tower

Cost: 1 AP per block added



Palaces (King ✦ Artisan)

Immediate Score: 9 VP

Description: A quad of Houses is converted into a single Palace by placing a block from the player's supply directly on top of the quad (evenly in the middle).

Builder: King and Artisan

Location: Both builders occupying the same space adjacent to any one of the Houses on the quad of Houses to become a Palace

Cost: 1 AP

Additional Structures & Immediate Scoring

Pastures

Immediate Score: None

Description: Pastures are built by enclosing areas on the board in such a way that *only forest land spaces* (including spaces with tree tokens on them) are visible within. Sea spaces and wasteland spaces are considered Pasture borders. Other structures (including those belonging to other players) are permitted inside the enclosed area.

Note: The enclosure must be built of only one player's structures in adjoining spaces.

Note: Once a Pasture is completed, none of the building blocks that comprise it can be manipulated in a manner that would render the Pasture incomplete (by using spells, etc.).



A Pasture worth 12 VP at Final Scoring.

Final Scoring



Battlements ✦ Knight

Final Score: If a player's Knight is adjacent to the player's own Battlement system, the player scores VP for the number of Battlements

squared. For example, 3 Battlements are worth $3 \times 3 = 9$ VP. The upper limit per Battlement system is 5×5 (25 VP). If 6 or more Battlements are present in one system, the player scores 25 VP, not 36 or more VP. **Note:** If a player has two or more separate Battlement systems and their Knight is adjacent to each of them, the Battlements score individually.



Towers ✦ Warlock

Final Score: If a player's Warlock is on top of a Tower, that Tower and all other Towers of equal or lesser height belonging to that player score 1 VP per Tower level. For example, Level-5 Towers are worth 5 VP, and so on.

Note: A player's Towers do not need to be adjacent to each other in order for them to score.



Palaces ✦ King

Final Score: Each of a player's Palaces that their King is adjacent to scores 9 VP.

Final Scoring



Pastures ✦ Horses

Final Score: Pastures are worth 2 VP per visible forest space (including spaces with tree tokens) in the enclosure of the player it belongs to, if that player has at least one of their Horses inside the boundaries. A visible space is defined as a space with no structures.

Note: Having two Horses inside the same Pasture does not increase the VP amount, nor does having a Horse in an opponent's Pasture score any VP (unless the Ranches scoring card is in play).

Characters

The number under the Move heading is the character's movement value - the maximum number of spaces the characters can move per AP spent. Characters are defined by the icon on the top of the block, not the art on the side.



King

Structures
Walls and Palaces

Move
2

Unique Abilities

Summon characters from the player's supply onto the board for 2 AP each. The summoned characters are placed on spaces either adjacent to or the same land space as the King. If no such spaces are vacant or semi-vacant, this ability cannot be used.

Note: Both Villagers or both Horses may be summoned for 2 total AP if the two characters (of the same class) are in the supply at the time of summoning. For example, spend 2 AP to summon both of your Villagers if they are both currently in the supply.

If the King is in a situation that does not allow for any further movement (such as, the character is completely surrounded by occupied spaces), the player may spend 5 AP to move their King directly onto their ship (if the ship has space).

A King may never be attacked by a Knight or spell that would normally send the character back to the player's supply or Fountain.

Advanced Structure: Palace

The King (occupying the same space as the Artisan) can build Palaces. Completing a Palace immediately scores the player 9 VP (see Structures). In addition, at the end of the game, the King scores 9 VP for each of the player's Palaces adjacent to his character (see Final Scoring).

King Clarifications

- Thieves can steal from Kings according to the Thief's unique ability. (It is not considered an attack.)
- The King may not summon characters while on the ship, nor can he summon characters onto his ship from an adjacent land space.
- The King and Artisan must be adjacent to at least one of the Houses in a quad of Houses in order to convert it to a Palace.



Villager

Structures
Walls and Houses

Move
3

Unique Abilities

Each race has two Villagers. Both Villagers may be summoned for 2 total AP if they are both in the supply at the time of the summoning (see the King's unique ability).

A Villager may build 2 Walls for 1 total AP (see Structures).

Basic Structure: House

A Villager can build Houses. Completing a House immediately scores the player 1 VP (see Structures). In addition, at the end of the game, a Villager scores 2 VP for each House they are adjacent to at the end of the game, with exceptions (see Final Scoring).

Villager Clarifications

- The Villagers may build one or two Walls for 1 AP. The Walls must be placed adjacent to the Villager that was activated. Players may not place the first Wall with one Villager and then place the second Wall with the second.
- Villagers may build one or two Walls for 1 AP, not Houses.
- The King may simultaneously summon both Villagers from the supply only if both characters are currently in the supply. If there is only one Villager in the supply, it still costs 2 AP to summon only one Villager.



Artisan

Structures
Walls and Fountain

Move
3

Unique Abilities

The Artisan is required to complete Palaces, Battlements, and Towers (see Advanced Structures).

Basic Structure: Fountain

The Artisan can build a Fountain (one per player). Completing a Fountain immediately scores the player 5 VP (see Structures). In addition, the Artisan can discard active AP into his Fountain during the crowning round for extra VP (see Final Scoring).

Artisan Clarifications

- The Artisan may only throw unused active AP into the Fountain he built and only during the crowning round. At no other point in the game can this ability be used.
- To build an advanced structure, the Artisan and the other required character must occupy the *same* land space.



Warlock

Structures
Walls and Towers

Move
3

Unique Abilities

The Warlock may cast spells from spell cards (see Casting Spells). If a player's Warlock is on the ship or in the supply, the player may not cast any spells or make use of any ongoing spell effects.

When moving, the Warlock may pass over or stand on its player's own Towers as if they were land spaces. The Warlock is immune from the Knight's attack ability while the Warlock is located on a Tower.

Advanced Structure: Towers

The Warlock (occupying the same space as the Artisan) can build and extend Towers (see Structures). Each Tower block added immediately scores the player 1 VP (see Structures). In addition, the Warlock scores points for being on top of a Tower at the end of the game (see Final Scoring).

Warlock Clarifications

- The Warlock may never stand on or pass through opponents' Towers.
- Some spells require the Warlock to be on a Tower or adjacent to a specific structure or character, while other spells have no restrictions. Read the rules for each spell carefully (see Spells).



Thief

Structures
Walls

Move
5

Unique Abilities

When moving, the Thief may pass over or stand on Wall blocks (built by any player) as if they were land spaces.

The Thief may **steal** an opponent's AP token marked with the money bag symbol, if the Thief moves onto and ends its movement on the same space as an opponent's character (stealing costs no AP). The stolen AP token is placed into the active player's supply (as inactive) so that it can be used on the following turn (stolen AP function the same as any other AP), after which it is discarded into the Thief's kitty. If an opponent's AP with the money bag symbol is not in their supply (because it was already stolen), it cannot be taken.

The Thief scores points when standing on a Wall system at the end of the game (see Final Scoring).

Thief Clarifications

- When summoned by the King, the Thief may be placed on a Wall adjacent to the King.
- If the Thief is summoned onto a space with an opponent's character, that Thief may steal as if it ended its movement there.
- Thieves can walk on or end their movement on Walls belonging to any player.
- Knights can attack Thieves on Walls (granted the attacking Knight is adjacent to the Thief).
- A Wall with at least one Thief on it cannot be manipulated by any spell or ability.
- An attacked Thief may be placed on a Wall adjacent to the attacked player's Fountain piece.
- Thieves may not stand on or pass over any structures, except Walls.



Knight

Structures
Walls and Battlements

Move
3

Unique Abilities

The Knight may **attack** an opponent's character that is adjacent to, or on the same space as, the Knight for 1 AP and score 1 Immediate VP. **Note that Kings are immune to Knights' attacks, and a Warlock is immune to Knights while the Warlock is on a Tower.** The attacked character is either returned to the player's supply or placed in a vacant or semi-vacant spot adjacent to that player's Fountain, if possible (attacked player's choice). After attacking, the Knight is moved adjacent to, or on the same land space as, the active player's King. If none of these spaces are vacant or semi-vacant, or the player's King is on the ship, the Knight is returned to the player's supply instead.

Advanced Structure: Battlement

The Knight (occupying the same space as the Artisan) can build Battlements. Completing a Battlement immediately scores the player 1 VP (see Structures). In addition, at the end of the game, the Knight scores points for each of the player's own Battlement systems that it is adjacent to (see Final Scoring).

Knight Clarifications

- The Knight and Artisan must be adjacent to at least one of the Walls to convert a pair of Walls into a Battlement.
- If two characters are located on the space that the Knight is attacking, it may only attack one of the characters with a single attack.
- A Knight cannot attack while on the ship.
- If a Knight is adjacent to their King, it may choose to remain in that space after attacking.



A player's Knight is placed adjacent to their King after attacking



Horse

Structures

None

Move

4 (Once per turn)

Unique Abilities

Each race has two Horses. Both Horses may be summoned for 2 total AP if they are both in the supply at the time of the summoning (see the King's unique ability).

The Horse's movement does not cost AP. Each player's Horse may move up to 4 spaces, and movement occurs only once per turn. That is, once a Horse has moved (even if it has moved fewer than 4 spaces), it cannot be moved again until the next turn. Each Horse moves independently of the other. **Note: AP can never be spent to move Horses.**

Horses may jump over single Wall blocks (built by any player) as long as they land in vacant or semi-vacant spaces. The jump must be in a *straight line* (see Game Board). Horses may not jump over spaces with one or more characters in them and may not jump over any other structures besides Walls.

A Horse may *carry* any other of the player's characters (except the other Horse) if both the Horse and that character are in the same space at *any point* during the Horse's movement. The riding character may dismount (stop being carried) at *any point* along the Horse's movement. A Horse may not carry riders through semi-vacant spaces.

A Horse must be within a Pasture's boundaries for the Pasture to score VP (see Final Scoring).

Horse Clarifications

- The only structure a Horse can jump over is Walls.
- When jumping, the jumped space is included as a space in the Horse's movement value.
- Horses can carry a rider while jumping over a Wall.
- Horses can jump to or from their ship over a Wall (with or without a rider).
- Horses must end their movement if they enter their ship.
- Horses can carry a rider on and off their ship (if space is available on the ship).
- A Horse cannot carry the other Horse or opponents' characters.
- The rider's movement value cannot be added to the Horse's movement to increase the Horse's movement beyond 4 land spaces.
- The King may simultaneously summon both Horses from the supply only if both Horses are currently in the supply. If there is only one Horse in the supply, it still costs 2 AP to summon only one Horse.
- Horses can move on the same turn on which they are summoned.



Ship

Capacity

3 Figures

Move

Adjacent Quadrant

Unique Abilities

The ship allows characters to move off of land spaces, through sea spaces, and to other land spaces. The ship can carry up to 3 characters at a time. While on board a ship, characters cannot use any of their abilities and are not affected by spells. The only action a character on a ship can make is moving onto adjacent land spaces, according to their normal movement rules.

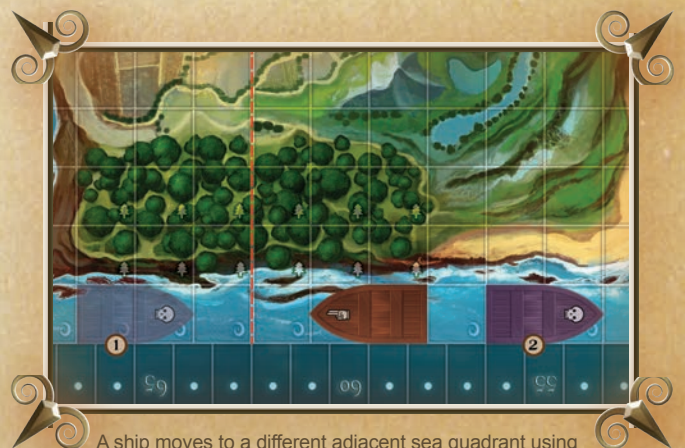
A ship may move any number of sea spaces within the board quadrant that it is currently located, at any point during a player's turn for 0 AP. A player's ship may move into an adjacent board quadrant for 1 AP. Once the ship is within a new board quadrant, the player may freely move and position the ship in the new quadrant through the remainder of the turn. Moving the ship through board quadrants can occur as often as desired by the player (as long as all other rules are followed). A ship may move *through* spaces with ships belonging to other players but may not be placed on a space occupied by another ship. Also, a ship may never end its movement so that its placement is located within two quadrants or a non-sea space.

Ship Clarifications

- The ship must have 2 vacant sea spaces to end on, and cannot end on sea spaces that overlap two board quadrants.
- Ships may move through other ships.
- Ships may move when no characters are present on them.
- Characters on ships cannot build or use any abilities. Their only option is to move onto adjacent land spaces according to their normal movement rules.
- All character movements end upon boarding the ship, including Horses.



A Horse (1) moves into an adjoining space and picks up a Knight, (2) jumps in a straight line over a Wall, (3) drops off the Knight, (4) moves into a diagonal space (where movement ends)



A ship moves to a different adjacent sea quadrant using 1 AP, passing through another ship in the process

Spell Cards

No spell may be used in a way that breaks a completed Pasture. No spell may attack a King that would send the King to the player's supply or Fountain.

Alchemy

Cost  

Build with one or two Wall blocks from the board instead of your supply.

The active player may remove up to two of their own Walls from the board and immediately use the blocks for building any structures elsewhere on the board. The structures may be built by any of the player's appropriate characters according to the normal building rules. The player does not spend any AP when building structures with this spell. Any blocks that are removed but not used during this spell are removed from the game (that is, not returned to the player's supply).

Cursed House

Cost  

Swap topmost House block. Immediately Score 1 VP.

The active player may choose any opponent's House on the board and replace the top block on that House with a block from the player's supply, after which the player immediately scores 1 VP. The replaced block is removed from the game (not returned to the player's supply). From this point on, the entire House belongs to the player with the top block. The owner may later convert it into a Tower or use it to complete a Palace according to normal building rules. A cursed House may be cursed again by any other player, with the appropriate spell results (as long as it has not been converted into a Tower or Palace by the current owner).

Demolition Blast

Cost  

Remove one Wall adjacent to the Warlock.

The active player may remove 1 Wall (built by them or an opponent) that is adjacent to the player's Warlock. The block is then removed from the game (not returned to the player's supply).

Enchanted Tower

Cost  

Convert one House into a Level-5 Tower.

The active player's Warlock, along with the Artisan occupying the same space, may add three blocks to one of the player's Houses to create a level-5 Tower. The player immediately scores 3 VP.

Lightning Blast

Cost  

Attack from a Tower (Tower Height = Range).

If the active player's Warlock is on a Tower, the Warlock may attack an opponent's character (except a King) if it is within range. Range is determined by the height of the Tower. For example, a Level-4 Tower (4 blocks height) allows the attacking Warlock a range of 4 spaces in a *straight line*.

The attack follows the same rules as a Knight's attack (see the Knight's unique ability) except 1) Warlocks may attack other Warlocks on Towers if the attacked Warlocks are within range, 2) the attacking player scores no VP for attacking, and 3) the attacking player is not required to move the Warlock to the King after the attack.

Tying Walls

Cost  

Move 1, 2, or 3 Walls one space each.

The active player may choose up to three Walls they built on the board and move them one space each in any direction (the new space must be an unoccupied land space). A Wall can be moved only once each time this spell is cast.

Morph

Cost  

Use the Warlock as any other character.

The active player's Warlock may *morph* into any other character. From that point, until the end of the player's current turn, the Warlock is considered to have the characteristics of the chosen character and must follow all of the character's rules accordingly. (That is, for the current turn, the Warlock is no longer considered a Warlock.)

Note: This spell cannot be cast while the Warlock is on a Tower. If the Warlock morphs into a Thief during the turn, the Warlock may not end its final movement that turn on a Wall.

Channeled Guidance


Cost  

In any order, move each character one land space.

Upon casting this spell, the active player must move each of their characters on the board (in any order) to an adjacent space (as long as a vacant or semi-vacant legal space is available adjacent to the character). This spell cannot be used to move characters on or off a ship.

Note: Using this spell is the only way that a Horse can move twice per turn. Horses can carry a rider one space with this spell.

Step Into the Future

Cost 

Use 2 temporary AP. Then each opponent uses 1 temporary AP.

Upon casting this spell, the active player may immediately use 2 *temporary AP* in any way. After which, each opponent (in clockwise player order) may immediately use 1 *temporary AP* in any way they choose (though they cannot use their Mana to cast spells). If a player chooses not to use the *temporary AP*, the *temporary AP* disappears. Once this cycle has completed, the active player finishes their turn as normal. If a player uses their *temporary AP* in a way that the end of the game is signaled, player turn order still proceeds from the active player.

Note: Temporary AP is defined as AP that is available for the current situation and not taken from the player's AP tokens. Temporary AP disappears after it is used.

Teleportation

Cost  

Move the Warlock to any space, or swap any two characters.

The active player chooses one of the following options:

- Move the player's Warlock to any legal space (including onto their ship).
- Swap any two of the player's characters (as long as the spaces that the characters are moved to are allowed for each of the given characters).

Note: The player may not swap characters from the supply with this spell.

Scoring Cards

All Victory Points (VP) earned from Scoring Card rules are scored after the crowning round.

Master Mason

The player with the longest adjoining connected Wall scores 12 VP. If tied, the qualifying players evenly divide these points.

Village Festival

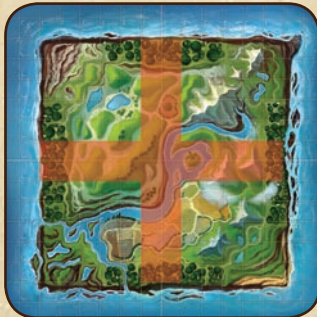
The player with the most Houses earns 12 VP. If tied, the qualifying players evenly divide these points.

Triumphant Towers

The player with the most Towers earns 12 VP. If tied, the qualifying players evenly divide these points. Tower height is not considered for this card.

Earthquake

All players lose 1 VP for each land space containing the player's own building blocks (any kind of structure) that borders the land segments of the board quadrants (the *fault lines* where the game board splits/folds).



Lighthouses

Players score VP for Towers built adjacent to or within one land space of sea spaces on different board quadrants. Players lose 5 VP for not having any Towers that meet these criteria.

Note: Having more than one lighthouse within a single board quadrant scores no additional VP.

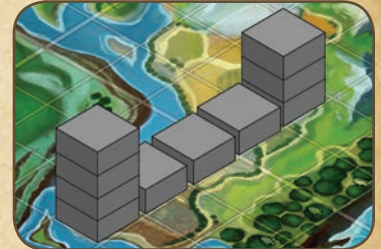
Lighthouses	0	1	2	3	4
VP Scored	-5	0	5	10	15

Building Tax

The first player to use all of the building blocks from the supply must lose **X** amount of VP. **X** is the amount of building blocks in the supply of the player with the most leftover blocks at the end of the game.

Ramparts

Players score 2 VP for each of their Walls that connect between two of their Towers. Qualifying Walls must be in an adjoining straight line.



Royal Cities

Players score 1 VP for each space that is both adjacent to any of their Palaces and filled with their structures.



Diverse Economy

The players score VP for each of the following types of structures built by the end of the game: House, Tower, Battlement, Palace, Fountain, Pasture.

Number of Types	1	2	3	4	5	6
VP Scored	0	3	6	9	12	15

Note: Walls are not included as a structure type for this card.

Ranches

If one or more of a player's Horses are in a completed Pasture belonging to an opponent, the player scores 1 VP per enclosed visible forest space in that Pasture. This does not affect the opponent's normal Pasture scoring.



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