

Eric Pietrocupo

FALLEN KINGDOMS

Vikings fighting for the glory of their god

RULE BOOK

1st Revision



FALLEN KINGDOMS

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Designed by Eric Pietrocupo
1st Revision, November 2011

Play time: 90 to 180 min.: 30 min. per player.
Number of players: 3-6. But 4 or 5 recommended.
Minimum Age: 12+

This is the revised edition of the rules. This version can be distributed for free on the internet, but not the previous version. The major rule changes can be found on my website.

1. INTRODUCTION

1.1 OBJECTIVES

Each player is a Norse god that will control various kingdoms which will evolve and change through the passage of time. After a while, new kingdoms will invade the land to destroy the older kingdoms. This process will continue until all the kingdoms evolve enough to unite themselves as one nation.

Players must try to do their best out of each civilization in order to win. They accumulate glory points every turn for each city they control and they can acquire trophies which will make them score extra points. There are three kinds of trophies, when two of them are depleted, the game ends. The player who accumulated the most glory points wins.

1.2 PLAY SEQUENCE SUMMARY

A. Player Phase (For each player in clockwise order):

- 1. God's ability:** Use special power
- 2. Production:** Produce new material
- 3. Movement:** Move their unit
- 4. Combat:** Resolve the battles
- 5. Score cities:** Gain points for controlled cities

B. Verify the End of Game

- 1. Condition:** When two trophy types are depleted
- 2. Adjust rumors:** Players exchange their rumor cards

C. Invasion Phase

- 1. Invasion Priority:** Set the new order of play for invasions
- 2. Select Invaders:** Decide to invade or not
- 3. In case of invasion**
 - **Surrender kingdom:** Give away the kingdom
 - **Select invasion path:** Select a path to invade from
 - **Invasion resolution:** Resolve the battle
 - **Continue invasion:** Push and re-invade with a new path
 - **End Invasion:** Spread remaining units across the cities
- 4. End of the turn:** Pass the first player card and start again

2. COMPONENTS

2.1 GAME COMPONENTS

18 Knowledge cards: Each knowledge card has a name and a special ability. The top and bottom of these cards have either the "public" or "private" keyword. It indicates the card's status according to its alignment.



18 Rumor cards: Each rumor card has an intimidation value. The sum of these values determines the intimidation level of a player.



18 City building tiles: There are three types of buildings; each building gives a different type of bonus indicated by the icon on the sides. In the middle of the building there is a place to stack the army units occupying the city.

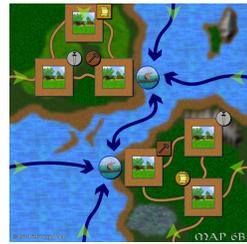


9 God Cards: Each card indicates the god's name, special ability and the basic intimidation value.



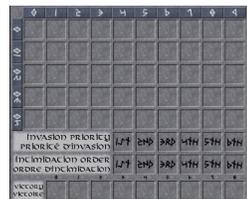
6 Double-sided Modular Map:

A map tile consists of cities connected by roads. Some cities have roads that connect to the edge of the board with a translucent arrow. These are the cities that can get invaded by land. Some cities have ports, which are represented by a ship in a circle. These ports are connected together with navigation routes represented by blue arrows.



A city can hold units in the middle square and a building tile can be placed over the city. Each city has resource icons either in a square or circle shape. There are 3 kinds of resources: Metal, wood and wheat.

1 Scoring track: It's used to keep track of each player's score. At the bottom, there are 3 additional tracks to record the invasion priority, intimidation level and number of victories.



60 Scoring tokens: These glory point tokens are given to players when they exceed the 50 point scoring track or when playing with hidden score options.



4 Six sided dice: Different colors are available for the attacker and defender.

1 First player card: A card which is placed in front of the player to indicate who the first player is.



6 Invader cards: A card which is placed in front of the players who invaded this turn.

2.2 PLAYER COMPONENTS

These components are available for each player's color.

1 Kingdom sheet: This sheet contains the three production tracks and some reference information.



10 Flag tokens: These tokens are used for various purposes: Keeping track of the score, the production tracks, the number of victories, blocked invasion paths, mark the invasion priority and intimidation order.



30 Army Unit tokens: These tokens represent army units. Each player is limited to 30 units during the game.

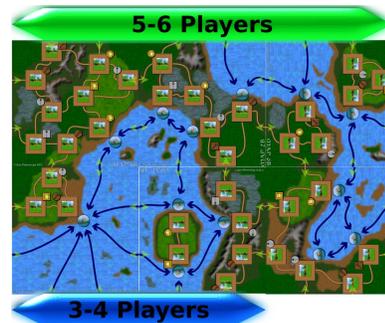


1 Temple building: This is a unique building that matches the player's color.



3. GAME SETUP

3.1 The map: Select 4 map tiles and arrange them in a 2x2 grid to create the board. Make sure that the total number of cities on the map is equal to the number of players x 6. Each edge of a tile has two halves which can be either land or water. Make sure that land connects with land and water connects with water. When playing with 5 or 6 players, use all the maps as a 2x3 grid.



3.2 Select a God: Give randomly to each player, two of the nine god cards available. Each player selects a god card and reveal their choice at the same time by placing the card in front of them. When playing with five or six players, give only two cards to new or less experienced players.

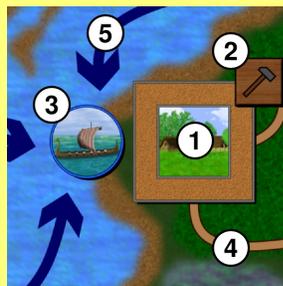
3.3. First player: The player with the lowest intimidation value on their god card will receive the first player card.

3.4 Player's materials: Each player places one flag token on the first box of each track on their kingdom sheet. Each player places a flag token on the 0 space of the scoring and victory tracks. Players also place a flag on the "Intimidation Order" track sorted by the intimidation value on their god card. The highest value is placed first and the lowest last. The last flag is set aside for the invasion priority order.



Knowledge Card

1. Type of knowledge
2. "Private" status keyword
3. Name of the knowledge
4. Nb. of glory points received
5. Special ability text
6. Illustrated special ability
7. "Public" status keyword



City and map

1. City
2. Resource
3. Port
4. Road
5. Navigation route



3.5 Knowledge: Shuffle the knowledge cards and create a stack of face down cards that contains a number of cards equal to 3 times the number of players. Discard the leftover cards to the box. Draw the first three cards and place them face up next to the stack.

3.6 City buildings: Shuffle the city building tiles and create stack of face down tile that contain a number of tiles equal to 3 times the number of players. Discard the leftover tiles to the box. Draw the first two tiles and place them face up next to the stack.

3.7 Rumors: Shuffle the rumor cards and create a stack of cards that contains a number of cards equal to 3 times the number of players. Discard the leftover cards to the box. The first player will look at the cards and sort them from highest to lowest value. Place the deck of cards face up so that only the top card of the deck is shown. The lowest cards should be at the top of the deck and the highest cards at the bottom.

3.8. Starting Position: Starting from the first player, in clockwise order, each player places on the board 3 army units in a city of their choice. Each player places their temple in the city where they placed units. This city cannot be adjacent to any other player's city. A city is considered adjacent to another city if they are connected by a road or if their ports are connected by a navigation route.

After everyone has selected their first city, starting from the last player in counter-clockwise order, each player places 3 army units in a city that does not contains an opponent's army units and which is adjacent to a city that already contains their army units. Players continue to place groups of 3 army units by switching the player order between clockwise and counter-clockwise for every placement. Players may also place units in a city they already control. Continue the process until all players have placed 21 units on the board.



4. GODS POWER AND PRODUCTION

4.1 USING THE GOD'S POWER

Each player has a unique god ability written on their god card. It can be used at the beginning of their turn if they have a temple into play. Each god's ability can be used once per turn. Cities which contain enemy temples are immune to the special ability of gods.

4.2 THE PRODUCTION TRACKS

Players receive points that will allow them to produce various material. Each kingdom has three tracks: unit, building and knowledge. When the token on the player's production track reaches the end of the track, the kingdom produces something. If a production track pawn does not reach the end of the track it stays there for the next turn. Therefore a player can take more than one turn to produce something.

4.2.1 Unit track (requires 3 points): When a player's token reaches the end of this track, they can place a new army unit on the board. The army units are temporarily placed on the player's sheet until the production is complete. A player can never have more than 30 units on the board.

4.2.2 Building track (requires 6 points): The player who completes this track may draw one of the two face-up building tiles and place it temporarily on their kingdom sheet. Replace the building drawn with a building from the top of the stack.

4.2.3 Knowledge track (requires 9 points): The player who completes this track draw one of the three face-up knowledge card and places it in front of themselves straight up. That player gains 6 glory points immediately. Replace the knowledge card drawn with a card from the top of the deck.

4.3 COMPENSATION

If a track gets filled up but there is no knowledge or buildings available to produce or if all the player's 30 units are already in play, the player receives a small amount of glory points as compensation. The number of points is indicated in the top right corner at the end of the track: unit = 1 point, building = 2 points and knowledge = 3 points. Players also receive 3 glory points if there are no more rumor cards available.

4.4 PRODUCTION CALCULATION

There are different ways to accumulate production points. Each player performs the following steps to earn production points.

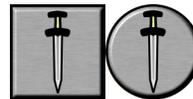
4.4.1 Buildings: Each city building controlled by a player gives them production points in the corresponding track:

Barrack: add 2 points on the unit track.

Workshop: add 2 points on the building track.

Farm: add 2 points on the knowledge track.

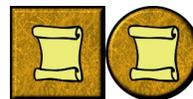
4.4.2 Resources: Some cities have a resource icon associated with a production track. Each city that contains a square icon gives 2 production points to the corresponding track. Circle resources icons gives 0 production point. Some knowledge cards will give 1 additional production point to square and circle icons.



Metal: Raises the unit production track. "Mining" gives +1 to circle and square resource icons.



Wood: Raises the building production track. "Machinery" gives +1 to circle and square resource icons.



Wheat: Raises the knowledge production track. "Irrigation" gives +1 to circle and square resource icons.

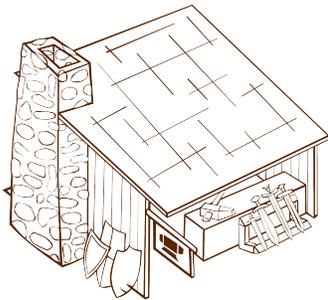
How to use the production tracks: The production tracks are simple to use. The number above each square represents the number of points accumulated so far. At the beginning of the game players place their flag token on the first square. Each time they gain a point, they move their token 1 square to the right. When it exceeds the end of the track the player produce something and place the token back at 0.



4.4.3 Cities and Ports: Each city gives 1 production point that can be spent in any of the three production tracks. Cities with a port gain 1 additional production point which can be spent anywhere.

4.5 PLACEMENT OF PRODUCED MATERIAL

When the production calculation is over, the player places their new units in any city where they already has some of their own units. The buildings are placed in any city the player controls. Each city can only have 1 building. The knowledge stay in front of them and its special ability is now in effect.

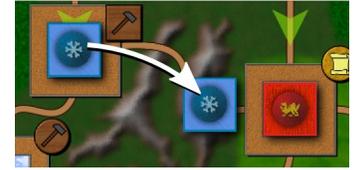


5. MOVEMENTS AND COMBAT

5.1 MOVING ARMY UNITS ON THE BOARD

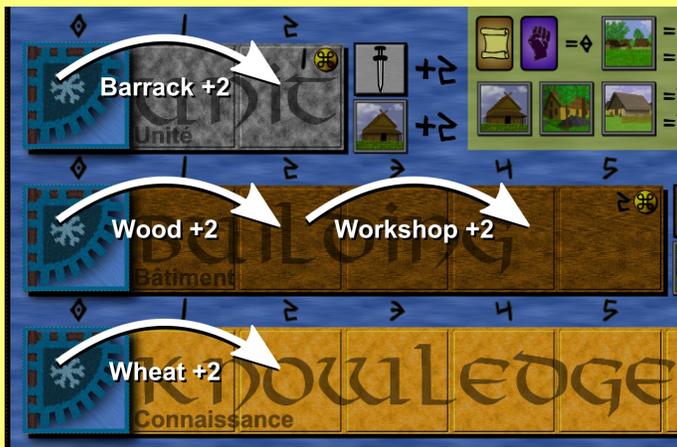
During the player's turn they may move every army unit they controls once from a city to another adjacent city by following roads or navigation routes. If they moves army units in an enemy city, they will engage in battle.

Players must plan all their movement before resolving the battle. When they move units, they place the unit tokens on the roads or



navigation routes that connect both cities to show which unit has moved. A player cannot leave a city they controls empty. Still, they are allowed to send all the troops of a city into battle and reinforce that city with units from another friendly city. So at the end of all movements and battle, no city would have been left empty.

Example of production: A player has 5 cities with 2 ports, a square wood and wheat icon, a barrack and a workshop. All their track starts at 0 and they will increase like this:



The player also receives 7 points to distribute in any track because they have 5 cities and 2 ports. They add 1 point to the unit track and produce an army unit and 2 points to the building track to take a building. They add another 3 points to the unit track to gain a 2nd unit and the last point will be placed in the knowledge track. 3 points will remain in the knowledge track for the next turn.

In the end, the player produces 2 units and 1 building.

Then the attacker selects in what order they wants to resolve battles. The same city cannot be attacked twice during the same player's turn. Army units coming from different cities will all participate in the same battle.

5.2 BATTLE RESOLUTION

5.2.1 Combat roll: When a player moves their unit into an enemy city, a battle occurs. The attacker starts by rolling 2 dice, each die with a result of 4 or more will kill an opposing army unit. This is called a hit. The defender does the same and removes the attacker's unit. The players never roll at the same time, first the attacker rolls, removes casualties and then the defender rolls and removes casualties. The players alternate rolling until the battle ends.

5.2.2 Victory: If one player has no more units, their opponent wins. If the attacker wins they can move their troops in the city or move them back from where they came from. The player cannot move back a portion of their army units when the city is captured.

Each time an attacker captures a city, they will progress on the victory track by 1 square. If a player accumulates 6 victories, they draw the top rumor card from the deck and move their token back to 0.



5.2.3 Retreats: Before rolling the dice, a player can decide either to retreat or continue the battle. When an attacker retreats, they return their army units to the cities from where they attacked. When a defender retreats, they move their army units to an adjacent friendly or empty city. The players can retreat by navigation routes if they want. There is no penalty for retreating. The attacking player can even retreat before making their first die roll. Units that did not engage a battle can also be moved back if the player change their mind after the results of a battle.

5.2.4 Intimidation: The intimidation value of a player is equal to the sum of all the their rumor cards and the god's base intimidation value. There is a track on the scoring sheet to keep the order of the intimidation level to remove the need to recount everything all the time.

When the player with the highest intimidation value makes a combat roll, if one of their die has an even value (2-4-6) they intimidate the enemy player. The opponent must move one of their army units to a friendly or empty adjacent city by land or water.

If there are no valid place to retreat, intimidation does not work. Cities which have temples cannot be affected by the attacker's intimidation. If there are no more units in the city, the attacking player wins.

5.2.5 Battle exhaustion: If both attacker and defender does not score any hit in the same round, the battle ends immediately. For example, if the defender rolls no hit and then attacker rolls no hit, the battle ends immediately. Units that fled due to Intimidation cannot count as a hit to prevent battle exhaustion.

5.2.6 Rampage: If the attacker eliminates or intimidates all defending units on the first dice roll or if the city is empty, the attacker is allowed to rampage another road adjacent city to the one they just conquered. The player needs a minimum of 2 units to initiate a rampage.



The rampaging player rolls 2 dice once and the target city lose 1 unit for each roll of 4+ like in a regular combat roll. If the rampaging player scores no hit, they lose 1 unit. If a rampage attack leaves the target city empty, the rampaging player can move in that city any amount of units from the city they rampaged from. Knowledge cards that modify combat rolls are applied, but intimidation is not applied to rampages.



Battle example:

- A) The attacker sends 4 army units into a city containing 3 units. The attacker has an intimidation value of 8 and the defender has an intimidation of 13.
- B) The attacker rolls 2-4. One defending unit is killed. Since the attacker did not kill all the units on the first round of battle they cannot rampage.
- C) The defender roll 2 dice and get 1-3, they completely miss and kill no units.
- D) The attacker rolls 3-5, the defender loses another unit. Even with one unit left the defender decides not to retreat.
- E) The defender rolls 5-6. In this case they kills 2 units. Since the defender rolled a even number and have a higher intimidation, another attacker's unit retreats into a friendly city. The attacker, left with one unit, decides to retreat.

Attacker		Defender	
	Intimidation 8	→	Intimidation 13
		→	
		←	
		→	
		←	
	←		← 13 > 8

5.3 CAPTURING TEMPLES

If a player captures a city containing another player's temple, that temple is destroyed and given back to its owner. The attacking player draw the rumor card on the top of the deck and flip the next card face up.

5.4 FALLING KINGDOMS

A player's kingdom falls if they have no more army units on the board. The player responsible for this destruction draw the rumor card on the top of the deck and flip face up the next card on the deck. The winning player also adds to their knowledge track the number of points the losing player had in their knowledge track. The losing player set all their production tracks to 0.

5.4.1 Public knowledge cards: If the losing player had any knowledge cards, they now become public knowledge and all the players may use these abilities from now on. The player moves the knowledge card in a common area where all the public knowledge cards are going to be placed.

Temple's special powers:

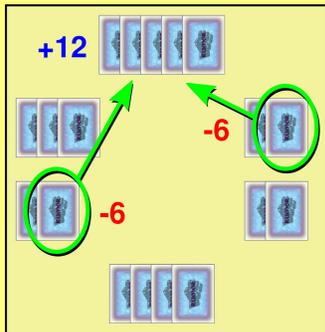
GOD POWER: Enable the special ability of the god. *Odin has no special ability.*

IMMUNITY TO INTIMIDATION: Intimidation has no effect on the defender when defending a temple.

IMMUNITY TO GOD POWERS: The city with the temple is immune to the effect of any god power.

IMMUNITY TO INVASIONS: The city with the temple cannot be attacked by invaders.

Rumor adjustment example: The rumor cards are distributed between 6 players as follow: 5-2-2-4-2-3. The first player should get 2 cards from the last player but there are 3 last players. So the first player must take 2 cards from two of the three last players. They cannot chose 2 cards from the same player. They decides to pick a card from player 2 and player 5. When they receives their cards, they add to their score 6 points for each card, a total of 12 points ($2 \times 6 = 12$), and the two other players lose 6 points.



6. SCORING

6.1 EVERY TURN SCORING

At the end of each player's turn, they gain 1 glory point for each city they control on the board and 2 glory points for each building. Players will also receive during the turn 6 glory points for each knowledge developed and rumor acquired this turn.

Players can also receive compensation when they fill a production track and there is nothing left to build: unit=1 point, building=2 points, knowledge=3 points. Player also gain 3 glory points if there is no more rumor cards to draw.

Scoring example: A player controls 7 cities where 3 have a building. The player will score a total of 13 points for this turn $7 + (3 \times 2) = 13$.

6.2 END OF GAME AND SCORING

If at this point two types of trophies out of three are depleted, the game ends. At the end of the game, rumor cards needs to be adjusted. The player with the lowest amount of rumor cards will give their cards to the player with the highest amount of rumor cards. The player who lost their cards will give 6 glory points per card to the player who receives the cards.

If there is a tie for the most rumor cards, they are split round down between the tied players. Discard left-over cards in case of odd number. The player who lose the cards still lose all the points received from them.

If there is a tie for the least rumor cards, these players will have to share the payment. The winner will choose which player will give them the cards. They must try to distribute evenly the payment between the players, They cannot take all the cards from the same player.

The player with the highest total of glory points wins the game. In the rare case of a tie, the players share the victory.



7. INVASIONS

If the game did not end, proceed to invasions.

7.1 INVASION PRIORITY

To determine the priority for invasions, place the player's flag tokens on the "Invasion Priority" track according to the following rules to create a new order of play.

- 1- **Invaders:** Players which does not have an invader card in front of them have priority, in case of ties...
- 2- **Cities:** Players with the least cities under control have priority, in case of ties...
- 3- **Intimidation:** Players with the least intimidation has priority, in case of ties...
- 4- **First Player:** The player which was first to play has priority.

Place the player's flag in priority order from the left to the right of the track. When selecting invaders, they will play according to this order.

Invasion priority example: There are 5 players labelled A, B, C, D, and E.

1ST RULE: player B has an invader card so they cannot have priority.

2ND RULE: player D has no kingdom and all other players have exactly 8 cities.

3RD RULE: Player A has an intimidation level of 25 pts, C has 18 and E has 25.

4TH RULE: Player E was last to play, so they have priority.

7.2 INVADER

7.2.1 Selecting invaders: In invasion priority order, each player decides if they want to invade or not. If a player wants to invade, they places in front of them an invader card and proceeds with the invasion procedure below. Else they remove their flag from the track and pass to the next player.

If a player already has an invader card in front of them, they cannot invade this turn because they invaded last turn. In that case the player discards their invader card now and they remove all their flag tokens (invasion blocker) from the board (see 7.2.3).

7.2.2 Surrendering Kingdoms: If the player deciding to invade still has a kingdom in play, they must surrender it to another player like if it was conquered. Follow the falling kingdom procedure explained in section 5.4. A player cannot surrender to a player that has no kingdom on the board. If the surrendering player still had their temple in play, they do not give a 2nd rumor card to the winning player (the player that receives the kingdom).

The surrendering player must remove their army units from the board and replace them with army units from the winning player. If the winner does not have enough army units, they decides which units are going to be replaced. They can also remove army units already on the board to complete the replacement.



Invasion path selection: The player start invading using path 4 which is a road. They invades city E and then follow invasion to road adjacent city F. The second path can either be 3 or 5. The player chose to use path 5 to invade city I and then follow to city H.

For the third path, the invader still have two options, use path 3 or path 6. They decides to use path 6 which connect to port city H which has been previously attacked. So the first attack is ignored, since he already control this city, and then he can push to attack to another road adjacent city called G. The player ends with cities: EFGHI.

2 1



Invading Through Ports Example: A player use path A to invade city 1 and then continue invasion to city 2. Then the player use invasion path B which leads to city 2 which is already under his control. In that case he can skip this port and use a 2nd navigation route. So the player could invade further north to city 3, and continue invasion to city 4 or 5.



Invasion Blockers: Invasion path are marked with a green translucent arrow on the edge of the board. To block a path, the player can place a flag token either on the arrow, beside the city they invaded or outside the edge of the board.



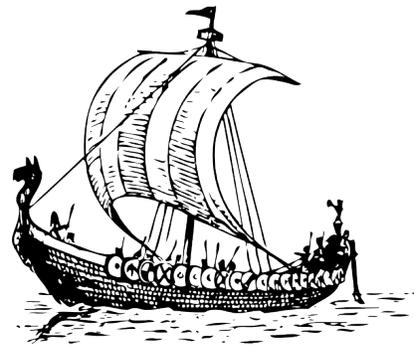
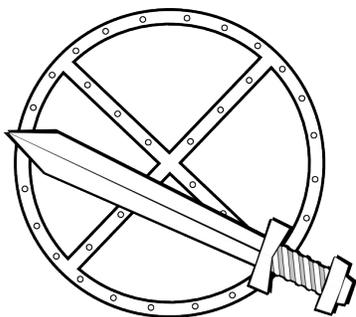
In certain situation, the 3rd invasion path a player could use is blocked by a temple that prevents a 3rd invasion. The player will not be able to invade from that path, but they can still place his invasion blocker token on it. If they conquers the temple during their turn, at least the path will be blocked from invasion until the next turn.

7.2.3 Select Invasion locations: At this step, the invading player should not have any more units on the board and all their 30 army units should be in their reserve. The invading player can now start to invade. They will first select a target city and then resolve the battle.

A city can be invaded from a path that connects a city to the edge the map. A path can be either a road or a navigation route. There should be a translucent invasion arrow over the path. If a port city has multiple navigation routes connected to the edge of the board, it can be invaded multiple times. The advantage to invade the same city twice is that they can continue their invasion afterwards into a different city (see 7.2.5).

If the invader attacks from a navigation route into a city they already control, from a previous invasion path, they have the option to use a 2nd navigation route to invade further inside the map.

When a player selects a city to invade, they places one of their flag token on the translucent invasion arrow over the path they are using. This is an invasion blocker. If the invasion path is already blocked by another players flag token, this path cannot be used. Cities which have a temple cannot be invaded.



7.2.4 Invasion Resolution: Once the target city has been selected, they roll 3 dice and remove a unit for each roll of 4+. Ignore all knowledge special abilities.

Then the invading player must discard 1 unit for each defending unit left in the city, this is their casualties. The discarded units will never be placed on the board during the invasion process. The defender removes their units and the invading player places 3 army units in the invaded city. If the invader does not have enough units, they discard all their leftover units and the defender lose the same amount of units in the targeted city.

If the invader attacks an empty city, there are no dice roll and no casualties. They simply place 3 army units in that city.

7.2.5 Continue invasion: After the attack, the player can decide to either select a new invasion target or continue to attack from the city they just invaded. They can select any city that is road adjacent to the city they just invaded. The combat resolution is the same as explained above.

When the 2nd attack is completed, the player can invade a new area and pass again through section 7.2.3 to 7.2.5. The invading player can only do 3 invasions, each invasion allows them to capture up to 2 cities each. An invader can conquer up to 6 cities during the whole invasion process.

The 2nd and 3rd invasion path used must be adjacent to one of the path previously used. This means for example that a player cannot invade first from the left side and then from the right side of the board. Player's invasion path will be grouped together. A player can re-invade their own city if 2 paths lead to the same port city. During the second invasion, the first attack is ignored because they are already occupying the place. Then the invader make their second attack to another road adjacent city.

7.2.6 End invasion: When the invader decides to stop, they spread all their army units left from their reserve into the cities that they controls. The casualties cannot be placed. Then the invader must place their temple on one of the city they controls. If all the cities are occupied by a building, they places their temple above an existing building. This building is inactive until the temple gets destroyed. The invader finally removes their flag from the invasion priority track and pass to the next player.

7.3 END OF TURN

When reaching the end of the invasion priority track, the turn is over. The first player card is given to the next player, in clockwise order, that is not an invader. If everybody else is an invader, the first player token does not move. The turn is over, start a new turn from the new first player.

8. OPTIONAL RULES

8.1 Hidden scoring: Some people prefer have a hidden score to prevent leader bashing. In this case exchange glory points on the track with glory point tokens that are placed in front of the player face down. Glory point tokens are in denomination of 5, 20 and 50. When a player has more than 5 point on the glory track, they exchange the points with tokens. It's easier to do the exchange at the end of the turn.

8.2 Shorter/longer Play: Game length can be adjusted by increasing or reducing the amount of trophies during the game setup. The idea is to give more or less than 3 trophies per player. This optional rule have some impacts on game play. Increasing the amount of trophies will make the buildings score more points than the usual, according to the average, since the game is going to last more turns. Each building will get scored more times.

Horned Helmets!?

According to historical sources, Vikings did not have horns on their helmets.

The goal of the helmet was to deflect blows. If there were horns, the blade would have stuck the horns making the head absorb the shock instead of deflecting the blow.



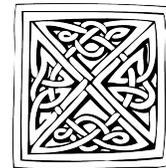
8.3 Larger/smaller map: The map can be created so that it will hold more or less than 6 cities per player. It could give players more or less space to breath. When placing 9 cities per player, I suggest that the invader can attack 3 cities per path during invasions.

Still, consider that if there are more cities per player, more points are going to be scored from cities making trophies less interesting. More cities would make each of them weaker which would make it easier to accumulate 6 victories to win a rumor trophy. So maybe increasing the number of victories will be required.

8.4 Reverse the first player movement: Players can move the first player card in counter clockwise order. It reduces the downtime of the first player for the next turn but could make the last player play twice in a row.

8.5 Reverse invasion priority order: This rule makes the stronger people invade first. The 1st invasion priority rule is applied normally, the 3 following rules are reversed. So the player with most cities, intimidation and last to play invades first.

8.6 Powered down temples: City with temples are no longer immune to intimidation, gods power and even invasions. But beware, that can create very nasty behavior since Loki can capture temples instantly and players with more intimidation will capture temple more easily which will create a run away leader syndrome. As for invasions, when attacking temples the player must sacrifice units twice.



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I. Viking - Board Games

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9. CREDITS AND THANKS

I, Eric Pietrocupo, am the only person behind the design of this game. I made the game, the graphics, the rules, etc. But there are still some people that have given comments and support that I would like to thank.

I would like to thank our small board game designer group of Montreal (Francois, Andrew and Raymond) who made good comment that improved the game and made it more interesting. I want to particularly thank Raymond again who read my rule book in the middle of the development and I also want to thank Pierre who read and corrected the rules for the revised edition.

Thanks the Board Game Designers Forums (www.bgdf.com) for any help or support they have given me. I cannot clearly name people in particular since the project has been active for many years and people have changed a lot with time.

There is a group of players (Phillipe, Rami, Tien Tri and Ian) who were the first non-designer that accepted to play and comment my game. There is also Beau Bailey(Badweasel) and Kai Bettzieche(Schattentanz) which are Board Game Geek users that accepted to assemble, play and review my game.

Finally, I would like to thank my girlfriend for improving the structure and flow of the rules, revising the french text, helping for the cover design and enduring all the time I spent in the kitchen with my computer working on this game.

I hope you liked the game. You can check for errata, variants and history of Fallen Kingdom on it's website. To keep in touch with everything else I do about board games, you can visit my board game designer's web site. If you have comments, questions, bug reports or variant suggestions, just email them.

Fallen Kingdoms's Website

bgd.lariennialibrary.com/games/fallen_kingdoms/index.php

Board Game Designer's Website

bgd.lariennialibrary.com

Email Address

[ericp\[at\]lariennialibrary.com](mailto:ericp[at]lariennialibrary.com)

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