

Catapult Kingdoms

The War for the Floor has Begun Once More!

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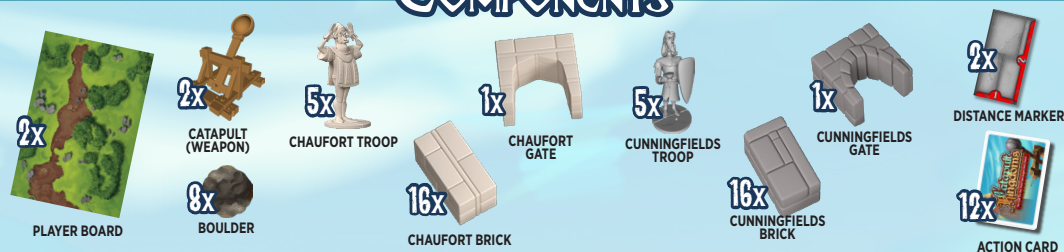
Game Objective

Knock down all your opponent's troops!

Build your castle to fortify your troops, then use your catapult to launch boulders at your opponent! When all troops of one family are knocked over, the battle is over. The winner must have at least one troop standing upright.



Components



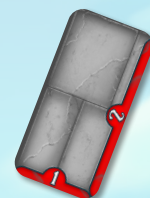
WARNING!

This is a game of construction/destruction of plastic bricks and figures, NOT your opponent, pets, or people who may foolishly pass through the field of battle. Please, play fair and be careful not to hurt each other or damage anything... other than your opponent's attempt at an impenetrable fortress!

CAUTION: Use only the boulders and elastic bands provided with the game. Never load anything other than the provided boulders into the catapults. Only use the elastic bands as indicated in the assembling section of this rulebook. Do not attempt to create additional tension by manipulating the elastic bands in any way.

Distance Marker

Several rules of the game require you to keep track of the distance between two objects. A distance of 1 is equal to the width of the distance marker, while a distance of 2 is equal to the length of the distance marker.



Game Setup

Starting with the youngest player, choose your family: Chaufort or Cunningfields. Each player takes their respective wall bricks (16), gate, troops (5), a player board, and sits at opposing sides of a table or, better yet, on the floor. Try to keep a distance of about 1.5 meters (5 feet) between players. Any rule that affects "Bricks", also applies to "Gates".

1

Place the player board in front of you and use the bricks to create your castle. While you are building your castle, the following BRICK PLACEMENT RULES apply:

You must use all your bricks to build your castle, and they must all be placed within the borders of your player board. You can place and stack the bricks in any way you see fit; however, they must lay flat on the player board (not tilted).

2

Each player now gets 1 weapon (catapult) and places it at the left or the right side of their player board. The front part of the weapon can be a maximum distance of 2 from the edges of the player board.

3

Each player gets 4 Boulders and 6 Action Cards (one of each type). Shuffle the cards and take 3 in your hand. Leave the rest face down next to your player board. During the Cleanup Phase, for every troop you lose, if there are still cards in your deck, you pick up the top card and add it to your hand.

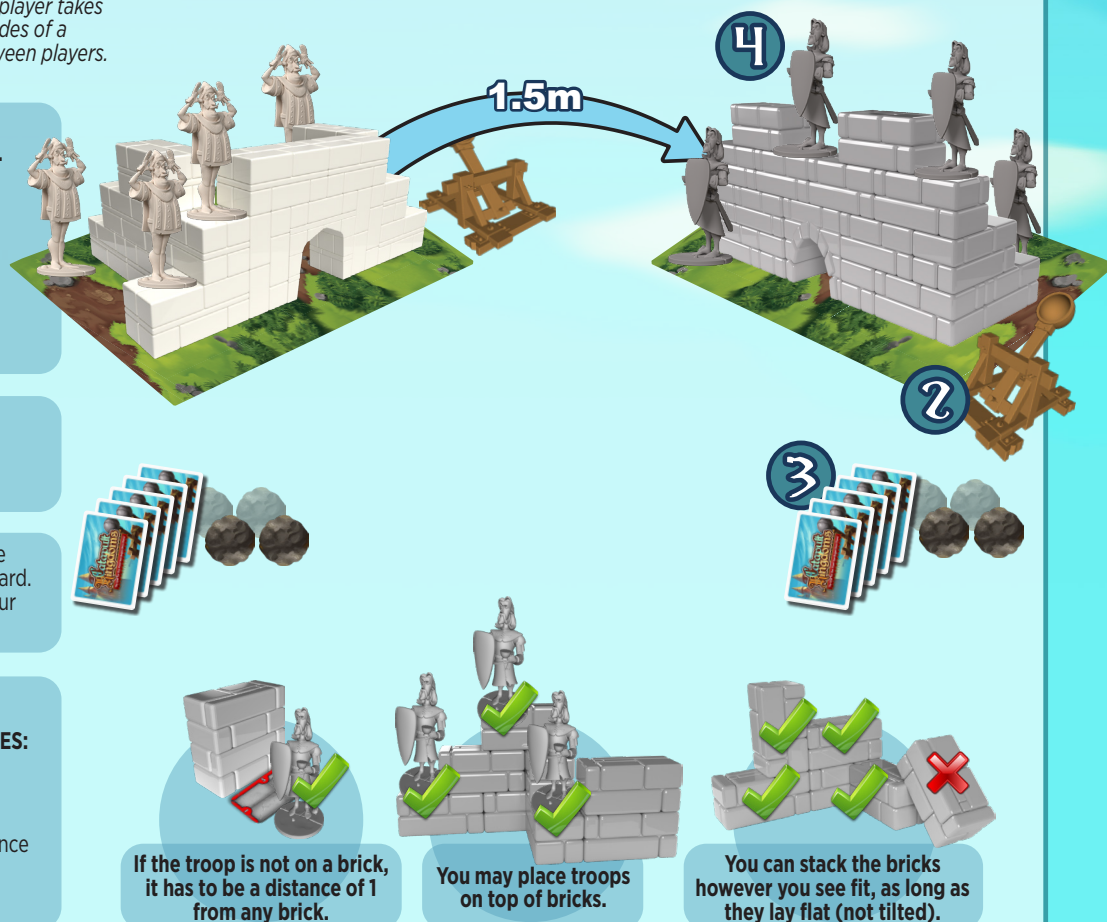
4

Finally, place your troops according to the following TROOP PLACEMENT RULES:

All troops must be placed within the bounds of your player board.

You may place troops on top of bricks or on the player board.

If you place a troop on the player board and not on a brick, it must keep a distance of at least 1 from any brick.



GAMEPLAY

Catapult Kingdoms is played in a series of rounds. Starting with the youngest player, every player gets one turn per round. When all players have had their turn, the round finishes. You keep playing, round after round, until there is only one player with troops on their player board. The player with the last troop standing is declared the absolute and definite winner of the game!

Each player's turn is divided into four phases: Tactics, Aim, Fire and Cleanup. Perform these phases in order, finishing each one before moving to the next. At the end of the Cleanup Phase, your turn is done.

1. TACTICS PHASE

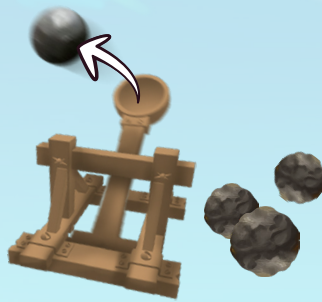
You may choose one of the Action Cards you have in your hand, reveal it, resolve its effect and unless otherwise stated, discard the card.

If you have no cards left (or simply you do not wish to play one this round), proceed to the next phase. Discarded cards go back in the box.



3. FIRE PHASE

Load one boulder into your catapult and fire it! If you are using the Rapid Fire Action Card, you can load a second boulder and fire it again (without changing the weapon's location).



2. AIM PHASE

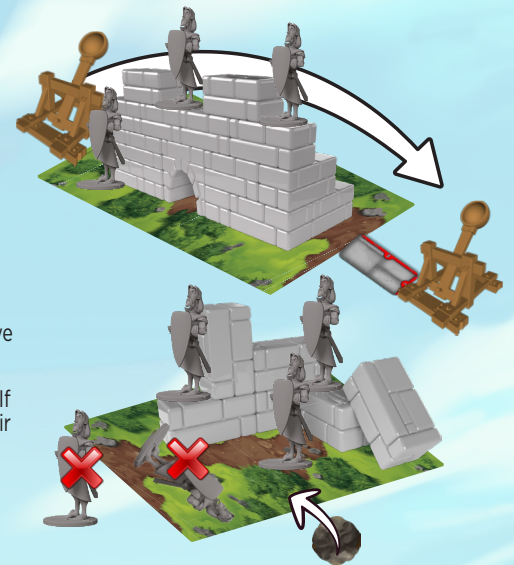
You may reposition and/or rotate your weapon to a valid location (keeping it at a maximum distance of 2 from your player board).

4. CLEANUP PHASE

If there are bricks or troops that have been completely pushed off the player board, remove them and place them back in the box. Also, remove any troops that have been knocked out (lay flat or tilted).

If a player has no troops standing, they lose the game! If not, the battle continues. For every troop removed, their owner picks a new Action Card from the top of their deck (if any exist) and add it to their hand.

Retrieve the boulders you used (you will be needing them again!).



ACTION CARDS REFERENCE



Rebuild: Move any three of your bricks. You can pick up any brick from your player board or from the box, and place it at a valid spot on your player board, respecting both the Brick and Troop Placement Rules. You are allowed to place the brick on top of other bricks, but you are not allowed to move/push/disturb troops or other bricks in any way.



Traitor: For this round only, you take control of your opponent's weapon and fire it instead of your own weapon. You may rotate it, but not move it. A very rare and powerful attack - use it wisely!



March: Move up to 3 of your troops that are in play (not from the box) to a new valid position following the Troop Placement Rules.



Thief: Your opponent holds up all of their Action Cards, with the card backs towards you. You then choose one of their cards and add it to your hand. You may use this card during any of your next turns.

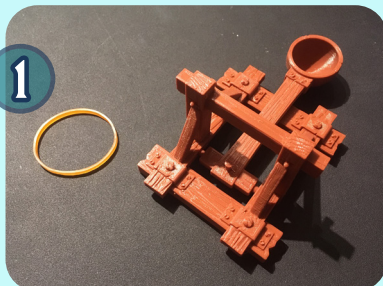


Rapid Shot: Fire your weapon twice this turn. You may not move the weapon to a different location between shots. You are only allowed to reload it with a new boulder and fire.

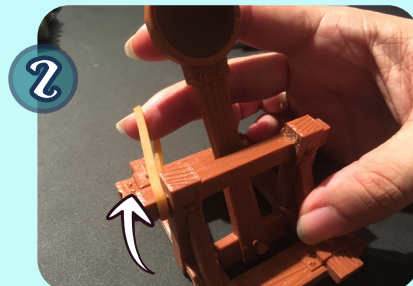


Twin Attack: Duplicate the effect of a card that has already been played by you or your opponent.

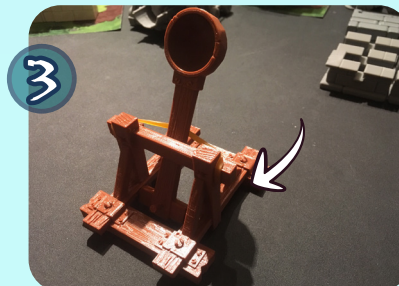
ASSEMBLING THE CATAPULT



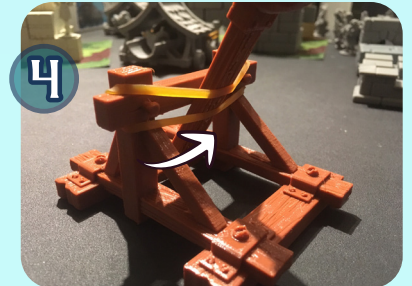
Place the catapult on a flat surface and take one elastic band from the box.



Place one side of the elastic band on the left side of the catapult.



Cross the elastic band behind the catapult and attach it on the other side.



If you need further instructions, watch the weapon assembly videos on www.vesuviusmedia.com/catapultkingdoms