REIGN ABSOLUTE

2-4+ Players · **15+ Minutes** · **13+ Age** · **EASY Difficulty**

— RULE BOOKLET —

OBJECT OF THE GAME

Locate and defeat all enemy **Liege** (♛) Units.

GAMEPLAY OVERVIEW

In order to defeat opponent ♛ Units you will have to utilise a combination of memory and bluffing, along with the unique **Units** and abilities of the **Race** you are playing.

The game starts with players alternately placing their chosen Race's Units to form a *grid-base* **Battlefield**.

Players will then take alternating **Turns** to perform an **Action** with *one* of their Units, before drawing from the **Reinforcement Deck**.

Card Types

There are two core types of cards in this game; firstly **Race Unit cards** which represent the individual troops of each Race,

RACE UNIT CARD

Unit Name

Race Icon

*Gameplay Icons

Unit Artwork

*Ability Description

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✊Combat Strength

*Unique Trait

* Not all cards will feature this attribute.

and **Reinforcement Cards** (⊞). There are two types of ⊞: **Combat Reinforcements** (⊞✕) & **Turn Reinforcements** (⊞⚡). The next card type of note is the over-size **Race Rule Cards**.

REINFORCEMENT CARD

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Quick View Icon

Description

🎲Random Number

Reinforcement Type:

| ⊞⚡ | **TURN REINFORCEMENT** |
| ⊞✕ | **COMBAT REINFORCEMENT** |

Even though these cards are not used directly during gameplay, they provide key rules and tips for playing with,

RACE RULES CARD

Race Icon
Race
Play-style **Quirks**
Difficulty:
 BASIC
 NOVICE
 MODERATE
 ADVANCED
 EXPERT

Quirk Tinting
RED Negative (−)
GREEN Positive (+)
PURPLE Complex (±)

Overview
Unique Rules
Unit Roster with **Quirks**

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Player Tips
Adversary Tips

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and against, the specific Race in question.

The game also includes several auxiliary cards, namely the over-size rules **Quick Reference** cards and the **Doom Guide** card. There are also the optional cards, namely the **Rule Variant** cards and the **Battlefield Spacers**. Rule Variant cards provide alternate gameplay options. Battlefield Spacers are provided as an aid for scenarios where gaps between Units might lead to ambiguous Battlefield grid determination.

SYMBOL KEY					
	= Reinforcement Card		= Setup		= Defence
	= Combat Reinforcement		= Discard		= Combat
	= Turn Reinforcement		= Liege		= Doom
	= Random number		= Strength		= Reveal
	= Played *faceup*		= Attack		= Setup

Key Concepts & Mechanics

◈ There is *no diagonal* utilisation in this game; **adjacent** refers to *only* top, bottom, left & right edges.

◈ There is no player *hand*, all cards are either **deployed** as or **resolved** within the current player's Turn, and cannot be saved for future Turns.

◈ All card effects and Unit abilities *must* be resolved, regardless if the outcome is already a foregone conclusion, i.e. you need to draw cards from abilities and even if the outcome is already known.

◆ Rules on cards and Race specific rules take *precedence* over the base rules.

◆ You can look at your own Units, and their 🃏, at any time. You cannot look at enemy Units or their 🃏; however, you can *count* the number of 🃏 under an enemy Unit.

◆ The Battlefield is as large as the surface you are playing on.

SETUP

Start with each player selecting a **Race**. The player now takes the Race's **Race Deck** and shuffles them *facedown*. Certain Races have specific **Setup (✿)** requirements; take note of any of these on Race Rule & Unit cards.

Shuffle *facedown* all 🃏 to form the **Reinforcement Deck**. The **1st Player** is randomly determined, by each player drawing a 🃏 and noting the **random number (🎲)** value on the *bottom right* of the 🃏. The player with the *highest* value becomes the 1st Player. **Discard (🗑)** these drawn cards *faceup* next to the Reinforcement Deck to form the **Reinforcement Discard pile**.

Players now alternatingly place a *single* Unit *facedown* in the play area to form a *grid-base* Battlefield; players may *look* at their Unit card before they place them in the play area, but they cannot *peak ahead* to the Units that will be placed in subsequent placement rounds.

The 1st Player's *first* Unit *must* be placed in the *middle* of the play area to start forming the Battlefield. The *first* Unit for the other players must be placed adjacent to an enemy Unit that is already on the Battlefield. All *subsequent* placements *must* be adjacent to a Unit from the player's own Race. If no valid position is available, the Unit may be placed adjacent to *any* placed Unit.

BATTLEFIELD SETUP EXAMPLE:
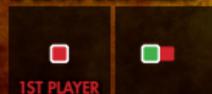
First Round **Second Round** **Third*** **Fourth***

1ST PLAYER

* Only showing combined Round placements.

After all Units are placed and any Race specific **post-Setup** tasks are resolved, then the 1st Player now takes a **Turn**.

Turn

Players take Turns proceeding in a *clockwise* direction. Each player's Turn is broken up into two **Phases**; the first is the **Action Phase** followed by the **Reinforcement Phase**.

Action Phase

The player may do ONE **Action**. The available Actions are:

MOVE **ATTACK** **DOOM**

Some Races have *additional* Actions available to them. A player *may* elect to take no Action and just proceed to the Reinforcement Phase.

Move Action

A **Move Action** is the movement of a *single* Unit, along with all 🔧❌ under it, to an *empty* adjacent space in the play area. Units *cannot* move diagonally. Units *cannot* move on top of friendly Units. The player does not have to reveal the front face of the Unit that is being moved, nor any of its 🔧❌. A Unit may move away from other Units; effectively creating a *gap* in the Battlefield.

Attack Action

The **Attack Action** is similar to a Move Action, with the difference being the Unit moves into an adjacent enemy occupied space resulting in **combat** (✖). A Unit *cannot* attack diagonally. The attacking Unit along with its 🔧❌ are placed *faceup* on top of the enemy Unit.

The defending player then **reveals** (🔄) the Unit that is being attacked, along with all of that Unit's 🔧❌.

Any Unit abilities are resolved at the appropriate stage of ✖ as described on the Unit's ability text. Unit abilities and

[Reinforcement card] may result in [Reinforcement card] being drawn from the Reinforcement Deck. Any [Reinforcement lightning] are ignored and [discarded] immediately. All [Reinforcement cards] are immediately resolved in the current [battle].

Any [Reinforcement] effects are resolved and each Unit's overall strength is determined by adding the Unit's base [strength] to any [Reinforcement] modifiers. The Unit with the lowest total [strength] is defeated. If the [strength] values are equal both Units are defeated. Defeated Units are [discarded] *faceup* to each player's **Unit Discard pile**. *All [Reinforcement]* from *all* Units involved in the [battle] are also [discarded]. [Reinforcement cards] are [discarded] to the Reinforcement Discard pile.

If the attacking Unit is victorious, it moves into the space that it was attacking. If the defending Unit is victorious, it remains in the space it was defending.

Doom Action

The **Doom (☠) Action** is a devastating final solution to wipe the remaining opponent Units from the Battlefield.

Basically all players, including the current player, must [discard] a Unit of their choice along with any [Reinforcement] under that Unit. The process begins with the player to the left of the player that

called 💀. Progressing clockwise, each player *must* 🗑 a Unit of *their* choice, along with all of that Unit's 🎴✖.

If the Unit 🗑 is the 👑, then that player is **eradicated** from the game, and the player who called 💀 immediately receives the bonus for eradicating another player (see **Victory** section).

Continuing *clockwise*, with each player 🗑 a Unit until it gets to the player who called 💀 who *must* also 🗑 a Unit like all other players.

If a player chooses the 💀 Action, then they *must* skip the Reinforcement Phase, i.e. a player that calls 💀 will *not* draw any 🎴 at the end of their Turn.

⚠️ It is critical that all players, particularly those new to the game, have a clear understanding of the 💀 mechanic. All new players should review the **Doom Guide** card.

DOOM EXAMPLE A (see Doom Guide card for more examples):

Player A has 3 Units and Player B has 2 Units. For their turn Player A does the 💀 Action. Player B must discard a Unit, leaving them with only 1 Unit; their 👑. Player A now discards a Unit, leaving them with 2 Units. For their turn Player B does an Attack Action. Their 👑 defeats a Unit of Player A. Both players now have 1 Unit each.

For their turn Player A does the 💀 Action again. This time Player B must discard their 👑 Unit, eradicating them from the game. Player A is victorious.

Reinforcement Phase

The player draws *one* 🎴 from the Reinforcement Deck. There are two types of 🎴; 🎴✖ (Combat Reinforcements) & 🎴⚡ (Turn Reinforcements).

If the Reinforcement Deck has been depleted, shuffle the Reinforcement Discard pile *facedown* to form a new Reinforcement Deck.

⚙✉ provide a benefit for Units during ⚔. *Immediately* after being drawn, ⚙✉ are placed *facedown* under a Unit to provide a bonus for that Unit. A Unit can have multiple ⚙✉ placed under it. They are not revealed to other players at the placement stage; only when that Unit is involved in ⚔.

⚙⚡ provide the player with a more immediate tactical advantage. ⚙⚡ are revealed and resolved immediately; they are not placed under Unit cards. ⚙⚡ may be ignored and 🗑; they cannot be stored for later use.

Once all drawn ⚙ are either resolved or deployed, the player's Turn ends and the next *clockwise* player starts their Turn.

VICTORY

A player wins when they have the only remaining 👑 Unit in play.

If a player's 👑 Unit is defeated in ⚔, or through a 💀 Action, that player is eradicated from the game.

If a player is eradicated, all of their Units are removed from the play area, and all their ⚙✉ are 🗑 to the Reinforcement Discard pile.

The player that eradicates another player from the game, even if through a defensive encounter, immediately takes a Unit of *their* choice from their Unit Discard pile and places it adjacent to one of their Units on the Battlefield.