

## STATES & SOVEREIGNS

You are the ruler of a great and powerful kingdom. Sounds glamorous, right? Think again. The peasants won't shut up about this "democracy" business, rival nations could be plotting your demise *right now*, and the royal pantry is fresh out of braised unicorn flank. But if you're careful and don't make too many mistakes, someday you could be the ruler of an even greater and more powerful kingdom, and then it'll all have been worth it. Maybe.

### **Attributes**

Your kingdom has three attributes: Resources, Military, and Harmony. It begins with a total of 9 points in those attributes, with a minimum of 1 in each. You may trade Resource and Military points either temporarily or permanently to other players, but Harmony cannot be traded. Ever. (How would that even work?)

While you may communicate with the rulers of other kingdoms at any time, taking almost any other action with some degree of uncertainty involved requires you to expend at least 1 point in the attribute most relevant to the task. You then roll a number of six-sided dice equal to the number of points expended, and succeed if the total die result is greater than or equal to the action's difficulty value. (The difficulty value for most actions with a reasonable chance of success is around 7; other actions may be more or less difficult.) Succeeding on a roll by 7 or more may result in a better or additional effect, while failing one by that amount may have some repercussions.

Actions that directly and negatively affect a specific kingdom other than your own are referred to as contested actions. Instead of rolling against a target number, you and the ruler of the affected kingdom roll against each other. Unlike you, the ruler of the affected kingdom need not expend the attribute points used on the roll. Previously expended attribute points still can't be used, however.

Running a kingdom is a slow process. Each in-game year is divided into four seasons, and you may take only one voluntary action that requires a roll each season. If you take an action at the same time as another player, randomly determine which one happens first. Expended attribute points become un-expended at the start of each year.

### **Resources**

Your kingdom's Resources represent the quantity of material goods your kingdom has access to. Two sample actions that use Resources are shown below. (Okay, Increase other Attribute isn't so much a sample action as the effect of a lot of actions that use Resources.)

It is possible to "deplete" resources, that is, expend them again when you have already expended them once this year. This does, however, cause you to lose the depleted resource permanently if you roll a 3 or lower on the die you gain from depleting it.

**Research:** This action's difficulty value is 7. If you succeed, you discover a new technology. If you succeed by 7 or more, you may discover a new technology that is somewhat anachronistic to the setting, as long as you can satisfactorily explain how it could be extrapolated from technology you already have (such as a steam engine if you have already discovered the benefits of boiling water).

Technology can provide a minor static effect, such as steel weapons giving a +1 bonus on all Military rolls, or a larger effect that requires a special building to make use of it, such as the ability to expend 3 resources on a hospital that saves the first 1 point of Military you would lose each year. If a kingdom attacking you (see Military, below) wins the military roll by 7 or more, it may destroy one of your buildings. Technology (but not buildings themselves) can be traded to other players, and you don't lose the technology when you trade it.

**Increase other Attribute:** This action's difficulty value is equal to 7 + the number of points in the attribute you wish to increase. If you succeed, you gain 1 more point in that attribute. Succeeding or failing by 7 or more may have various effects depending on how you go about increasing the attribute.

## Military

Your kingdom's Military represents the size of your army. Two sample actions that use Military are shown below. Other such actions might include espionage, theft, and security detail.

**Attack another Kingdom:** This is a contested action. If you succeed, the other kingdom permanently loses 1 Military and you take 1 of their un-expended Resources until the end of the year if they have any. If you succeed by 7 or more, you take their Resources permanently, and may destroy one of their buildings if they have any (see Resources, above). If the other kingdom succeeds, you lose 1 Military.

**Launch an Expedition:** This action's difficulty value is 7. If you succeed, you gain 1 Resource and add 1 to the difficulty value of all future expeditions by any kingdom, since you took all the good bits.

## HARMONY

Your kingdom's Harmony represents the extent of your subjects' devotion to you, as well as your connection to any religious and/or supernatural elements of the game world. At the start of each year, you *must* take a Harmony action to determine public support for your rule, then refer to the following chart.

Roll	Result	Effect
16 or above	Full Support	+1 die on all rolls this year
13 to 15	Support	+1 bonus on all rolls this year
9 to 12	Indifference	Nothing exceptional happens
6 to 8	Protest	-1 penalty on all rolls this year
3 to 5	Strike	-1 die on all rolls this year
1 to 2	Rebellion	-1 die on all rolls this year other than the following one, roll Military vs. 5 or lose 1 Loyalty
0	Coup	-1 die on all rolls this year other than the following one, roll Military vs. 10 or die

**Rule by Fear:** Instead of rolling to determine what happens, you may *force* your subjects to give you Full Support for the year, or *else*. This, however, automatically causes your kingdom to lose 1 Harmony.

Other actions that use Harmony might include developing and spreading a religion, contacting supernatural beings, or fomenting revolt in other kingdoms.

## CONFLICT RESOLUTION

Taking an action that hasn't been fully described here *should* be relatively simple: just figure out what you need to roll to accomplish the action and what happens if you do succeed at it. But occasionally some unreasonable fellow player might have the gall to oppose your action, claiming that it is "over-powered" or "doesn't make any sense." If you can't come to an agreement with this player, the recommended course of action is to seek out as neutral a third party as you can find and have them render their verdict. Failing that, go ahead with the action. If, against all odds, the other player is somehow turns out to be *right*, backpedal to the point just before you took the action and try something else this time.

## DEATH AND VICTORY

If at any time one of your kingdom's attributes is less than 0, your kingdom falls apart and you die in the ensuing chaos. You can also die in a coup (see Harmony, above). You win the game if you are the last player standing or if all other players agree that you are too powerful to ever be defeated.