

The following rules apply only to the mini-expansions (available from BlueFoxGames.com). Add one or more (or even all) of these expansions to the base game for extra fun. We recommend that you play the base game a few times before adding them.

In addition to their normal abilities, several cards have expanded abilities when you are playing with specific expansions (see NINJA, DRAGON, and KNIGHT).

LOCKED UP

Set up: Place the DUNGEON card in the center of the table. Shuffle the 7 GUARDS and 2 KEYS into the base deck.



GUARD

Anytime a rival attacks you with a COMMON card, you may play a GUARD to capture that **ATTACK** card (or an entire REVOLT) and put them into the community DUNGEON.

KEYS

Play the KEYS to **RESCUE** all of the cards in the DUNGEON, and put them in your own hand to use later.

NINJA EXPANDED

You may play a NINJA to **RESCUE** two prisoners (of your choice) from the DUNGEON. Rescued cards are put into your hand to use later, and the NINJA is discarded.



DRAGON'S LAIR

Set up: Place the HORDE card in the center of the table and place the two metallic gold gems on it. Shuffle the Dragon Deck and place it beside the HORDE.



DRAGON EXPANDED

Every time a DRAGON **2** attacks a kingdom successfully, he takes a third gem from the attacked kingdom to add to his HORDE.

KNIGHT EXPANDED

On your turn, you may play a KNIGHT to **EXPLORE** the LAIR (rather than attack a rival) if you choose.

To EXPLORE: Place your KNIGHT beside the LAIR. Another player shuffles the Dragon Deck and fans the cards out face down. Reveal one card at a time until either **1** you choose to stop, or **2** you pick a DRAGON. If you stop before a DRAGON is revealed, take one gem from the HORDE for each TREASURE card you picked. Discard your KNIGHT. If you reveal a DRAGON **1** before you stop exploring, you may not take any gems from the HORDE. Instead, you must surrender **one** of your own gems to the Dragon's HORDE. Discard your KNIGHT.

Note: Nothing can steal the gems from a KNIGHT'S successful explorations except for a HIGHWAYMAN.

Note 2: A SHIELD MAIDEN can only capture a KNIGHT before he has started exploring (drawing cards).



INVADERS

Set up: Shuffle the VIKINGS, BARBARIANS, SHIELD MAIDEN, and SUPPLY SHIPS into the base deck.

BARBARIAN, VIKING

Play a BARBARIAN **1** or VIKING **2** to **INVADE** (or attack) all unfortified rivals at the same time. Beginning with the first threatened rival to your left and continuing clockwise, each unfortified rival must either **1** give you the number of gems displayed on the invader's **STRENGTH** (**1** or **2**), or they may **2** reduce or cancel out the number of gems by responding with a **COMMON** card.



Example: You need 3 gems to win... You **INVADE** with your VIKING **2** who attacks all unfortified rivals for two gems. The first unfortified rival plays two PEASANTS so he doesn't have to give up any gems. The next rival doesn't have any **COMMON** cards to respond with and must give you two gems, leaving you one gem away from winning. The last threatened rival has only a PEASANT **1** and a KING **4**. If she plays a PEASANT, she must give you a gem and you would win the game. So, she plays her KING negating the attack and both the VIKING and KING are discarded.

SHIELD-MAIDEN ANYTIME

When a rival plays a DRAGON or KNIGHT, you may play your MAIDEN at **ANYTIME** (even when the battle doesn't involve you) to immediately capture the KNIGHT or tame the DRAGON, and put that card into your hand to use later. The MAIDEN is then discarded.



SUPPLY SHIP

Play a SUPPLY SHIP to draw three cards. Your turn is over.

