

Agincourt

The Battle of Agincourt

The Epic Finale to The Realm of Dragons

Objective of the Game

Conquer the most countries in Europe

Play until no Houses can move Or time runs out.

How to Play

1. Building the Castle

Each House will spin the wheel to determine where their castle is placed on the Map to start the game. The castle will be built by the student and in the color of their House.

2. Moving Your Army:

Each House gets one move each time they have a turn.

*In order to move, you need:

Soldiers: at least 5 soldiers

Knights: at least 3 knights

Black Knights: just 1 to move

Dragon: can go by himself (can carry troops as well)

Direwolf: can go by himself (can carry troops as well)

Wizard: held by house. Used when needed/wanted

Battering Ram/Trebuchet: With troops

Sword of Excalibur: With troops

Viking Ship: used to move your army across water

3. Conquering Land

Haunted by the Past: When you move into an open country, there will be a card upside down. The card will either be a question from our past worlds or a power-up. Turn the card over, do what it says and the country is yours. Get the question wrong, the card goes back upside down and you go back to where you started.

-“Hold” a country with at least 1 game piece (soldier, knight, black knight, direwolf)

-Place House Color Card on any country you hold

-House Color needs to go with any movement you do in the battle (Example: 3 Knights moving together must have your color with them so we know who that is. The “House Color” is a piece of construction paper.)

-If defending a country and an enemy House enters that country, a battle begins. Winning House gets the country, losing House loses all game pieces in the battle.

4. House Colors

Moonkai

Dragonstone

Sunspear

Valyria

Winterfell

5. Special Game Pieces

Wizard/Magic Potion: Need both for magic. Each vial of Magic Potion can only be used once.

Wizard/Magic Potion does NOT have to be with the movement in order to use it. Wizard/magic potion kept with House and used when they want. You keep your wizard.

Magic Potion gives you the following power:

-Two turns in a row

-Instant Answer in a battle

-Try again in Plop, Target Roll

-Protect a country without troops (If attacked, 3 Knights magically appear to defend)

-Transform game piece into the next highest level before a battle begins.

-Warp troops to aid in an attack before a battle (Example: If House has soldiers and a House with knights attacks, Magic potion will bring some Knights over to even the battle or bring Black Knights over to gain advantage. Groupings still the same.)

Force Field: Prevents an attack from any House unless that House as the Dragon. Forcefield used whenever you want, but can only be used one time.

Viking Ship: Allows you to move troops across water.

Direwolf: Can go two countries because of its mythical speed. It can carry troops with it. If Direwolf is defeated in battle, the winning House claims the Direwolf.

Dragon: Dragon can fly to any country. Dragon can fly solo or bring troops. If Dragon is defeated in battle, the winning House claims the Dragon.

*Breathe Fire: You can unleash the Fire Breathe of the Dragon by rolling a ONE before battle. Completely wipes out the enemy.

Sword of Excalibur: Automatically wins a battle against anything. Can not be defeated by anything. If both Houses present a Sword of Excalibur, then they cancel each other out and it's a battle based on troops. One time use by Sword of Excalibur card.

Trebuchet: Attack a house one country away.

Battering Ram: Allows you to attack a Castle

SpongeBob: If you defeat a House in battle, you absorb into your House whatever troops you defeated. (Example: you defeat 3 Black Knights during a battle. You get those 3 Black Knights into your army)

6. Battles.

When two Houses meet, a Battle will happen. Winning side conquers the country. Losing side loses game pieces in the battle. The battle depends on what each House has on their side for that battle:

Even Strength Battle: (both have soldiers, both have knights, both have black knights, etc. Number of troops does not matter. For example: 10 soldiers vs. 5 soldiers is an Even Strength Battle. Also, 10 soldiers vs. 3 knights is advantage to the House with the Knights)

***Even Strength Battle will spin the wheel to determine what type of battle is fought.

Even Strength Battles:

Plop

Target Roll

Uneven Strength Battle: (One side is more powerful than the other side based on game piece. NOT quantity. Questions are ask or Picture ID is used.)

Have Dragon:

vs. Soldiers 1 vs. 10

vs. Knights 1 vs. 5

vs. Black Knight 1 vs. 3

vs. Direwolf: 1 vs 2

Have Direwolf

vs. soldier 1 vs 10

vs. knights 1 vs 5

vs. Black Knights 1 vs 2

Soldiers (5 Questions) Vs **Knights** (3 Questions)

Soldiers (5 questions) Vs. **Black Knights** (1 Question)

Knights (3 questions) Vs. **Black Knights** (1 Question)

7. Attacking a Castle

Need a Battering Ram to attack a castle

Battle match-ups are the same

Taking Down a Castle: Winning House keeps the troops they just defeated

Undefended castle goes down without a battle

8. Moment of Peace (NOT in DSU ELED 360)

*At the beginning of the second day of Battle, each House will get to choose one “power up” from the board. This will allow each army to improve their strength for the final day. Also, gives each House a chance to get something they need.

Choices:

Battering Ram

Viking Ship

Knight Pack

1 Black Knight

Castle + Knight Pack

TurnCoat card (absorb defeated army into your own army. ie. get the troops into your army)

Magic Potion

Sword of Excalibur

Two Turns Card

Overview

The Epic Grand Finale of the Realm will be the Battle of Agincourt. This will happen in my classroom with all the desks/chairs removed. The floor will become our battleground. Details of the game play coming in the future. But for now, here's the Game at a Glance.

Throughout the Realm, you and your House members will be trying to earn RP, badges, and items to be used during the Battle of Agincourt. Your goal is to build your army to one that is powerful enough to defeat the other Houses in battle.

*The more powerful your army, the harder it will be for your enemies to defeat you.

*You will use your troops to advance through the Realm, looking for enemy troops to attack and defeat, adding land to your empire.

*However, don't move your entire army because that will leave your castle vulnerable.

*This game is based on luck, strategy, effort, planning and hard work.

*Game Pieces are earned throughout the Realm or purchased in the Realm Store.

*Each game piece has a different function/strength than the others. For Example, Black Knights are stronger than Knights, so the House with the Black Knights will have an advantage if the two sides meet in battle.

*"Battles" are when two Houses meet in the battle of Agincourt. A battle could be a variety of things: Questions, luck, athletic games, etc. These battles are your way of reaching Realm Domination and Ruling all of Hazerstros!

Game Pieces

Dragon: The winged beast flies through the Sky, as it's dark shadow descends on all who walk the earth. In a blink, it can swoop down, scorching the earth and all in its path. Raised in the fighting pits the Dark Forest, the Dragon is the most powerful game piece in the Realm. Though having a dragon does not guarantee victory, it makes it very difficult to get beat in battle.

Type: Object.

How You get it: Challenges throughout the Realm.

Direwolf: The mythical wolf of Hazerstros becomes a reality in the Realm of Dragons. A wolf of gigantic proportions, the Direwolf has amazing speed, strength, and the ability to see the future. Found as a pup in the Dark Forest, it was raised by the Green men and unleashed into the Realm. Tame the Direwolf and perhaps you can rule the Realm. Having the Direwolf in battle not only gives you a great advantage in fighting the enemy, but allows your troops to move faster.

Type: Object.

How you get it: Challenges throughout the Realm.

Wizard: As the Realm burns in Chaos, the Wizards are beginning to work their magic. Getting a Wizard on your side might be the difference between winning and losing. The Wizards have been trained by the legendary Maester Pycelle from the Seven Kingdoms. There's magic in the Realm with the Wizard game piece. The Wizard can transform your army into a formidable foe, but only if the Wizard has the Magic potion.

Type: Card.

How you get it: Level 9, various challenges throughout the Realm.

Required to use: Magic Potion

Magic Potion: The Magic potion is the secret ingredient for the Wizards magical power. It was brewed in the deepest, darkest of dungeons, ingredients were poured in that were only thought to exist in the legends of the past. Ingredients that know one knows, except the Wizard...

Type: Card.

How you get it: Purchase in the Realm Marketplace, various challenges

Excalibur: The most powerful sword to ever be made. The Sword of Excalibur is believed to have never lost a battle. Having Excalibur gives great advantage over a House without Excalibur. When King Arthur pulled Excalibur from that stone, he unleashed a powerful weapon for the Houses of Hazerstros.

Type: Card.

How you get it: Level 10, various challenges.

Black Knights: The most feared Knights in all the Realm. The Black Knights have been trained by the First Men of the Realm, providing unbelievable fighting ability and toughness. They roam the countryside, in the darkness, on their black horses. The only visible sign of them is their Red Eyes peering through their helmets as they thunder in the darkness towards battle. The Black Knights are believed to be just a myth, but in Hazerstros, the Black Knights live!

Type: Figurines.

How you get them: Buy them in the Realm Store, Challenges, Level 8, various challenges.

Knights: Experts in horseback riding and sword fighting. The Knights of the Realm are equipped to lead your house to battle on the fields of Agincourt.

Type: Figurines.

How you get it: Leveling up, challenges throughout, Buy them in the Realm store.

Soldiers: Though not trained as well as a Knight, the soldiers of the Realm have toughness and skill to win battles. However, if faced with an enemy force of Knights, it will take a miracle (or magic potion) to win.

Type: Figurines.

How you get them: Leveling up, challenges throughout, Buy them in the Realm Store.

Trebuchet: This weapon gives your House the ability to strike from a distance. Launch those boulders through the air and take out the enemy forces.

Type: Card

How you get it: Various challenges throughout, buy in Realm Market

Battering Ram: This weapon allows you to bust down even the most secure and strong door in all the Realm. The Battering Ram is required in order to attack a castle.

Type: Card.

How you get it: Buy in market, various challenges.

*Required to attack a Castle in Agincourt.