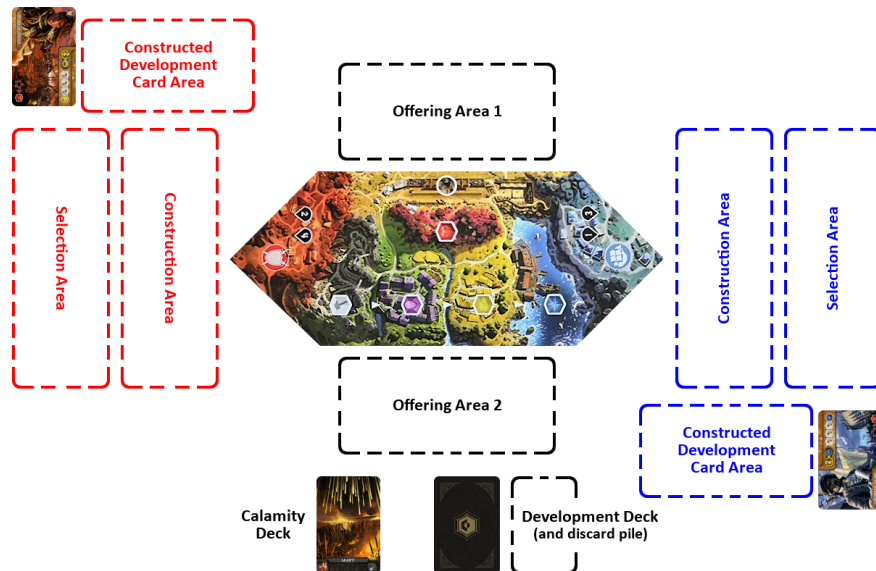


It's a Wonderful Kingdom

Objective: Players compete to gain the most victory points by constructing new developments and adding them to their Duchy.

Setup



1. Place the Production board in the middle of the table.
2. Place the Round-Tracker token () on the '1' space of the Production board.
3. Shuffle the Development cards and Treasure cards together to form the Development deck and then place it face-down on the table.
4. Place the 8 Calamity cards in a face-up stack next to the Development deck.
5. Place the Resource cubes ( ,  ,  ,  , & ) and Soldier tokens () on their respective spaces on the Production board.
6. Each player takes a Duchy card and sits on the side of the Production board that matches their Duchy's colour.
 - Both players must agree whether to both play the A side, or both play the B Side of their Duchy card; the A side is recommended for players that are new to the game.
7. Each player takes 2 Trap tokens () and places them near their Duchy card.
8. Each player must organise their play area as shown above.
9. Players must choose a module and apply any additional setup steps specified for the module; refer to the *Modules* appendix at the end of this cheat sheet for a list of the Modules included with the game.

End of Game

The game ends at the completion of the 4th round.

Each player adds up the Victory Points of their Duchy as follows:

- All remaining Krystallium () and Soldier tokens () that players have at the end of the game provide no additional Victory Points.

Gross Victory Points: Each player scores Victory Points for each card on their Duchy card that does not depend on other cards.



Combo Victory Points: Each player scores Victory Points for each card on their Duchy card that depends on other cards, and the number of the specified type.



Negative Victory Points: Each player subtracts Victory Points from any Calamity cards that they have on their Duchy card.



The player with the most Victory Points is the winner.

Tie-breaker: In the event of a tie, the player with the most cards in their Duchy wins the game; if players are still tied, the player with the most Soldier tokens () wins the game, and if players remain tied, the players share the win.

General Rules and Game Concepts

Running out of Resources (, , , , & ): The number of Resources is not limited to the number of physical components supplied with the game.

- If a colour of cubes runs out, players can replace cubes in their Alchemy area with those of another colour, wait until a player completes a card that is under construction, or replace cubes on cards with Krystallium cubes ().

Krystallium Cubes () and **Soldier Tokens** (): Each player keeps their Krystallium cubes and Soldier tokens on their Duchy card until they choose to use them.

Krystallium (): A player can use 1 Krystallium cube in place of any other Resource cube, or to fill a space that requires a Krystallium cube on a card that is under construction.

- A Krystallium cube cannot be used in place of a Soldier token ().
- Each player can keep their Krystallium cubes indefinitely, unlike other Resource cubes.

Transmuting Resource Cubes into Krystallium: Each time a player has 5 Resource cubes in the Alchemy area of their Duchy card, regardless of type(s), they immediately discard those cubes to the supply to gain 1 Krystallium cube.

Card Anatomies

Duchy Cards

Production: The Resources the card produces each round.

Victory Points: Victory Points the card provides at the end of the game.



Area for Constructed Development Cards: Once a player constructs a card they move it from their Construction area to the area above their Duchy card.

Alchemy Area: An area used to hold Resource cubes that the player produces but cannot use for construction.

- Each time a player has 5 Resource cubes in the Alchemy area of their Duchy card, regardless of type(s), they immediately discard those cubes to the supply to gain 1 Krystallium cube ().

Development Cards

Production: The Resources the card produces each round once the card has been constructed.

Victory Points: Victory Points the card provides at the end of the game.



Card Type: Indicates the type of card: Structure (), Specialist (), Monument (), or Discovery ().

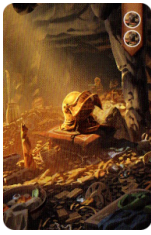
Construction Cost: The Resources required to construct the card.

Spaces that Require Krystallium Cubes () or Soldier Tokens (): Unlike other Resource cubes, Krystallium cubes and Soldier tokens can be filled at any time by placing the appropriate item on them.

Construction Bonus: A one-time bonus a player gains if they construct the card.

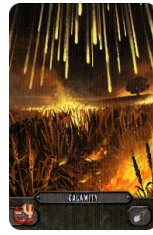
Recycling Bonus: A one-time bonus a player gains if they recycle (discard) the card.

- A player can recycle any card(s) they have under construction at any time to gain its recycling bonus; the player takes the indicated Resource cube and places it in the Alchemy area of their Duchy card.
- Any Resource cubes and Soldier tokens () that are on a card that is under construction are returned to their respective supplies on the Production board when it is recycled.



Treasure Cards: Treasure cards are special cards that a player must recycle during the Planning phase to gain the 2 depicted Resource cubes.

- Treasure cards cannot be slated for construction.



Calamity Cards: Calamity cards are special cards that must immediately be added to a player's Duchy card when they gain them.

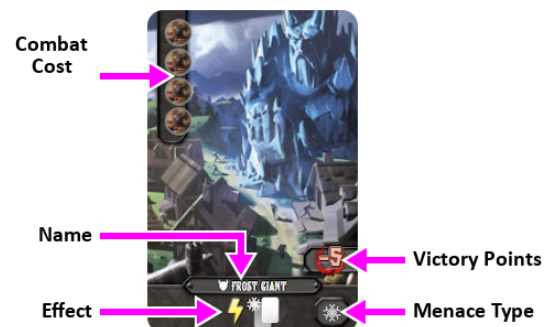
- Calamity cards cannot be slated for construction or recycled.
- Each Calamity card a player has is worth -4 Victory Points at the end of the game.

Menace Cards (Menace Module only)

Combat Cost: The number of Soldier tokens () a player must spend in order to vanquish the Menace card.

Menace Type: The Menace deck the card belongs to.

Effect: The effect of the Menace card while it is in a player's Construction area.



Victory Points: Victory Points a player will lose at the end of the game if they do not vanquish the Menace card.

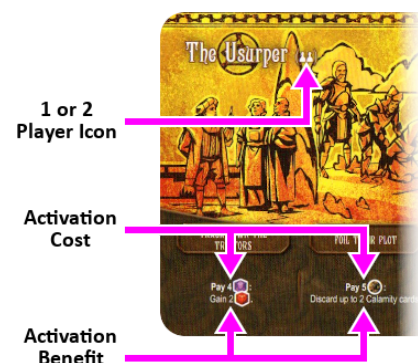
Advisor Cards (Advisors Module only)



Ability: The ability of the Advisor card when it is activated.

Selection Bonus: The bonus a player gains when they add the Advisor card to their Advisors area.

Quest Cards (Quest Module Only)



1 or 2 Player Icon: Denotes which side should be used for the number of players in the game.

Activation Cost: The cost a player must pay in order to complete the corresponding quest step.

Activation Benefit: The benefit a player gains when they complete the corresponding quest step.

Turn Order

- Players do not discard their cards that are under construction at the end of a round, nor any Resource cubes (, , , & ) or Soldier tokens () on those cards; players keep these from round to round.

Each round consists of the following 3 steps:

1. **Choice Phase:** Players alternate offering and selecting cards.

- The first player for each round is determined by the round number; the direction the Round-Tracker token () on the Round track points indicates which player is the first player for the current round.

At the start of each Choice Phase, the following steps are performed:

- Deal each player 7 face-down cards from the Development deck.
- Each player takes 1 Calamity card from the middle of the table, adds it to their hand and shuffles the 8 cards together so that their opponent does not know where the Calamity card is.
- Draw the top 2 cards from the Development deck and place one face-up card in each of the 2 Offering areas.
- Players retrieve any spent Trap tokens () so that each player has 2 Trap tokens.

Offering and Selection: The following steps are repeated until neither player has any cards remaining in their hand.

- The first player makes an Offering.
- The second player makes a Selection.
- The second player makes an Offering.
- The first player makes a Selection.

Trap Tokens (): When making an offering, a player can spend their Trap tokens to place cards face-down into an Offering area, instead of face-up.

- When a player is making an offering, they can spend 1 Trap token per card to place a card face-down; a player may spend both of their Trap tokens during the same offering.
- Each player has 2 Trap tokens available to spend use during each round.
- Neither player may look at face-down cards in the Offering areas, regardless of who placed them there.

Continued on the following page.

Offering: The player makes an offering by choosing 2 cards from their hand to place face-up in the Offering area(s) of their choice.

- When making an offering, a player may place both cards in the same Offering area or one card in each Offering area.
- Cards can be added to an Offering area that already has cards in it, even if the other Offering area is empty.
- There is no limit to the number of cards that can be in either Offering area.

Selection: The player chooses one of the Offering areas, collects all of the cards from that area, and then adds them to their Selection area.

- A player may select an empty Offering area to avoid taking any cards.
- If the player selects an Offering area with face-down cards in it, they place them in their Selection area face-down, without looking at them.
- Unselected cards are not discarded after a player makes their selection; unselected cards are left to accumulate.

At the end of the Choice Phase: Once both players do not have any cards in their hands and the first player has made their fourth selection, any remaining cards in the Offering areas are discarded.

- The final result of the Choice Phase may cause players to have a different number of cards in their respective Selection areas, this is OK.

2. **Planning Phase:** Both players flip any face-down cards in their respective Selection areas face-up and must make a choice for each card in their Selection area:

- Treasure cards must be recycled; they cannot be slated for construction.
- Players must add any Calamity cards to their Duchy, placing them so that they overlap any of their previous cards', ensuring the Production icons on those cards remain visible.
- The Planning Phase ends once both players have removed all of the cards from their Selection area by either recycling them or slating them for construction.

a) **Slate the Card for Construction:** The player places the card in their Construction area; the card is now considered under construction.

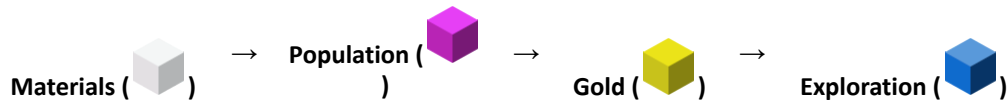
- There is no restriction on the number of cards a player may have under construction, and they may even construct multiple instances of a card with the same name.

b) **Recycle the Card:** The player discards the card and gains its Recycling Bonus.

- The player collects the indicated Resources from the Production board and for each cube, either places it onto a card that is under construction, or onto the Alchemy area of their Duchy card.
- If recycling a card allows a player to place the final Resource required to complete a card that is in their Construction area, the construction is immediately completed; the player places the completed card into their Duchy.

3. **Production Phase:** The Production Phase consists of 4 sequential production steps, one for each type of Resource in the order indicated on the Production board; during each production step, both players simultaneously produce the corresponding Resource:

- Once the Exploration () production step has been completed, the round ends and the Round-Tracker token () is advanced to the next space on the Round track of the Production board.



Production Step: For each production step, players perform the following steps in order:

- i) **Production:** Each player counts the number of Production icons on their Duchy card and the cards in their Constructed Development Card area that match the current production step.
 - Players never count Production icons on any cards in their Under Construction area.
 - Cards that have a Production icon that is linked to a certain Card Type ( ,  ,  , or ) produces 1 of the depicted Resource for each card of that type that a player has in their Duchy; if the card is of the specified type, it counts itself. If a player has no cards of the specified type, it produces 0 Resources.
- ii) **Supremacy Bonus:** Each player announces the total number of Resources they produce for the current step; the player that has produced more than their opponent earns the Supremacy bonus and performs the following:

If the player has any Soldier tokens () in their Training area: The player takes 1 Soldier token from their Training area.

If the player doesn't have any Soldier tokens in their Training area: The player takes 1 Soldier token from the Supply on the Production board and places it in their Training area.

- iii) **Construction:** Each player takes the number of Resource cubes they counted for the current production step and immediately distributes them among the Development cards in their Under Construction area and to the Alchemy area of their Duchy card.

- A player cannot move Resource cubes to a different card once they have been placed onto a card.
- A player cannot save Resource cubes for later use during the current or a later round, with the exception of Krystallium ().
- Any Resource cubes that a player places onto the Alchemy area of their Duchy card are no longer considered Resources; these cubes stay on their Duchy card from round to round until they are transmuted into Krystallium.

Completing Construction of a card: Once all of the spaces of an under construction card are filled, the construction is complete and the player does the following:

1. Returns all of the Resource cubes and Soldier tokens () to their respective supplies on the Production board.
2. Collects the card's Construction Bonus, if it has one. Any Krystallium or Soldier tokens gained are placed on the player's Duchy card.
 - In this case, Soldier tokens are taken directly from the supply on the Production board, not the player's Training area.
3. Adds the card to their Duchy, placing it so that it overlaps the previous cards', ensuring the Production icons on those cards remain visible.

- If the rules of a module conflict with the general rules of the game, the module rules always take precedence.

Quest Module

Difficulty: 1/5
Interaction: 1/5

The Quest module adds a Quest card to the game, offering each player the opportunity to complete the steps of a Quest. All Quest steps are optional except for the final step, which a player must complete in order to be eligible to win the game.

Setup Changes: Place one of the Quest card in the middle of the table with the 2-player side facing up, within reach of both players.

- Additionally, each player takes the 4 Completed Step tokens of their colour.

Gameplay Changes and Additions: All phases of the game play as per normal, except that additionally, players can complete quest steps.

- Players may complete the quest steps on the Quest card in any order, including the final step.
- A player can complete a quest step, regardless of whether or not their opponent has completed it; however, each player can only complete each quest step once.
- The final quest step is the rightmost step on the Quest card.

Completing a Quest Step: A player can complete a quest step at any time by paying its cost and immediately receiving the corresponding benefit; the cost of the step must be paid in full in order to complete it, it cannot be completed in parts.

- A player can use Resource cubes from their Alchemy area to pay for quest steps with a Resource cost.
- Once a player completes a quest step, they place one of their Completed Step tokens on the completed quest step to indicate that they have completed it.
- If both players simultaneously complete the final quest step, the first player for the round is considered to be the first player to complete it.

End of Game Changes: A player is only eligible to win the game if they have completed the final step of the quest.

- All other steps of the quest are optional and are not required to win the game.
- If neither player has completed the final step of the quest at the end of the game, both players lose the game.

Advisors Module

Difficulty: 2/5
Interaction: 2/5

The Advisors module adds Advisor cards to the game; each Advisor a player has offers them access to a unique ability.

- Each player adds a separate area to their play area for their Advisor cards; this is referred to as the Advisors area.
- Each Advisor card has an ability that their owner can activate by spending the specified number of Soldier tokens ().
- A player can activate their Advisors several times over the game in the specified phases, but each Advisor's ability can only be activated once per round.

Setup Changes: Perform the following steps:

1. Shuffle the 14 Advisor cards into a face-down deck.
2. Deal each player 2 cards from the Advisor deck; each player chooses one of the cards to place in their Advisor area and returns the other face-down to the box.
3. Remove the 10 Treasure cards from the Development deck, return them to the box, and then shuffle the remaining 10 Advisor cards into the Development deck.
4. Each player receives 2 Soldier tokens.

Gameplay Changes and Additions: The following additions and changes are made to gameplay:

- The ability of an Advisor card becomes active as soon a player places it in their Advisors area.
- Each Advisor card that enters a player's Advisors area immediately rewards them with a selection bonus of 1 Soldier token.

Choice Phase: Players can activate Advisors whose abilities apply to this phase.

- Advisor cards in a player's hand can be offered like any other card.
- When a player selects an Offering area with Advisor cards in it, they place all Advisor cards from it into their Advisors area.

Planning Phase: Players can activate Advisors whose abilities apply to this phase.

- If a player reveals an Advisor card that was face-down during the Planning Phase, they immediately add it to their Advisors area.
- Advisors cards can neither be constructed, nor recycled.

Production Phase: Players can activate Advisors whose abilities apply to this phase.

End of Game Changes: At the end of the game, players can activate Advisor cards whose abilities apply to the end of the game.

- Advisor cards are not worth any Victory Points at the end of the game.

Menace Module ()

Difficulty: 3/5
Interaction: 4/5

The Menace module has each player embody a Menace bearing down on the players' Duchies.

- The Menace module adds an additional phase that takes place after the Production Phase called the Combat Phase.
- If it is a player's first time playing with the Menace module, it is recommended one player plays the Frost Giants and the other plays the Giant Rats.

Setup Changes: Perform the following steps:

1. The 8 Calamity cards are removed from the game and returned to the box.
2. Each player chooses one of the available Menace decks and places it near them.
3. If additional setup steps are specified by a player's Menace deck, they perform these steps.

Gameplay Changes and Additions: The following additions and changes are made to gameplay:

Choice Phase: During the Choice Phase, instead of taking a Calamity card, each player takes a Menace card from their respective Menace deck to bring their hand-size up to 8 cards.

Planning Phase: If a player has taken any Menaces (either of their own and/or of their opponent's), they must apply the effects of those cards as completely as possible.

- All Menace effects take place during the Planning Phase, unless specified otherwise.
- If a player is in doubt about the order in which the effects of their Menaces should take place, they should always apply them in the order that is most unfavourable to them.
- Menaces can neither be constructed, nor recycled; they automatically go into the player's Construction area at the end of the Planning Phase.

Production Phase: The Production Phase plays normally with the exception of any effects caused by the Menaces in play.

Combat Phase: Players can vanquish the Menaces that are in their Construction area.

- To vanquish a Menace card, the player must spend the number of Soldier tokens () specified by the Combat cost on the card; the vanquished card is then returned to the box, unless specified otherwise, and its effects no longer apply.
- Menace cards can only be vanquished in the Combat Phase; any Menaces that a player does not vanquish will stay in effect until the next Combat Phase.

End of Game Changes: Each Menace card in a player's Construction area that they have not vanquished will cause them to lose Victory Points at the end of the game, as determined by the negative Victory Points listed on the unvanquished Menace's card(s).

Menace Decks

Frost Giants

Components: 4 Frost Giant cards

Complexity: 2/5

Effect on Planning Phase: If a player has a Frost Giant card in their Selection area, they must place it beneath a card in their Construction area; the Frost Giant card is to be splayed so that the Combat cost on the Frost Giant is visible.

- The card chosen can be a card that was newly slated for construction during the current round.
- Each Frost Giant card must go beneath a different card; if the player does not have enough cards under construction, they must slate a card from their Selection area for construction in order to have a card to place the Frost Giant card beneath.

Frost Giants: Each Frost Giant card freezes the card that is on top of it; construction of the card cannot be completed until the Frost Giant has been vanquished.

- A card that is frozen cannot be recycled.
- Resources can be added to a frozen card but the card cannot be moved to the player's Duchy card until they have vanquished the Frost Giant.
- To Vanquish a Frost Giant, a player must spend the required number of Soldier tokens () and complete construction of the card at the same time; if a player cannot both complete construction of the card and pay the Combat cost at the same time, the Frost Giant card stays in play.

Giant Rats

Components: 4 Giant Rat cards & 10 Vermin cards **Complexity:** 3/5

Setup: In addition to placing the Giant Rat cards by them, the play places the Vermin cards in a face-up stack in the middle of the table.

Effect on Planning Phase: If a player has a Giant Rat card in their Selection area, they move it to their Construction area and add 1 Vermin card to their Construction area for each Giant Rat card there, including the one just placed.

Shadows

Components: 4 Shadow cards

Complexity: 3/5

Effect on Planning Phase: If a player has any Shadow cards in their Selection area and/or Construction area, for each Shadow card they have, the player must discard 1 card of their choice from their Selection area, without receiving its recycling bonus, and then move all Shadow cards from their Selection area to their Construction area.

- The affected player's opponent adds 1 Resource cube to their Alchemy area for each card that the player was made to discard.
- If the affected player discards a Treasure card, their opponent instead gets to add 2 Resources to their Alchemy area, instead of 1.
- A player can only use resources gained in this manner to transmute it into Krystallium ().

Thieves

Components: 4 Thief cards & 4 Stolen tokens () **Complexity:** 3/5

Effect on Planning Phase: If a player has any Thief cards in their Selection area, they must take a Stolen token for each Thief card in their Selection area and cover one of the Resource icons in their Duchy that would normally produce, and then they move the Thief card to their Construction area.

- The 'stolen' Resource will not be produced during the Production Phase and as such, will not contribute towards the player's total for the Supremacy bonus for that Resource.
- When a Thief card is vanquished, the player gets to remove 1 Stolen token of their choice from their Duchy.