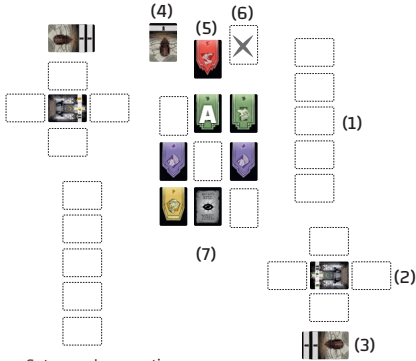


5 REALMS

GAME GOAL

Have more castles than your opponent when the Banner deck is empty or have 5 different Titans during the game.



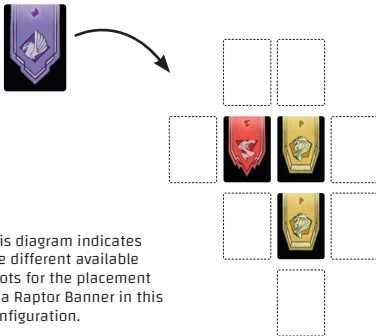
Game Setup and suggestion of placement during the game.

1

PLACEMENT RESTRICTIONS:

You may place the drawn card on an empty spot of Alkane, orthogonally adjacent to any Banner card already in play, respecting the 3 cards by 3 cards square size.

The square is said to be "floating"; this means it may evolve in the game area through placements and collections as long as its theoretical size is always respected (3 cards long by 3 cards wide).



This diagram indicates the different available spots for the placement of a Raptor Banner in this configuration.

4

GAME SETUP

- Shuffle the Banner cards and make a deck with the Banner side face up.
- Shuffle the Throne room cards, draw one and place it in front of you, in your game area.
- Make a deck with all the Castle cards and take 2 cards. Place them face up in your game area.
- Choose the first player randomly.
- Take the first 6 Banner cards, without revealing them and create a 3x3 square, depicting Alkane, starting with the spot marked with the letter A, then clockwise, leaving the diagonal empty as shown on the following diagram.

Your personal game area is made of:

- your area of influence (1),
- your Throne Room and your council (2),
- your Castle cards (3).

The common area consists of:

- the supply of Castle cards (4),
- the Banner deck (5),
- the discard pile (6),
- the Alkane square (7).

2

COLLECTION RESTRICTIONS:

- If you have placed your Banner card next to a card with the same Banner, you must collect the card you have just placed and all the cards of the same Banner that are connected, meaning orthogonally adjacent cards creating a continuous sequence.
 - If you have placed your Banner card next to one or several different Banner cards, choose one of these Banners and collect all the cards of this Banner from the whole Alkane square.
- Note: In this case, you do not collect the Banner card you have just placed.

Clarifications:

- If you have placed a Banner card next to a card of the same Banner and one of a different Banner, you must collect the cards from the same Banner making a continuous sequence orthogonally.



Placement of 1 Feline card that allows the collection of 5 Feline cards: the one placed this turn, and the ones orthogonally adjacent and connected together.



Placement of 1 Feline card adjacent to 1 Ursid card and 1 Raptor card with the collection of the Raptor cards.

5

TURN SEQUENCE

On your turn:

- Take the first card from the Banner deck, **without looking, nor revealing its character side**.
- Put it on one of the empty spots of the Alkane square, respecting the **placement restrictions** described after.
- Collect the card or cards following the collection rules.
- **RECRUIT** or **INFLUENCE**.
- **Complete the square** of cards if there are 1 or 0 cards left. Then, it is up to your opponent to play their turn.

END OF THE GAME

As soon as the Banner deck is empty, the game ends. The active player finishes their turn, then each player triggers their end-of-game effects. The player with the most castles wins the game.

PLEASE NOTE: it is forbidden to look at the character side of a card as long as you are not doing a RECRUIT action.

COMPLETE THE SQUARE OF CARDS:

Proceed exactly as the game setup for the creation of the Alkane square, by putting, if any, the remaining card on the spot marked with an A (cf. Game setup example).

3

RECRUIT:

Look at the CHARACTER side of the Banner card or cards you have just collected. Choose 1 Character and place it in your Council, next to one side of your Throne Room card and trigger the possible placement effects. You cannot recruit a Character you already have nor can you have more than 4 Characters. On the other hand, you may have as many different Titans as you want. They are not placed in your Council (cf. Titan cards rule). As soon as you recruit your 5th different Titan, you immediately win the game.

Clarifications:

- If, in the end, you do not want or cannot recruit 1 Character amongst all the revealed cards, discard your cards, with no effects.
- The effects do not apply retroactively. They are triggered when the requirements indicated on the card are met when it is in your Council.
- If you already have 4 Characters, you must discard 1 after you have chosen a new one.
- If a Character is destroyed or discarded, you do not lose the Castles you have earned thanks to its effect.



6

INFLUENCE:

- a. Place the Banner card or cards you have just collected in your personal area:
- by creating a column if these are the first cards collected from this Realm,
 - by adding them to the column matching the Realm if you already have some cards of that Realm.
- Therefore, you may have one column for each of the 5 Realms, at most.

- b. Trigger the effects of the Characters of your Council if the requirements are met, in any order you want, one after the other (cf. p. 9 to 12).



Placement of 3 Reptile Banners in the Reptile Column (that already has one): The Queen is triggered twice.

- c. Trigger the Throne Room effect if the requirement is met. This effect applies once per game: when you reach 3 influences in the matching Realm, earn .

7

WARRIOR

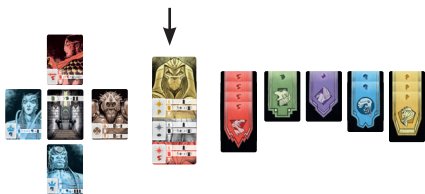
- THROUGHOUT THE GAME, when you influence the 4th Banner of the Realm of this Warrior: steal from your opponent or destroy an opposing Character or Titan.
- If destroyed, put it in the discard pile.

TITAN

- WHEN RECRUITED, earn .
- THROUGHOUT THE GAME, if you recruit a 5th different Titan: you immediately win the game .

Clarifications:

- You may have as many different Titans as you want. They are not placed in your Council.
- The Religious Order has 2 additional Titans.
- We advise you to place them in a column, as shown here, between your Throne Room and your influence area.



10

Specific rule for the Imperial Order Banner:

These Banners are special as they can be placed in any of the 5 Realms columns. These are, in a way, "Wild" influences for any of the 5 Realms.

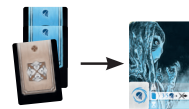
When an Imperial Order Banner is in the column of a said Realm, it is then considered as an influence of this Realm.

If you recruit several Imperial Order Banners in your turn, you may distribute them freely amongst your different influence columns.

You must place the Imperial Order Banner or Banners in columns of the Realms you already have: **you cannot create a new column with only Imperial Order Banners.**



Placement of 2 Imperial Order Banners in the Ursid Column: The Ursid Warrior is triggered.



Placement of 1 Imperial Order Banner in the Marine Column: The Marine Witch is triggered.

Specific rule for the Religious Order:

These cards can never be used to Influence. When they are collected, you must proceed to a RECRUIT action.

8



THE RELIGIOUS ORDER

4 CHARACTERS WITH 2 COPIES OF EACH



POPESS

- THROUGHOUT THE GAME, when you influence the 4th banner of any Realm: earn .



WARRIOR MONK

- WHEN RECRUITED, steal from your opponent or destroy an opposing Character or Titan. If destroyed, put it in the discard pile.
- AT THE END OF THE GAME, if you strictly have more Warriors and Warrior Monk, steal from your opponent.



GAÏA (TITAN)

- WHEN RECRUITED, earn .
- THROUGHOUT THE GAME, if you recruit a 5th different Titan: you immediately win the game .
- AT THE END OF THE GAME, if you strictly have more Titans, Gaia included, earn .



OURANOS (TITAN)

- WHEN RECRUITED, earn .
- THROUGHOUT THE GAME, if you recruit a 5th different Titan: you immediately win the game .

THE DIFFERENT CHARACTERS

5 CHARACTERS WITH 2 COPIES OF EACH PER REALM



KING

- AT THE END OF THE GAME, if you strictly have more influence in the Realm of this King: earn .



REINE

- THROUGHOUT THE GAME, when you influence the 3rd, 4th and 5th Banner of the Realm of this Queen: earn .

WITCH



- THROUGHOUT THE GAME, when you influence the 3rd and 5th Banner of the Realm of this Witch: look at all the cards in the discard pile, and pick 1 card that you may RECRUIT or INFLUENCE.

9



THE IMPERIAL ORDER

4 CHARACTERS WITH 2 COPIES OF EACH



COLONEL

- THROUGHOUT THE GAME, when you create 1 line of 5 influences: earn .
- AT THE END OF THE GAME, if you strictly have more lines of influence: earn .



GENERAL

- THROUGHOUT THE GAME, when you create 1 line of 5 influences: Immediately play a new turn.

CAPTAIN



- WHEN RECRUITED, earn by Realm for which you have strictly more influence.
- AT THE END OF THE GAME, earn by Realm for which you have strictly more influence.



MARSHAL

- AT THE END OF THE GAME, if you strictly have more Characters from the Imperial Order: earn .

12