Catapult Kingdoms

The War for the Floor has Begun Once More!

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Game Objective

Knock down all your opponent's troops!

As General, you will lead your army to victory... or to a devastating defeat. Build your castle to fortify your troops, then use your catapult to launch boulders at your enemy! When all troops of one army are knocked over, the battle is over. The winning army must have at least one troop standing upright.

Components



Warning!

This is a game of construction/destruction of plastic bricks and figures, NOT your opponent, pets, or people who may foolishly pass through the field of battle. Please, play fair and be careful not to hurt each other or damage anything... other than your opponent's attempt at an impenetrable fortress!

CAUTION: Use only the boulders and elastic bands provided with the game. Never load anything other than the provided boulders into the catapults. Only use the elastic bands as indicated on the instruction sheet. Do not attempt to create additional tension by manipulating the elastic bands in any way.

Definition of Distance

Several rules of the game require you to keep track of the distance between two objects. A distance of 1 is equal to the width of the distance marker, while a distance of 2 is equal to the length of the distance marker.



Game Setup

Starting with the youngest player, choose your army: Chaufort or Cunningfields. Each player takes their respective wall bricks (14) and troops (5), a player board, and sits at opposing sides of a table or, better yet, on the floor. Try to keep a distance of about 1.5 meters (5 feet) between players.



1. **Place the player board in front of you and use the wall bricks to create your castle. While you are building your castle the following brick placement rules apply:**
   - You must use all your bricks to build your castle, and they must all be placed within the borders of your player board.
   - Bricks must have a minimum distance of 1 from the edges of the player board.
   - You can place and stack the bricks in any way you see fit; however, they must lay flat on the player board (not tilted).

2. **Each player now gets 1 weapon (catapult) and places it at the left or the right side of their player board.** The front part of the weapon can be a maximum distance of 2 from the edges of the player board.

3. Each player gets **4 Rubber Boulders** and **5 Action Cards** (one of each type).

4. **Finally, place your troops according to the following troop placement rules:**
   - All troops must be placed within the bounds of your player board.
   - You may place troops on top of bricks or on the player board. If you place a troop on the player board, it must keep a distance of 1 from any brick.



If the troop is not on a brick, it has to be a distance of 1 from any brick

You may place troops on top of bricks

You can stack the bricks however you see fit. As long as they lay flat, not tilted

Gameplay

The game is played in a series of rounds. During a round, starting with the youngest player, everyone takes a turn. When all players have had their turn, the round finishes. You keep on playing round after round until there is only one player with troops on the table! The army with the last trooper standing is declared the absolute and definite winner of the game!

Each player's turn is divided into four phases: Tactics, Aim, Fire and Cleanup. You perform these phases in order, finishing each one before moving to the next.

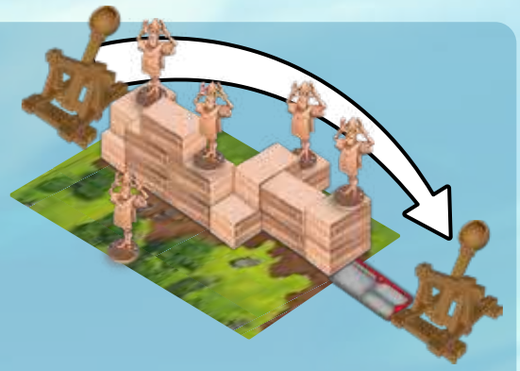
1. Tactics phase

You may choose one of the Action Cards you have in your hand, reveal it, resolve its effect and unless otherwise stated, discard the card. If you have no cards left (or simply you do not wish to play one this round), proceed to the next phase. Discarded cards go back in the box.



2. Aim phase

You may reposition your weapon to a valid location (either on the left or right of your player board, keeping it at a maximum distance of 2).



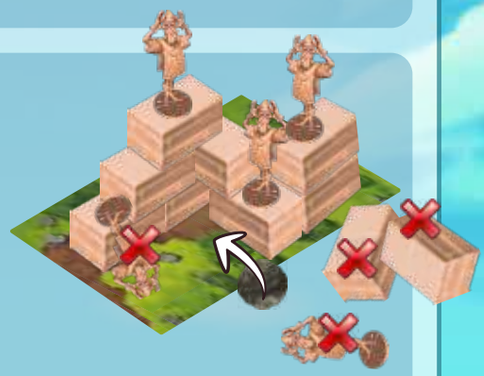
3. Fire phase

Choose your weapon, load one boulder and fire it! If you are using the Rapid Fire action card, you can load a second boulder and fire it again (without changing the weapon's location).



4. Cleanup phase

If there are bricks that do not lay flat or troops that have been knocked out (lay flat or tilted), remove them and place them back in the box. If there are troops that are too close to bricks, move them to a distance of 1. If a player has no troops standing, they lost the game! If not, the battle continues to a new round. Retrieve the boulders you used (you will be needing them again!).



Action Cards Reference



Rebuild: Move any three of your bricks. You can pick up any brick from your player board or from the box and place it at a valid spot on your player board. During these moves, you must respect both the brick and troop placement rules. You are allowed to place the brick on top of other bricks, but you are not allowed to move/push/disturb troops or other bricks in any way.



Traitor: You take control of one of your opponent's weapons and strike from behind enemy lines. A very rare and powerful attack - use it wisely!



March: Move up to 3 of your troops to a new valid position according to the troop placement rules.



Thief: Your opponent holds up all of their action cards, with the cards' back towards you. You then choose one of their cards and put it in your hand. You may use this card normally during any of your next turns' Tactics Phases.



Rapid Shot: Fire your weapon twice this turn. You may not move the weapon to a different location between shots. You are only allowed to reload it with a new boulder.