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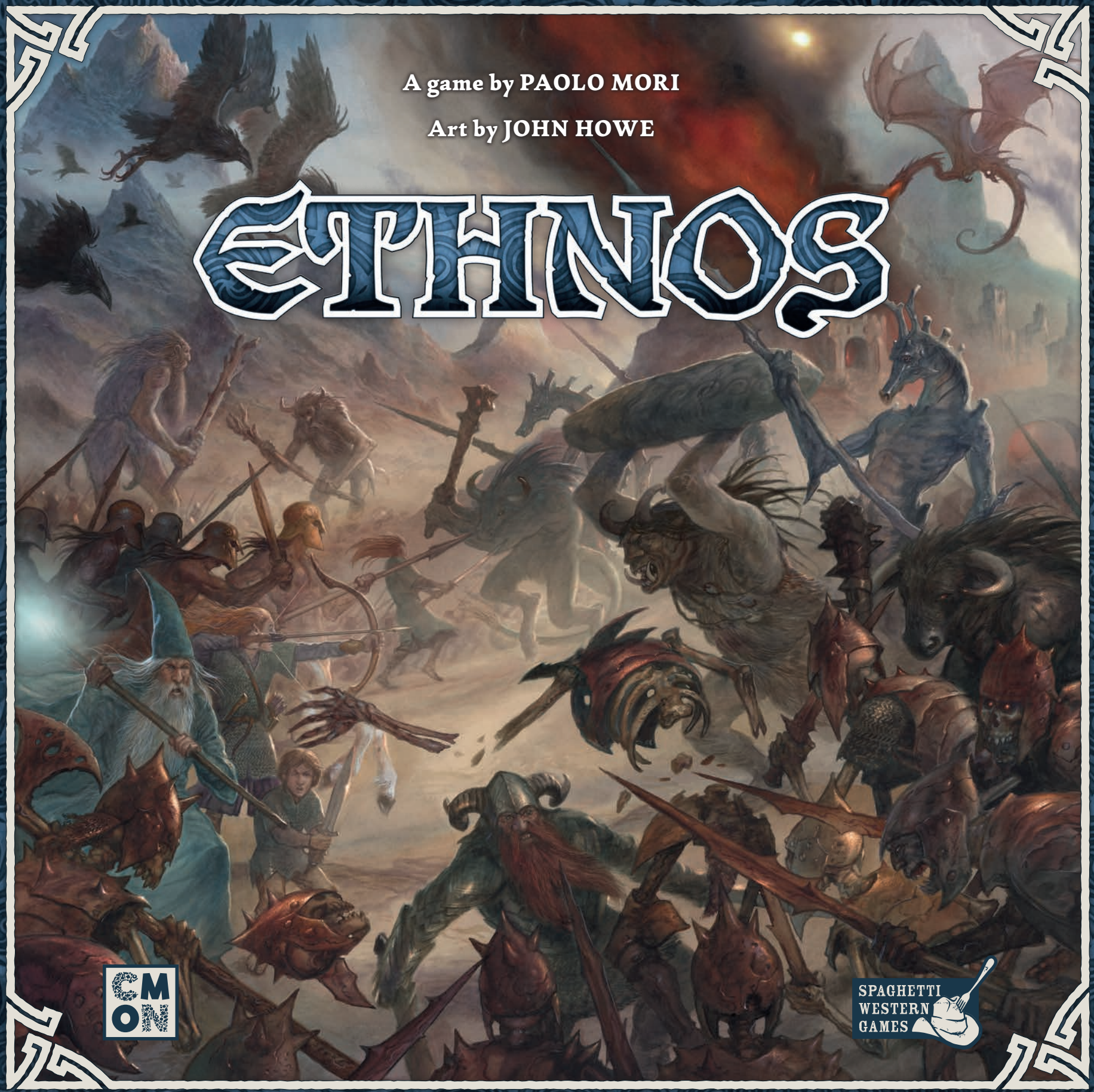
ETHNOS



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ETHNOS

In the faraway land of Ethnos, a new Age is dawning. The ashes of the old Age have left the Six Kingdoms empty and the twelve Tribes scattered to the winds. Now is the time for a clever leader to unite them into a powerful alliance, skillfully using the unique talents of each Tribe to control the Kingdoms.

Do you have the wit and the wisdom to become the next Lord of Ethnos and usher in a Golden Age?

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Game Overview

Two to six players will compete to become the next Lord of Ethnos. To do so, you must earn more Glory (victory points) than your rivals by controlling the Kingdoms on the game board and recruiting the most Allies. You will accomplish your goals by collecting scattered members of the 12 Tribes, represented in the game by cards, and playing them in Bands to gain control over the Kingdoms.

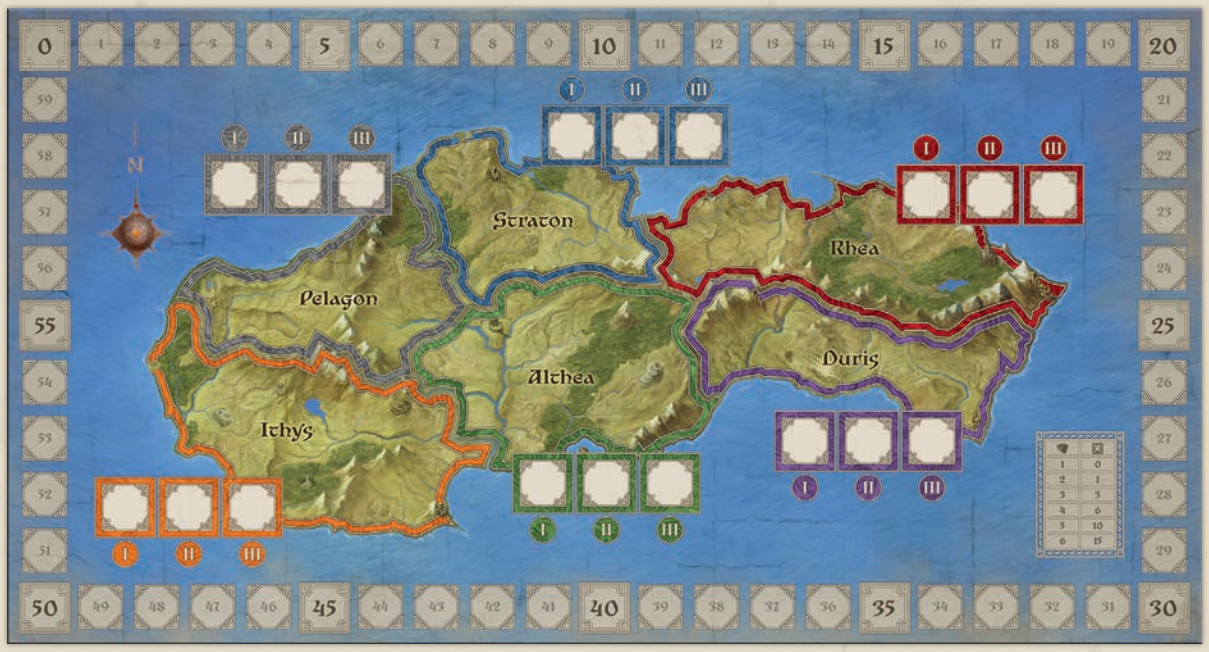
But be careful! Your Allies can be fickle. Any cards you do not use when you create a Band must be discarded, creating opportunities for your rivals.

You must also wisely choose who will be the Leader of each Band, as only Leaders can use their special abilities to aid you.

The player who can gather the most Glory over three Ages will be crowned Lord of Ethnos—and win the game!



Game Components



1 Main Game Board
depicting the land of Ethnos, divided into 6 Kingdoms



6 Orc Horde Boards



1 Double-Sided Merfolk Board



12 Setup Cards



18 Glory Tokens



1 Double-Sided Giant Token



12 Tribe Decks
—each with 12 cards, except the Halfling Tribe with 24 cards



3 Dragon Cards



156 Control Markers
—26 per player color



6 Troll Tokens

Initial Setup

"In the Age of Creation, the land was formed, much as you know it now. In those days, heroes strode the land like gods, giving first form, and then their own names to the Six Kingdoms..."

—The Chronicles of Ethnos

1. Place the game board in the middle of the table.
2. Shuffle the Glory tokens face down, and randomly place one face up in each Glory space on the game board (three tokens per Kingdom). Then, within each Kingdom, arrange the three tokens in ascending order, with the lowest token in the "I" space and the highest in the "III" space.



3. Each player chooses a color and takes the matching Control markers. Place one of your markers on the "0" space of the Glory Track (on the outer edge of the game board). This is your Scoring marker.
4. Shuffle all the Setup cards and turn over **six** of them. These cards determine which six Tribes will be used in the game. Take the Tribe decks for those six Tribes and shuffle them together: this forms the Allies Deck. All unused Tribe decks and all of the Setup cards can be returned to the box—they will not be used this game.



5. Depending on which Tribes are in the game, you may need to set up some additional pieces:
   a. If the **Merfolk** are in play, place the Merfolk board next to the main game board with the side matching the number of players in the game face up. Each player places one of their Control markers on the "0" space of the Merfolk board.
   b. If the **Trolls** are in play, place all six Troll tokens next to the main game board.
   c. If the **Giants** are in play, place the Giant token next to the main game board with the side matching the number of players face up.
   d. If the **Orcs** are in play, give each player one Orc Horde board.

Now you are ready for the First Age to begin!

Playing the Game

Ethnos is played over three "Ages." In each Age, you will try to collect Bands of Allies that will help you control the Kingdoms of Ethnos. At the end of each Age, you will earn Glory for the Kingdoms you control and the Bands of Allies you have gathered.

2 or 3-Player Games: *If you are playing a two or three-player game, you will only play through two Ages. See "Playing with 2 or 3 Players" on page 11.*



Beginning a New Age

"As the mountains are built, stone upon stone, so are the Ages built, day upon day.

—Mahaidu, Archivist of the Tribe of Minotaurs

Follow these steps to begin each Age:

1. Each player draws **one card** from the Allies Deck and adds it to their hand.
2. Turn over a number of cards from the Allies Deck equal to twice the number of players in the game and place them in a row face up next to the main game board (2 players = 4 cards / 3 players = 6 cards / 4 players = 8 cards / 5 players = 10 cards / 6 players = 12 cards).
3. Split the rest of the Allies Deck into two roughly equal halves. Shuffle the three Dragon cards into one half, then place it *underneath* the other half to recreate the Allies Deck, so the Dragon cards are all in the bottom half of the deck.

For the First Age, choose one player randomly to be the first player. In the Second and Third Age, the player with the least Glory (on the Glory Track) will be the first player. If there is a tie, the tied player closest to the player who drew the third Dragon card in the previous Age (starting from that player and going clockwise) is the first player.





Playing Through an Age

"Let the wind guide you as you pass through the lands of the Six Kingdoms, and all shall know you by your wisdom."

—Leth'lorilai, Great Seer of the Tribe of Wingfolk

During each Age, players take turns, starting with the first player and going to the left.

When it is your turn, you *must* choose **one** of these options:

- **Recruit one Ally**

or

- **Play a Band of Allies**

RECRUITING ALLIES

"Come. Join our brotherhood. And by my axe and by Hralvin's hammer, we shall forge the Six Kingdoms anew."

—Orildan, Thane of the Tribe of Dwarves

When you recruit an Ally, draw **one card** and add it to your hand. You can draw any of the face up Ally cards on the table, or you can draw the top card from the Allies Deck.

If you draw one of the face up cards, *do not* replace it with a new one from the deck.

Hand Limit: If you already have 10 Ally cards in your hand, you **cannot** choose this action on your turn. You must Play a Band of Allies instead.

Playing Hint: *In order to get the most out of your Allies, you need to collect groups that are from the same color or from the same Tribe.*

Example: Roderick *has his eye on the Kingdom of Duris, so he needs at least one purple Ally. He already has a couple of Dwarves in his hand, so he takes the face up purple Dwarf card. Soon, Duris will be his!*



Alexis *is the next to go. She can see that* ***Roderick*** *is plotting to take over Duris, and she really wants to compete with him there, but none of the face up cards are going to help her. She draws the top card from the Allies deck instead. Will it help her? The other players don't know...*



Dragon Cards

"Flee! The Dragon has come! Fire! Fear! Death!"
—Hemdien, Watchkeeper of the Tribe of Giants

If you draw a Dragon card from the Allies Deck, you must reveal it immediately. Set the Dragon card beside the main game board where all players can see it. Then, **draw another card from the deck**.



The first two Dragon cards have no effect on play, but when the third Dragon is drawn, the Age immediately comes to an end! See "The End of an Age" on page 9. Keep the third Dragon card next to the player who drew it, in order to help determine the next Age's First Player in case of a tie for least Glory.

PLAYING A BAND OF ALLIES

"Raid! Pillage! Burn! And raid some more!"
—Gleck, Hordekeeper of the Tribe of Orcs

A Band of Allies is a group of cards that you play together from your hand. A Band can include anywhere from 1 to 10 cards. **All** of the cards in a Band must belong to the same Tribe (i.e., have the same name and art) *or* to the same Kingdom (i.e., have the same color).



When you play a Band of Allies, you must follow these steps:

1. Lay down the cards you want to include in the Band in front of you—remember that they must all be the same color or Tribe.
2. Choose **one** card in the Band to be the Leader and place it on the top of the Band.
3. If your Band is large enough, place **one** of your Control markers on the Kingdom that matches the color of your Leader card. You can only place a Control marker if there are currently *fewer* Control markers of your color in that Kingdom than the number of cards in the Band you just played (for example, you only need 1 card to place your first marker in a Kingdom, 2 cards to place your second marker there, and so on).
4. You may use the ability on your Leader's card (abilities on the other cards have no effect, except for the Skeleton). Each Tribe has its own unique ability.
5. If you have *any* cards left in your hand after playing your Band, you **must** discard **all** of them, face up, next to the main game board. These cards will be available for any player to pick up when they choose to Recruit an Ally on their turn.

Leave your Band of Allies together in front of you, with the leader card on top, so all players can see how many cards are in the Band. All the Bands of Allies you play remain there until the end of the Age.

X = Band of Allies Size

Some Tribe abilities refer to "X". This means the total number of cards in that Leader's Band of Allies.

Playing Hint: *Keep in mind that you can play Bands larger than what is necessary to place a Control marker, with the intention of gaining more Glory, keeping cards away from your opponents, or triggering certain Tribes' abilities. You can also play a Band smaller than necessary, without placing a Control marker, just to gain some Glory for that Band of Allies.*

Example 1: Roderick *is ready to make his move. He plays all 3 of his Dwarf cards, making sure that the purple one is on top—that's the Leader of his new Band. Since the Leader of the Band is purple,* ***Roderick*** *can place a Control marker in Duris if the Band is big enough. Since he currently has 2 Control markers there, a Band of 3 Allies is big enough for him to place his third marker. Now he's in control of Duris! But will he keep it?* ***Roderick*** *then discards all of the cards still in his hand, placing them with the other face-up cards next to the board.*



Example 2: Alexis *would like to add a Control marker to Duris. However, her purple Band of Allies has only 2 cards, and she already has 2 markers in Duris. She opts instead to add one of her markers to Rhea and gain the majority there. Normally, she would not be allowed to add a marker to the red Kingdom when playing a purple Leader. However, since the Leader of her Band is a Wingfolk, she can use its ability that allows the marker to be placed in any Kingdom!* ***Alexis*** *then discards the other cards from her hand.*



The End of an Age

"I know not what form the next Age will take. All I know is that this Age will end in darkness and in fire."

—Bredelaird, Arch-Cantor of the Tribe of Trolls

Players continue taking turns recruiting Allies and playing Bands until the third Dragon card is revealed.

When the third Dragon is drawn, the current Age ends *immediately*. At this point, the following happens:

ALLIES SCATTER

All players must discard all of the cards left in their hands.

GLORY FOR THE KINGDOMS

Now it's time to see who earns the Glory from the six Kingdoms. Go through all six Kingdoms, scoring them independently:

• At the end of the First Age, the player with the most Control markers in a Kingdom earns Glory equal to the value on the *lowest* Glory token in that Kingdom (in the "I" space). Move your Scoring marker up on the Glory Track.

• At the end of the Second Age, the player with the most Control markers in a Kingdom earns Glory equal to the value of the *middle* Glory token in that Kingdom (in the "II" space). The player with the second most Control markers earns Glory equal to the *lowest* Glory token there (in the "I" space).

• At the end of the Third Age, the player with the most Control markers in a Kingdom earns Glory equal to the value of the *highest* Glory token in that Kingdom (in the "III" space). The player with the second most earns Glory equal to the *middle* token (in the "II" space), and the third place player earns Glory from the *lowest* Glory token in that Kingdom (in the "I" space).

If there is a tie for the most Control markers in a Kingdom, the Glory awards for the tied players are combined together and then divided equally between them (rounded down).

Example: *It's now the end of the Second Age. Despite her best efforts,* ***Alexis*** *has been unable to overcome* ***Roderick's*** *lead. He earns 4 Glory (the value of the token in the "II" space) while* ***Alexis*** *only earns 2 Glory (the value of the token in the "I" space). Poor* ***Wilfred*** *, with the third most Control markers, gets nothing.*

If ***Alexis*** *had managed to get one more Control marker here, she would have tied with* ***Roderick*** *and they would have split the Glory. They would each receive 3 Glory: 4 + 2 = 6, divided by two.* ***Wilfred*** *would still be third and get nothing.*



The Tribes' Influence

Some of the Tribes have abilities that come into play during the resolution of the End of an Age. Pay special attention to the Tribes of Ethnos chapter (page 12) at this point if you have the Dwarves, Giants, Merfolk, Orcs, Skeletons, or Trolls in play.





GLORY FOR THE BAND OF ALLIES

Finally, every player scores Glory for *each* of the Bands they control. The size of each Band determines the amount of Glory awarded:

Number of Cards in the Band	Glory awarded
1	0
2	1
3	3
4	6
5	10
6 or more	15



Example: Roderick *has managed to play 3 Bands of Allies during the last Age. He scores 1 Glory for the Band with 2 green cards, 3 Glory for the Band with 3 Dwarves, and 6 Glory for the Band of 4 red cards: a total of 10 Glory.*



A New Age Dawns

"What a lovely day. What a lovely way to start a new Age!"

—Plodis, Chief Provisioner of the Tribe of Halflings

Once all of the players have earned their Glory, all players must discard *all* of their Bands of Allies.

If you just finished the First or Second Age, the next Age begins: Set aside the three Dragon cards for a moment and reshuffle **all** of the Ally cards together again to form a new Allies Deck. Then, follow the steps for **Beginning a New Age** (see page 5).

All Control markers on the main game board, the Merfolk board, and the players' Orc Horde boards, if any, remain for the next Age. All Troll and Giant tokens must be returned to the side of the main game board.

If you just finished the Third and final Age, the game is over.

The End of the Game

"The End! The End is nigh!"

—Mierdel, Astromancer of the Tribe of Wizards

After the Third Age is complete, the game ends, and the player who has the most Glory is the winner! In case of a tie, the winner is the tied player with the most Control markers on the board. If a tie persists, victory goes to the largest Band of Allies played in the last Age, then second largest, and so on.

Playing with 2 or 3 Players

When playing a game with two or three players, there are only two Ages. All of the normal rules are used, except for these changes:

SETTING UP THE GAME

• Before mixing the Glory tokens, remove the tokens marked with a "4+" and return them to the box. Then, shuffle the rest of the tokens and place **two** in each Kingdom.

• Turn over only **five** of the Setup cards (instead of six). There will only be five Tribes in the game.

• If the Tribe of Merfolk or the Tribe of Giants are in the game, use the 2-3 player side of the matching board or token.

SPECIAL SCORING FOR 2-PLAYER GAMES

At the end of the First Age, the player with the most Control markers in each Kingdom earns Glory equal to the *lowest* Glory token in that Kingdom, as normal.

At the end of the Second Age, the player with the most Control markers in a Kingdom earns Glory equal to the *highest* token there. Unlike the normal game, the player with the second-most Control markers *does not* earn any Glory for that Kingdom. However, if **only one player** has Control markers in a Kingdom at the end of the Second Age, that player earns Glory equal to the value of **both** Glory tokens in that Kingdom! You'll have to consider spending resources in every Kingdom, even if there is no chance of winning control there!

In a 3-player game, the Kingdoms are scored normally at the end of both Ages.

PLAYING A BAND OF ALLIES FOR 2-PLAYER GAMES

In order to place your Control marker in a Kingdom, you need to play a Band with more cards than the total number of Control markers in the Kingdom.

Example: *if there are 2 of your markers, and 1 of your opponent, to add a marker you need to play a Band with at least 4 cards.*

The tribes of Ethnos

Each of the 12 Tribes has its own unique ability. Use their abilities wisely and you will soon be the new Lord of Ethnos! Remember that only the Leader of a Band of Allies is allowed to use its ability.

TRIBE OF CENTAURS



Always swift on their hooves, the Tribe of Centaurs is a group of proud warriors that roam the land far and wide. Many enemies have fallen prey to their well-coordinated surprise attacks. By the time they can hear their thundering gallop, it's usually too late.

If you make a Centaur the Leader of a Band of Allies, **and** you are able to place a Control marker on a Kingdom for that Band, you may *immediately* play another Band of Allies from your hand—before you discard the rest of your cards—possibly placing another Control marker and using the second Band's Leader ability.

***For example**, if you play a Band of 2 Allies with a blue Centaur Leader, and this allows you to add a Control marker to Straton, you can then play another Band of Allies with a red Orc Leader, adding a Control marker to Rhea and using its ability to add another marker on the red space of your Orc Horde Board.*

TRIBE OF DWARVES



Deep in their mountain fastnesses, the Tribe of Dwarves prizes from the earth treasures and precious things that are the wonder of the Six Kingdoms. For an entire Age, they will count and gather their riches, for great wealth is its own form of glory.

During the scoring at the end of the Age, any Band of Allies that has a Dwarf Leader awards Glory as if it had *one more* card in it.

***For example**, if you have a Band of 4 cards with a Dwarf Leader, that Band is worth 10 Glory at the end of the Age, as if it had 5 cards in it.*

TRIBE OF ELVES

The Elves of the Six Kingdoms have always lived in harmony with the land, learning to ride the rhythms of nature, and never wasting anything of value when it can be conserved for use in the future.

If you choose an Elf to lead a Band of Allies, you may keep a number of cards in your hand equal to the number of cards in the Band you just played, instead of discarding them face up on the table.

***For example**, if you have 7 cards in your hand and you play a Band of 3 Allies with an Elf Leader, you can keep 3 of your remaining 4 cards and only discard a single card.*



TRIBE OF GIANTS



It is no doubt obvious that among the Tribe of Giants, size really does matter. Giants continue to grow throughout their lives, and no one has ever been able to prove that there is a limit to their size. Which is fortunate, as this is how the Tribe of Giants chooses their king: the largest Giant rules.

If your Band of Allies has a Giant for a Leader, check to see if you now have the *largest* Band with a Giant Leader. If you do, you *immediately* gain 2 Glory on the Glory Track *and* you take the Giant token and place it on your new Band. Another player can take the Giant token away from you only if they play a *larger* Band with a Giant Leader. Even the same player may move the Giant token from one of his Bands to a larger one, gaining another 2 Glory. At the end of the Age, you gain extra Glory if you still hold the Giant token, the value depending on which Age has ended (as indicated on the token). Then the Giant token returns to the side of the board to be used in the next Age.

***For Example**, if you play a Band of 3 Allies with a Giant Leader, and that is the largest Giant-led Band this Age, you can take the Giant token to mark that Band and gain 2 Glory. Later on, another player can play a Band of 4 Allies with a Giant Leader and take the Giant token away from you for their own Band, earning 2 Glory as well.*

If you hold the Giant token at the end of the First Age, you earn 2 Glory before returning the token to the side of the game board.

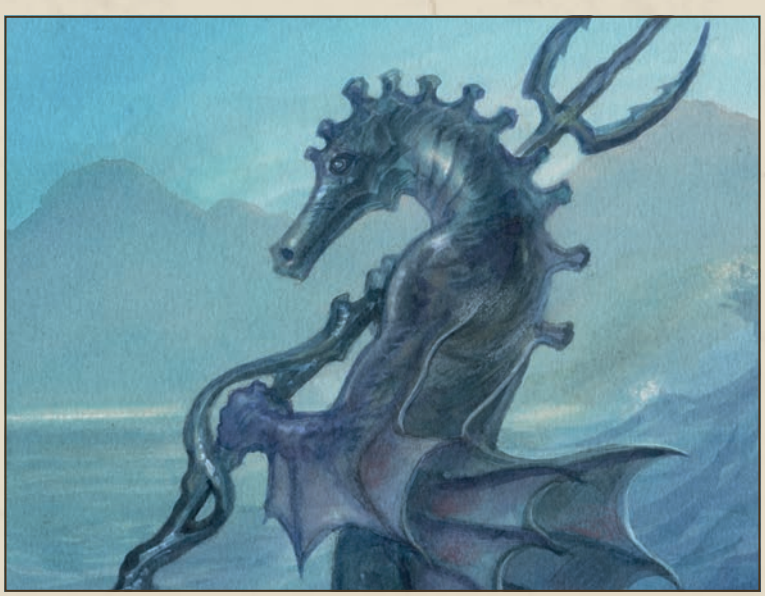
TRIBE OF HALFLINGS



The humble folk that make up the Tribe of Halflings hardly conjure up an image of boldness. No warrior would follow these tiny farmers and merchants, so they are never seen in positions of leadership. Yet, many a would-be ruler has been surprised to look around and find them everywhere.

If you choose a Halfling as the Leader of a Band of Allies, you do not get to place any Control markers on the board, regardless of the size of your Band. However, the Tribe of Halflings is twice the size of any other Tribe, making it easier to create larger Bands, which are worth more Glory at the end of the Age.

TRIBE OF MERFOLK



If anyone can say what lies beyond the borders of the Six Kingdoms, across the waves that surround the land, it is the Merfolk. Always, they are searching for new discoveries. Those who befriend this inquisitive Tribe are often delighted to discover that their friends have brought them some trinket from a far-off place—something no one has ever seen before.

When you use a Merfolk as the Leader of a Band of Allies, in addition to placing a Control marker (if you can), move your marker on the Merfolk board up a number of spaces equal to the number of cards in the Band you just played. If you reach or pass a space with a marker symbol, you may *also* place another one of your Control markers on *any* Kingdom, regardless of the size of your Band.

At the end of each Age, the highest-ranking players on the Merfolk board earn Glory as if it were its own Kingdom. The Merfolk board is never reset, so if a player reaches the last space, their marker can no longer be moved.

***For Example**, if you play a Band of 3 Allies with a green Merfolk Leader, you can place a Control marker in Althea (if you had 2 or fewer markers there already), and move your Control marker up 3 spaces on the Merfolk board. If your token lands on the "3" space, which has a marker symbol, you can then place a second Control marker on **any** Kingdom (not just Althea), even a Kingdom where you already have 3 or more tokens.*

If your marker on the Merfolk board is the highest at the end of the First Age, you gain 1 Glory.

TRIBE OF MINOTAURS

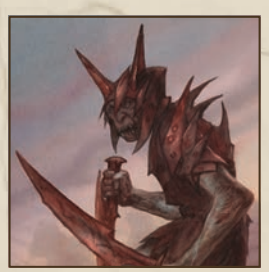


Though their visage is bestial and their reputation cruel, the Minotaurs of the Six Kingdoms are mighty at war and productive in peacetime. Their herd-like instincts enable them to work together, accomplishing much more than their numbers would suggest.

If you choose a Minotaur to be the Leader of a Band of Allies, you need one less card than normal to place your Control marker in the matching Kingdom.

For example, *if you have 3 Control markers in Rhea, you can add a fourth marker there by playing a Band with a red Minotaur Leader consisting of just 3 cards.*

TRIBE OF ORCS



The most migratory of Tribes, it is against the nature of Orcs to remain in one place for long. On the one hand, it teaches them to dispose of all unnecessary possessions. After all, who wants to carry furniture you're never going to use? On the other hand, it does breed a certain kind of jealousy, and when a horde of Orcs grows big enough, they find it hard not to "liberate" some pretty things…

If you choose an Orc as the Leader of a Band of Allies, you may place one of your Control markers on your Orc Horde board in the space that matches the color of your Orc Leader (in addition to any Control marker you may be able to place in a Kingdom). You can only have **one** Control marker in each space on your Orc Horde board.

At the end of the Age, you **may** empty your Orc Horde to have them go pillaging. If you do, you score Glory based on the number of Control markers you removed, as shown on your Orc Horde board. **Or** you can leave your markers there to try to score higher in a later Age.

For example*, if you play a Band of Allies with an orange Orc Leader, you can place a Control marker in Ithys (if your Band is large enough) and a second marker on the orange space of your Orc Horde board.*

If you have a total of 3 markers on your Orc Horde board at the end of any Age, you can remove them to earn 6 Glory.

TRIBE OF SKELETONS

The biggest mystery that surrounds the Tribe of Skeletons is where, exactly, they come from. No one has ever admitted to animating the remains of the dead. And yet, these creatures will happily follow anyone that gives them a direction. Sadly, despite their loyalty and devotion, without powerful magic, Skeletons cannot remain intact, and the chaos surrounding the end of an Age always disrupts their animation.



Unlike other Tribes, Skeletons can **never** be the Leader of a Band of Allies. But Skeletons are treated as a "wild card": you can add them to any Band regardless of their color or Tribe. They count towards the ability of the Leader of their Band and for achieving the necessary card number to place your Control marker on a Kingdom, as normal.

However, Skeletons are brittle and can survive only through powerful magic. As a result, at the end of every Age, *all* Skeletons, wherever they are, must be discarded *before* awarding Glory for the Bands of Allies.

For example*, if you have a Band of 5 Allies that includes 2 Skeletons, at the end of the Age those Skeletons are discarded, and you only score Glory for the 3 cards left behind.*

TRIBE OF TROLLS



The Tribe of Trolls is widely feared and respected, mostly due to their habit of tearing those who disagree with them to pieces. The most heated disputes tend to get resolved without much contention when one of the parties involved has a horde of angry Trolls at their side.

When the Leader of your Band of Allies is a Troll, you may take any one unclaimed Troll token with a value up to the number of cards in the Band you just played. Troll tokens have no value in themselves, but they are used to break ties for control of the Kingdoms at the end of the Age. The tied player with the highest total value of Troll tokens wins the tie. If still tied, the higher numbered Troll token wins the tie. At the end of each Age, all Troll tokens are placed back next to the main game board for the next Age.

***For example**, if you play a Band of 4 Allies with a Troll Leader, in addition to possibly placing a Control marker on a Kingdom, you can take any available Troll token with a value of 4 or less. If you are tied for control of a Kingdom at the end of the Age, and the total added value of your Troll tokens is higher than the other player's, you win the higher Glory for that Kingdom.*

TRIBE OF WINGFOLK



From their mountain aeries, the noble Wingfolk soar across the Six Kingdoms, always watchful for threats to their homes. In times of strife, this knowledge serves them well: they always know the weaknesses of their enemies.

If your Band of Allies is led by a Wingfolk Leader, you may place your Control marker in *any* Kingdom on the game board (your Band must still be large enough to play a marker in your chosen Kingdom), ignoring the color of your Leader card.

***For example**, if you play a Band of 3 Allies with a purple Leader, you would normally only be able to place a Control marker in Duris. But if that Leader is a Wingfolk, you can place your Control marker in any Kingdom where you have 2 or fewer Control markers.*

TRIBE OF WIZARDS



None can say from whence the Wizards came, only that these secretive arcanists have walked the Six Kingdoms since the Age of Creation and that they know many secrets that they do not share. When the time is right, though, a secret whispered in the right ear can recruit more allies than the most bombastic speech.

If a Wizard leads your Band of Allies, *after* you discard any other cards in your hand, you may draw a number of cards from the Allies Deck equal to the number of cards in the Band you just played. You *cannot* draw these cards from the face up cards on the table.

***For example**, if you have 4 cards in your hand and you play a Band of 2 Allies with a Wizard Leader, after you discard your 2 leftover cards, you can draw 2 new cards from the Allies Deck.*

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THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

Rules Summary

INITIAL SETUP:

• Randomly place Glory tokens in ascending order in each Kingdom (remove 4+ tokens in 2-3 player games).
• Randomly pick 6 Tribes for the game and shuffle the Allies Deck (5 Tribes in 2-3 players game).

BEGINNING A NEW AGE:

• Each player draws 1 Ally card.
• Place a number of face-up Ally cards next to the board equal to twice the number of players.
• Shuffle the 3 Dragon cards into the bottom half of the Allies Deck.
• Determine First Player. Random on First Age. Player with the least Glory on Second and Third Age (tiebreaker: player closest to the 3rd Dragon card drawn).

PLAYING THROUGH AN AGE:

Players take turns in clockwise order. On their turn, players do one of these:

• Recruit One Ally

1. Draw an Ally card either from the face-up cards, or from the Allies Deck (max hand size: 10 cards).
2. If a Dragon card is drawn, place it face up next to the board and drawn another card.

OR

• Play a Band of Allies

1. Lay down a group of 1 to 10 Ally cards in front of you, either of the same color, or of the same Tribe.
2. Choose one of those cards to be the Leader, placing it on top of the Band.
3. If the Kingdom matching the color of that Leader has fewer Control markers of your color than the number of cards in this Band, you may add one of your Control markers to that Kingdom.
4. Only the ability described on the Leader card may be used.
5. Any cards left in your hand must be discarded face up next to the board for players to recruit on their turn.

END OF AN AGE

When the third Dragon card is drawn, the Age immediately ends. Players with the most Control markers in each Kingdom earn Glory.

• First Age: Player with most Control markers earns the Glory indicated in the "I" space of the Kingdom.
• Second Age: Most Control markers earns the "II" space. Second most earns the "I" space (in a 2-player game, the second player gets no Glory, and the first gets both "I" and "II" if there are no opposing Control markers in the Kingdom).
•Third Age: Most Control markers earns the "III" space. Second most earns the "II" space, and third most earns the "I" space.
• If there is a tie, players add together the Glory rewards and divide it equally (rounded down).

Players earn Glory for each Band of Allies they played, according to their size (as indicated on the corner of the board).

Discard all Ally cards, both from players' hands and from played Bands. Shuffle them into a new deck.

END OF THE GAME

The game ends after the Third Age is played (in a 2-3 player game, it ends after the Second Age).
The player with the most Glory is the winner!

