

Free Print-and-Play

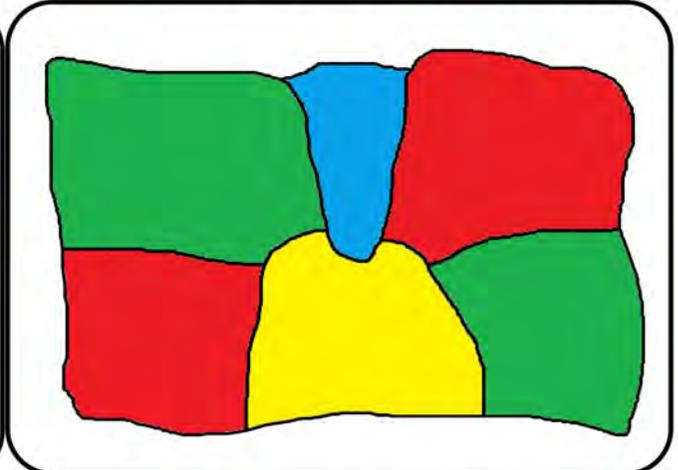


A 4X Microgame by Scott Almes
2-4 Players • 30-60 Min.

In addition to the rules,
you will need the
following components:

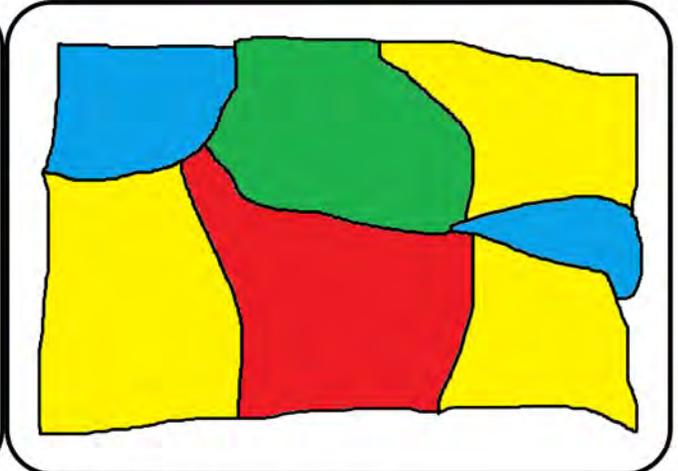
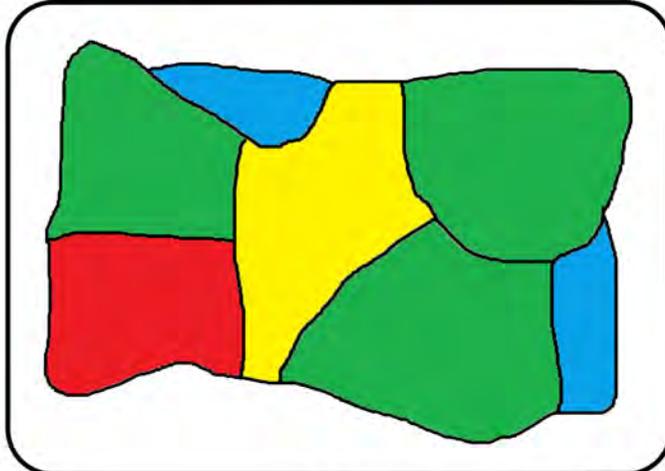
- 5 Gray Cubes 9 White Cubes
- 4 Red Cubes 9 Black Cubes
- 4 Green Cubes 9 Blue Cubes
- 4 Yellow Cubes 9 Orange Cubes

3	4	5	6	7
2				8
1	<p style="text-align: center;">For War</p> <p style="text-align: center;"> Mana = 2 Ore = 1 Food = 0 </p>			9



3	4	5	6	7
2				8
1	<p style="text-align: center;">For War</p> <p style="text-align: center;"> Mana = 2 Ore = 1 Food = 0 </p>			9

3	4	5	6	7
2				8
1	<p style="text-align: center;">For War</p> <p style="text-align: center;"> Mana = 2 Ore = 1 Food = 0 </p>			9



ACTION SELECTION

- PATROL**
Move 1 Cube within Territory
- QUEST**
Move 1 Cube to another Territory
- BUILD**
Advance Tower, Pay Ore
- RESEARCH**
Learn Magic, Pay Mana
- EXPAND**
Add Population Cube, Pay Food
- TRADE**
Trade one Resource for Another



ORCS

- 5** If no other players occupy your territory, +2 Points
- 4** May spend an extra Mana after both players have revealed their war resources. Add 2 to your total.
- 3** Gain +1 to all War
- 2** You may spend Food during war for 1 unit
- 1** You win all ties



ELVES

- 5** For each player that has less Mana than you, gain +1
- 4** Mana only counts as 1 instead of 2 when fighting against you. Your Mana still counts as 2.
- 3** Mana may be used as any resource.
- 2** If you use only Mana in war, gain +1 to your total.
- 1** When trading, you may trade both Ore and Food to get Mana in the same turn.



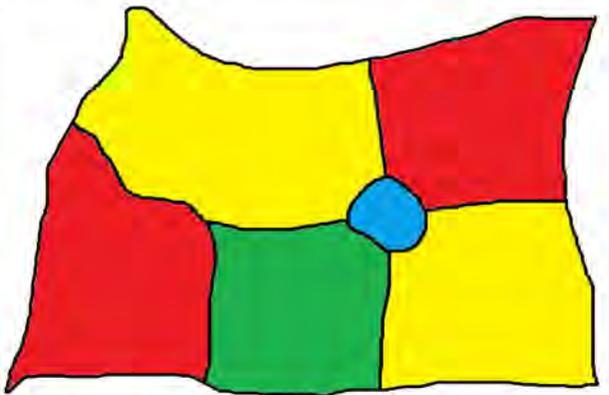
HUMANS

- 5** For each resource that you have ≥ 4 units of, gain +1 points
- 4** If you have at least one occupied space next to water, gain +1 Food when collecting resources.
- 3** If you pay for a war with resources of only one type, gain +2 to that fight
- 2** If you Trade, gain an extra resource
- 1** Instead of taking the Research action, you may Trade



DWARVES

- 5** If you have the highest level in the Tower (or are tied) gain +1
- 4** You may Build instead of Trade.
- 3** Building costs 1 less
- 2** When you Patrol or Quest into a mountain space, gain an Ore.
- 1** If a player is trying to build to the same space you are on the Tower, it cost them 1 more Ore



TOWER

Ore	Pts
6	10
5	7
4	4
3	2
2	1
1	0



For War

Mana = 2 Ore = 1 Food = 0

7	8	9
6		
5		
4		
3	2	1



A Game by Scott Almes.

Contact: michael@gamelnygames.com

Tiny Epic Rules

Story: You are a Tiny Kingdom with big ambition. You want to expand your population throughout the realms, learn powerful magic, build grand towers, and have your neighbours quiver at the mention of your name. The problem? All of the other factions want the same thing and there's not enough room for everyone to succeed...

Components:

- 53 Cards
- 36 Player Tokens
- (9 in 4 Player colours)
- 4 Food Tokens (Yellow)
- 4 Ore Tokens (Red)
- 4 Mana Tokens (Green)
- 5 Action Tokens (Gray)
- 1 Active Player Token
- 14 Cards
- 4 Unique Factions
- 4 Unique Territories
- 1 Tower Track
- 4 Player Towns
- 1 Action Selection

In a 2-Player game, if a player attacks the neutral Territory, the opposing player defends the space with their own resources as if it were their own Population token.

Population tokens cohabiting with the other player and resolve the war as normal. Must remove Population tokens cohabiting with the other and resolve the war as normal. Population tokens cohabiting with the other and resolve the war as normal. Population tokens cohabiting with the other and resolve the war as normal. Population tokens cohabiting with the other and resolve the war as normal.

Population tokens cohabiting with the other player and resolve the war as normal. Population tokens cohabiting with the other and resolve the war as normal. Population tokens cohabiting with the other and resolve the war as normal. Population tokens cohabiting with the other and resolve the war as normal. Population tokens cohabiting with the other and resolve the war as normal.

War and Peace:

- A War has been triggered each Player takes their Population token and secretly places it on their Town card. If the token is placed on a number, this indicates how many War Points will be generated from Resources. Each point of Mana expended will generate 2 War Points, Ore is worth 1 point & Food is 0 points. If a Player does not place a token on a number, they wish for Peace and do not expend any Resources. No more than a total of 9 War Points may be generated by Resources. Magic bonuses from Faction Magic levels may increase the total of War Points above 9. Both players then reveal War Points at the same time, expend resources to pay for the War Points that were bid, and the highest total is the winner. In the event of a tie the Defender wins. If both Players choose Peace, their Population tokens cohabit the space and the players have an Alliance. In a 2-Player game, the players may never form an Alliance.
- Population tokens may move from cohabiting spaces without penalty through normal movement. Should players in an Alliance have another War, whomever does not choose Peace must remove all Population tokens cohabiting with the other player and resolve the war as normal. If both players choose to bid War Points they both must remove Population tokens cohabiting with the other and resolve the war as normal.
- In a 2-Player game, if a player attacks the neutral Territory, the opposing player defends the space with their own resources as if it were their own Population token.

Movement and Occupying Spaces:

- You may never place a Population token in any space containing 2 Population tokens of any colour(s).
- When you place a Population token in the same space as another Player's Population token it triggers a War.
- You may not start a war with a Players last Population token.
- A Players last Population token may not start a war.

Scoring:

- 1 Point for each Population token in play
 - 1 Point for each Magic level on the Faction Card
 - Any Bonus points from level 5 Magic (if applicable)
 - Points from the Tower Track card
 - In a 2-Player game, 1 point for every space occupied by your Population tokens on the extra Territory card.
- The most points wins! In the event of a tie, the player who was higher on the Tower Track wins. If it is still a tie the player with the most Population tokens in play wins.

Action List:

- Patrol:** Move 1 of your Population tokens to an adjacent space on a single Territory card. Water is impassable.
- Quest:** Move 1 of your Population tokens from a Territory card to any space on any other Territory card.
- Build:** Move up a maximum of 1 level on Tower Track by expending its listed cost in Ore.
- Research:** Move up a maximum 1 Magic level on your Faction card by expending its listed cost in Mana. Gain all abilities of your Factions current Magic level and below.
- Expand:** Place 1 of your unused Population tokens in a space containing only 1 of your Population tokens. Expend Food equal to the total number of Population tokens you will now have in play.
- Trade:** Expend as many of any 1 type of Resource for an equal number of another type of resource.
- Collect Resources:** For each space containing at least 1 of your Population tokens you gain a Resource of the same colour. Having 2 tokens on a space still generates only 1 Resource. Advance the appropriate coloured Resource tokens on your town card by the amount of resources you gain. You may never have more than 9 of any one Resource. Green Forests generate Mana. Red Mountains generate Ore. Yellow Heartlands generate Food.

Setup:

1. Place the Tower Track card and the Action Selection card, with 5 Gray Action tokens next to it, in the middle of the table.
2. Give each player 9 Player tokens in their colour. 1 Food, 1 Ore & 1 Mana token. 1 Town, 1 Faction & 1 random Territory card.
3. Each Player distributes 6 starting resources by placing tokens on their Town card. *Suggested: Food at 3, Mana at 2 & Ore at 1.*
4. Each Player places 4 of their Player tokens as follows: 1 beneath their Faction card; 1 beneath the Tower Track; 2 on a single space of their Territory card as Population tokens.
5. In a 2-Player game place an unused Territory card in the middle of the table with 1 token on each space from an unused Player.

Active Player's Turn:

1. Clear the Action Selection card if all 5 Action tokens are on it.
2. Select an Action without an Action token on it and place an Action token on it.
3. Perform the Selected Action **OR** Do Nothing.
4. Each other player in clockwise order may: Perform the Selected Action **OR** Collect Resources.
5. Check if any of the End Game Conditions have been met.
6. The Active Player then passes the Active Player token clockwise, that Player becomes the Active Player and takes a turn.

End Game Conditions:

1. A player has placed all 7 of their Population tokens in play.
2. A player has built Level 6 on the Tower Track card.
3. A player has researched Level 5 Magic on their Faction card.

If one of these conditions has been met, the End Game has been 'triggered'. Players continue playing until all Action tokens have been placed. The game is then over, even if the End Game trigger has been reversed. If the Active Player placed the last Action token, the game is now over, no further turns are played.