

Siege Of Sunfall



Players: 3-6
Time: 30min
Age: 8+

You are working together to defend the city of Sunfall. You must use your combined power to prevent the city from falling by purchasing armies. That's not your only interest though; once the war is over you want to come out with the largest army.

Objective: The object of the game is to be the player with the most **Armies** at the end of the game.

Components:

51 Cards



100 Coins



50 Army Tokens (1,3 & 5)



1 Siege End Card



1 Crown Card



Setup: Give each player the Starting Coins listed below. Remove the **Siege End** card from the deck and shuffle the cards. Deal cards, according to the amount of players, to the middle of the table and set the remaining cards aside. Shuffle the **Siege End** card into the bottom half of the cards in the middle of the table.

Assign a player to start as the king/queen and give him the **Crown Card**. He or she will determine who wins in ties.

Players	Cards	Starting Coins
3	8	12
4	10	12
5	10	10
6	12	10

Each round new cards will be dealt to the middle with the previous cards discarded and each player will start again with the amount of starting coins listed.

Starting the Game: Each player starts the round with the amount of coins listed in the chart. The small deck of cards is in the middle with the larger deck off to the side and out of play. Flip over the top card from the pile in the middle to start the round. A round will last until the **Siege End** card is flipped. Once the round ends each player that was not eliminated will receive **Army Tokens**.

Round One: Flip over the top card in the middle deck. Players will now **Pledge** coins into the middle. They do so by taking coins from their total into their hand. They put their closed hand into the middle to lock their **Pledge**. Once everyone has their hand in the middle players reveal their **Pledge**. See below how to resolve the card.

Pledge Results for Swords, Helmets and Bows

Success: If the players pledge, collectively, at least what was on the card, they have repelled the army and the player who pledged the most

gets the card. If there is a tie for most, then the king will decide who gets it among those tied. If the **King** is part of a tie and takes the card for himself, then he must pass the **Crown** to his left.

Failure: If they players pledge, collectively, fewer than what the card was, then the players who pledged the lowest amount are eliminated from the round. They cannot participate in any pledging until the next round. They will also receive no **Armies** at the end of the round. If there is a tie for lowest pledge, then all players who tied are eliminated. It is possible this will end the round if all players are eliminated.

If the eliminated player was the **King** then the **Crown** will pass to the left to a player who is still alive. If the king was the last person alive then the **Crown** will pass directly to the left even if they are dead.

Pledge Results for other cards

The other cards include, **+2 to Pledging, +3 to Starting Gold, +3 Armies, and Take the Crown.** There are no bad effects from these cards. The player that **Pledges** the most will win the card. The player must **Pledge** at least one coin to win the card and any ties are settled by the **King** as above.

Once the **Pledge** is resolved, draw a new card and start a new **Pledge**.

If a player runs out of coins, he is not immediately out of the round. He may still survive to the end of the round and get 1 **Army**.

If the **Siege End** card is drawn, then the round is over. Each player still left in the round receives 1 **Army**. Players then receives 1 **Army** for every coin they have left. Discard any cards below the **Siege End** card. Players will discard any coins they have so that they have 0 coins for the next round. A player will only start with the amount listed in Starting Coins.

Collecting a Set: Whenever a player collects his 3rd **Helmet, Bow, or Swords**, he turns the matching cards in to immediately collect 1 **Army** and 5 coins. The 5 coins are added to his current amount of coins for the round. The set of 3 cards is then discarded.

Round Two and Beyond: Deal cards, according to the table, to the middle of the table. Shuffle the **Siege End** card into the bottom half as before. Give each player the listed starting gold for the round. Flip over the top card of the middle pile and start the new round. Continue each round by stopping at the **Siege End** card and distributing **Armies**. Discard any cards below the **Siege End**, deal new cards to the middle and give coins to each player again.

Game End: The game will end when there are no more cards to deal for another round. The player with the most **Armies** is the winner. If there is a tie, then the player closest to the **Crown**, going clockwise, is the winner.

Types of Cards: +3 Armies +3 Starting Gold, +2 to Pledging, Take the Crown, Swords, Helmets, and Bows.

Swords, Helmets, Bows



These make up the majority of the deck. The gold that everyone put in must be equal to at least the number on the card or bad stuff will happen. If the amount the players put in is greater than the card, then the player that put in the most will take it. If there is a tie, the king decides who gets it.

If the total gold in the middle is less than the card, then the player that put in the least is eliminated from the round. If there is a tie for least, then all tied players are out.

+3 Armies



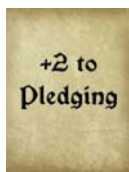
The person that puts in the most gold will win +3 armies. He/She will immediately collect the 3 Armies and then discard the card. Nothing bad will happen to the player pledging the lowest. If everyone pledges 0, then no one gets the card.

+3 Starting Gold



The player that puts in the most gold will win the +3 gold. At the start of the round the player may use the card to increase his/her starting gold by 3. The card is then discarded. A player may collect and use multiple of these. Nothing bad will happen to the player pledging the lowest. If everyone pledges 0, then no one gets the card.

+2 to Pledging



The player that puts in the most gold will win the +2 pledging. A player may play this card after everyone has put their hand in the middle but haven't revealed their gold yet. The player playing the card adds 2 gold to their pledge. This increases the overall gold played by that player.

Take the Crown



The player that puts the most gold in will win the Take the Crown card. That player will immediately become the new king. If the current king ties for the card, then that player must either pass the crown to his left or to another player who tied. The king can't decide a tie for himself and keep the crown.

Credits

The following people made this game possible.

Game Concept: Jonathan Bouthilet

Play Testers: John Paulson
John Engelbrekt
Zac Waldera
Jeff Smith
Tim Lloyd

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