Pocket Kingdoms

a roll'n'write game
by Christoph Scheiblhofer

presented by
Games, Toys & More
www.gtnm.at

Gamealot

MATERIAL

- 3 dice
- 1 game sheet + pen for each player

GAME SHEET

Kingdom

Your kingdom consists of 9 districts: Center, North, Northeast, East, Southeast, South, Southwest, West and Northwest.

Each district has 9 spaces in which buildings or landscapes are drawn.

Under your kingdom there are four boxes that help you track your expansion during the game (see 'Finish a district').

Buildings & Landscapes

Your construction area is next to your kingdom. The construction area is divided into 3 columns:

Houses & ships may be drawn in any empty space in your kingdom.

Town buildings must be drawn in spaces next to other city buildings or houses.

Fields & landscapes may be drawn in any empty space in your kingdom.

Points

Below your kingdom, you see the area where all your points are noted at the end of the game.

SETUP

At the beginning of the game, a mountain is placed in each district: roll one dice for the X-axis, and then roll one dice for the Y-axis. Halve the result of each dice (rounded up). This gives you the coordinates of the mountain in the district. Repeat this process for all districts.

$3 / 2 = 1,5 => 2$
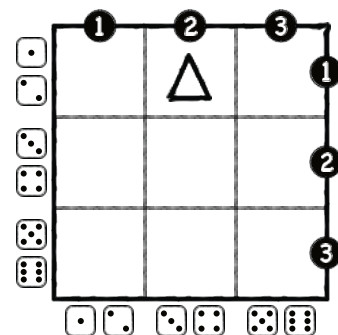
$1 / 2 = 0,5 => 1$

TURN

Roll all 3 dice at the same time. The result applies to all players and everyone uses exactly this throw for their turn.

Build

Select 2 dice and write their numbers in two spaces of your building site.

The following rules apply:

- You can split the numbers between any two construction projects.
- You always have to start in the first empty row of a building, ship or field.

- The numbers must always be written from left to right without skipping a field.
- You may never work on more than two identical building projects (house, field, etc.) at the same time.

If you cannot use or store all of the dice, then you must use them to explore your kingdom (see 'Explore').

CONSTRUCTION PROJECTS

House – The sum of all numbers must correspond to the number on the right.

Ship – The sum of all numbers must not be greater than the right number.

Town building – The numbers must increase by +1 from left to right.

Field – All numbers must be the same.

Some town buildings have special skills once they are built in your kingdom:

Market – You can increase or decrease the number of a dice by 1. This action can also be used multiple times on a dice. For each manipulation you have to cross out one of the 4 market boxes.

Store house – You can enter (store) dice numbers that you do not need at the moment in the warehouse. If you use a stored

number and write it in a field of a construction project, you have to cross it out in the warehouse.

⬚ **Barracks** (optional) – Every time at least 2 dice show the same number, you can block any space of any
⊠ player with a sword symbol. In this case you can no longer use these dice for a construction project. For each attack you have to cross out one of the 4 attack boxes.

Finish construction projects
Once you have completed a row, you will need to transfer the symbol to your kingdom.

Special abilities of buildings only apply on the next turn.

Explore
The 3rd dice – as well as any unused dice – is used to explore the landscape.

To explore, select two opposite cardinal points, or the center of your kingdom. At least one of the selected districts must have a free space.

Draw one of the following landscapes in each district (or only in the central district, if you chose this):

⬚ **Forest** – if the number on the dice is less than the number of empty spaces in the district.

≈ **Water** – if the number on the dice is greater than the number of empty spaces in the district.

△ **Mountain** – if the number on the dice is equal to the number of empty spaces in the district.

If there is not an empty space in one of the two districts, you only have to draw a landscape in the district with the empty space.

Finish a district
Every time you fill in the last space of a district, you have to cross out one of the 4 boxes below your kingdom.

END OF GAME
As soon as a player has completely filled 4 districts, the game ends immediately.

At the end of this turn all points will be calculated.

Points
• **Ships** – 2 points for each ship between two water fields in a line.

  If the ship lies horizontally and vertically between two water fields, it is worth 4 points.

• **Forests** – 5 points for each forest with at least 4 forest fields that is adjacent to at least one house.

• **Town** – Each house in an area of connected houses that is adjacent to the tower multiplied by the number of cultivated fields.

  Cultivated fields are fields adjacent to at least one house. The fields do not necessarily have to be adjacent to a town.

• **Construction projects** – Minus 1 point for all construction projects that have not yet been completed.

Winner
The player with the most points wins the game.

If there is a tie, the player with:

• the largest town (connected houses adjacent to the tower plus all town buildings) wins the game.

• The most buildings, ships and fields in their kingdom wins the game.

• the least amount of dice manipulation on the market wins the game.

If there is still a tie, there are several winners.
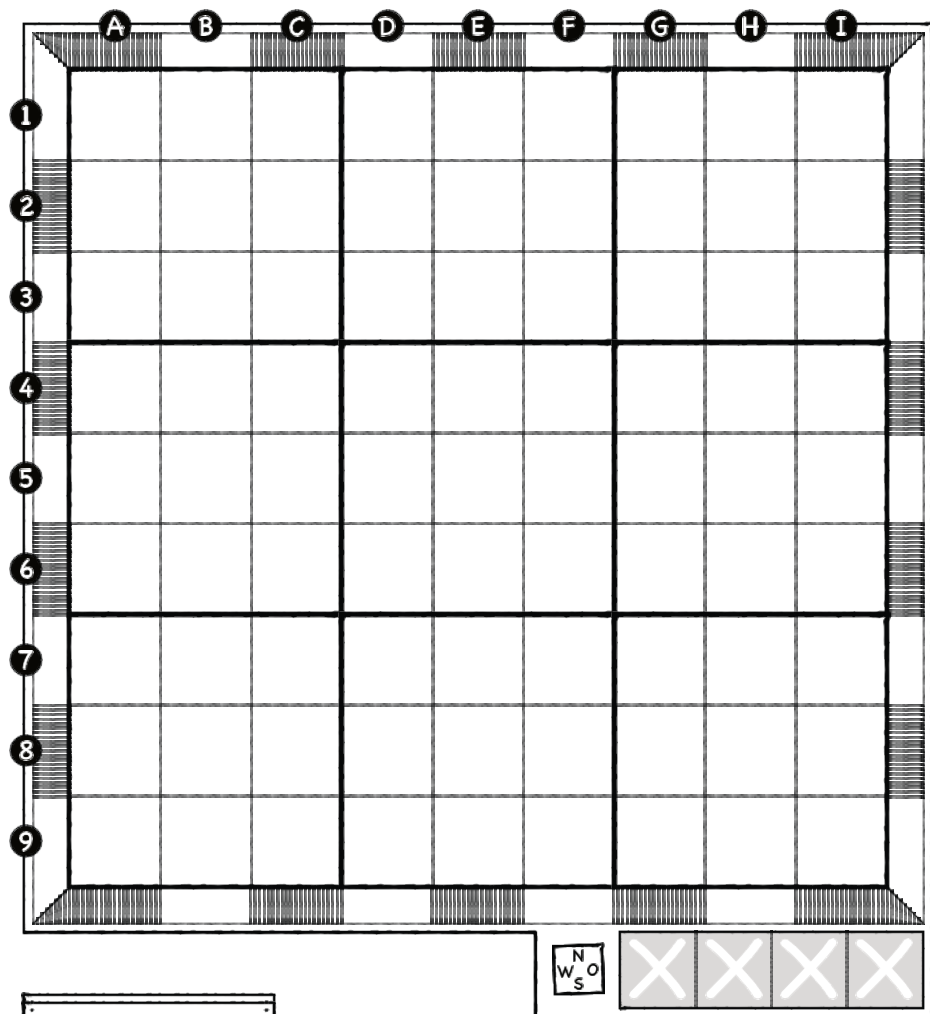
IDEA & REALIZATION
Christoph Scheiblhofer
www.game-a-lot.fun

Ⓖamealot

Thanks

Grid columns: A B C D E F G H I
Grid rows: 1 2 3 4 5 6 7 8 9

N W S O (compass) X X X X

Pocket Kingdoms

a roll'n'write game by
Christoph Scheiblhofer

Gamealot

POINTS

≈ ⚓ ≈	▭▮	2
👤/👤 👤/👤 🏠	⊞	5
🏠 🗼 / 🎏 🏠	🏠 ✕ 🎏	
? ✓ ✓ ∀	?	-1

HOUSE

🏠

+	= 7
+	= 7
+	= 7
+	= 7
+	= 7
+	= 7
+	= 6
+	= 8
+	= 5
+	= 9

SHIP

⚓

+	◄ 7
+	◄ 7
+	◄ 7
+	◄ 6
+	◄ 6
+	◄ 5

TOWN BUILDINGS

? 🏠 / 🗼 / 🎏 / 🏠

⬇

TOWER

🗼 → →

MARKET

🎏 → →

🎲 +1 / 🎲 -1

✕ ✕ ✕ ✕

STOREHOUSE

🏠 → →

🎲

MINI EXTENSION

BARRACKS

🛡 → →

🎲 = 🎲

⚔ ✕ ✕ ✕

FIELD

🎏

= =
= =
= =
= =
= =
= =
= =
= =
= =

FOREST

🍄 🎲 ◄ ⊞

WATER

≈ 🎲 → ⊞

MOUNTAIN

△ 🎲 = ⊞