Totally Medieval™

The Enhanced Math Adventure…

Updated: July 7, 2018

Totally Medieval™ Rules

Summary: Totally Medieval™ is a competitive (and soon to be released cooperative game as well) where you and your opponent command opposing armies. As you move closer to compete against your opponent you will find new terrain and different weather systems which may help or hinder your progress. When you meet your opponent's army, be ready to attack and/or defend yourself from your opponent's army in hopes to stop or slow down their advances towards your homeland. Your civilization's survival is based on your success to stop your opponent from advancing and take over their homeland before they take over yours.

Setup:

1. Lay the playmat (Battlefield) between you and your opponent so each of you have one of the shorter ends of the playmat.
2. Select a Civilization you would like to command including Vikings or Knights (more Civilizations will be released very soon), each will have their advantages.
3. Take that group's Civilization Pack and remove the cards from the box. Each pack contains one Terrain known as the Civilization's Homeland, two War Machines, three Harvests, and 14 Characters. All cards are specific to your Civilization. The Homeland is considered a Terrain card and is placed in the center rectangle in the first row in front of you.
4. Place the rest of the cards from that Civilization Pack just to the left of the Homeland, shuffled, and face down (including Characters, Harvest, and War Machines). This is known as your Draw Pile. Note: The rectangle to the right of your Homeland is for your Discard.
5. Open the Totally Medieval™ Game Pack and remove the cards. These cards are made up of seven Terrain cards and 14 Situation Cards. Separate the Terrain cards from all other cards. Terrains have larger images that cover a large portion of the card's surface, unlike all other cards in the game.
6. Terrain cards are then shuffled, and each card is placed face down on one of the seven empty rectangles in the middle of the mat. They are to be randomly placed and so unknown to each player.
7. All Situation cards are placed to one side of the playmat, shuffled, and face down. (These include Weather and Illness cards)
8. Place the dice to the opposite side of the mat from the Situation cards.
9. Grab three of your Civilization cards from off the top of your Draw pile and place them in your hand, not allowing your opponent to see them. This is known as your Hand.
10. Now you are ready to begin.

Alternative Game Play - Setup (using miniatures)

Miniatures vs. Cards on the Battlefield

Instead of using the cards on the playmat you may also use the miniatures that are provided. This will add to the gameplay and make it easier to keep your strength hidden from your opponent. Simply replace the cards on the board with the corresponding miniatures and place the cards in play in front of you in piles according to the Army they are placed.

11. Place all figurines in front of you between the mat and the edge of the table. These will be miniatures not yet active in the game. Each time you play a Character card from your Hand you place the corresponding figure on the playmat instead of the card and keep the cards in stacks in front of you. Each stack will represent each Army you have in play with cards from just those on a shared rectangle.

Dice Cards vs. Dice in Battles

These cards come separate from the game for it may be played simply with a set of dice. Math Dice give you the possibility that if you do not answer the equation correctly, you will not be able to gain the increase in strength given on each Dice card.

Whether learning Addition, Subtraction, or Algebra I, everyone may play the same game. These Math Cards are created to be simple and add mathematical repetition to their game play.

Using the Dice to Battle:

12. When it is time to roll the dice have your opponent draw a card from the top of the Dice Card pile. They will then hold up the card, with their finger over the answer.
13. On the card you will find a Math equation. The player whose turn it is will then try to answer the equation. If they get it wrong they will not be able to claim the points the card would have awarded them, this is known as the roll. If multiple dice are needed, pull multiple times for each roll you would have made before and the same rule applies, it you answer the equation correctly you receive the "Roll". If you get the answer wrong, you receive 0 points. This brings more skill into any game.
14. If you are playing with someone who is younger than you and at a different Math level, you may play with different dice, each player at their own level. This brings more skill at your skill level in Math.

Alternative Rules to Move: Before an opponent may transport their Army or Individual, their opponent must pull a Dice card and the player whose turn it is should answer the equation. If they answer incorrectly, they are not allowed to move for that Turn.

Game Play

This is a Turn-based game where one player takes their Turn, then the second player takes theirs, and so on. A Round is defined when the first player of the Round flips over a Situation Card (Weather or Illness), Player One takes their Turn (placing one card and moves up to two times) then each player in the game takes their own turn. It ends before the next Situation card is turned over. Youngest player starts the game and each Round.

Details on Each Round (Moves 2-5 are optional)

1. To start each Round, one person must grab a new Situation card from the top of the Situation Draw pile, placing it right side up next to that pile for all to see. These cards contain either different Weather or Illnesses. The abilities of this one card effects both you and your opponent's civilizations and may hinder or help their movement, attacks, or Strengths.
2. During a player's Turn they will play one Civilization card and make up to two turns.
3. When they draw cards from their Draw pile, this signals to their opponent, it is now their turn.
4. Each player must take their turn, playing new cards and moving up to two Turns.

On your Turn, you may do the following in this order (each step is optional):

1) Step #1: You may play one Civilization card (Character, War Machine, or Harvest) from your Hand. All Character cards played from your Hand start their existence in their Homeland (Terrain card). When a Harvest card is played you will restock your Harvest points on your side of the board and then the card is automatically discarded. War Machines are played from your Hand but stay off the board until they are needed as described in each of their abilities. EX: Viking Dragon Ships are used in an attack on a Coastal Land (Rectangle that is bright white tint and connects with a Coast on the playmat). Siege Towers are used only when attacking a Homeland and until then do not take space on the board.

2) Step #2: You may move individual Character cards or move an Army of Character cards (up to four of your Character cards may occupy the same Terrain). Each individual move or move of an entire Army decreases your Harvest by one point. No matter the number of cards that move in an Army you still only lose one Harvest with each move.
3) You may move an Army (or individual Character card) into an unoccupied Terrain or into an occupied Terrain. If two opposing Armies are in the same Terrain a battle will ensue. Each turn you may move individual cards or Armies up to two Terrain or may divide those two moves between two Armies. If you move into an occupied Terrain, you must Attack that turn. When they are placed in that Land the attacker may not withdraw.
4) When you pull cards from your Draw deck, only at the end of your turn, to bring your Hand back up to three cards, this signals to your opponent that it is now their Turn.
5) If you run out of cards in your Draw pile, you cannot draw anymore cards. You must use the cards already in play or in your Hand until one Homeland falls to its opponent.

Details on How to Transport

1. You may move twice per turn. You may:
    a. Move into an unoccupied Terrain and then a second adjacent Terrain.
    b. Move into an unoccupied Terrain and then an occupied Terrain initiating a Battle.
    c. Move into an occupied Terrain initiating a Battle with your opponent and claiming it if there was only one Character defending the Terrain and they were removed through battle, otherwise, at the end of the battle(s) you return to the last unoccupied Terrain you occupied.
    d. Both moves must take place before the first battle is initiated.
2. You may move Characters or an Army of Characters (up to four) to any adjacent Terrain occupied or not occupied by an opponent.
3. When you arrive on that Terrain, if it is still face down, flip the card to expose which type of Terrain you have landed. Some Terrain my help you, others may hurt you, and others may slow your progress.
4. The Terrain card has abilities, shown on the cards
    a. On the bottom left of the card, it shows an advantage your or your opponent's Civilization may claim by occupying that Terrain. Find your Civilization's Terrain preference on each of your Civilization's Character cards under the "Preferred Status" section. (EX: Mountain Monastery shows "Mountain Dwellers = +10", these points would be added to the Score Card of the Army with that Preferred Terrain Status)
    b. The right side of the Terrain card gives a brief description of the Terrain's abilities and how it helps or hurts the Army currently occupying that space. If the Terrain is occupied and an Army moves into that space, they may not claim those abilities unless the Terrain is won through battle.

How Terrain Cards Work

For the abilities of the Terrain card to work on a new Army entering the space it must be unoccupied already or won through battle. This includes helpful and hurtful abilities. You must also be in the land to feel its effect of that Terrain.

Coastal Terrains vs Inland Terrain – Terrain Preferences do not distinguish if the land is a coastal or inland Terrain. Instead those simply give additional Strength to be added in a battle. There are two tints to the rectangles throughout the board. Those that are tinted lighter are known as Coastal Terrains and those that have a softer tint are inland Terrains. You may also distinguish a Coastal Terrain on the map if any part of it is connected to a large body of water.

Homeland

If you attack a Homeland and no one occupies it, there is no battle and you may take the Terrain automatically. If there is someone occupying the Homeland, they claim the Defender's points from that card and a battle ensues. The Queen, according to her card's ability, may not leave the Homeland but if the King and Queen occupy the Homeland together, there is an added 10 Defense added to the Strength points on the Score Card.

Details on How to Battle

1. To battle, your Character(s) and your opponent's Character(s) must be in the same Terrain. All opposing Armies in the same Terrain must battle. The Attacker is the last Individual or Army to enter the Terrain. By entering the occupied Terrain you may not withdraw.
2. These are the numbers you will need to add up in each battle. (A printable Score Card is available at www.TheTotallyMedievalGame.com):
    a. Strength Points – On the bottom right-hand corner of the cards there are two numbers (Attack/Defense) Attack for the last Army to enter the Terrain and Defense for the Army who was there first (displayed on the card as Attack/Defense, ex: 10/8). Any additional Strength (Attack or Defense) claimed in the abilities section of the card will be added to the Strength points.
    b. Terrain Points – You only claim these points if your Civilization prefers the Terrain listed on the Terrain card you occupy. These are located on far left of the Terrain's title bar.
    c. Weather Points – Each Round there is a new Weather pattern (Situation card) activated. Check that card's Attack or Defense Variances. Ex: Knights prefer "Clear" (found on the Knight's card Preferred Status section), if they are Attacking and that turn's Situation card says "Clear Skies", increase your Attack points by seven (found on the Weather card), while the Vikings, who prefer "Extreme", lose two points during the battle.
    d. Illness Points – These negative points only count if someone in your Army is ill. (Ex: Decrease their Army's Attack by the number on the Situation card for each infected Character (found on the Illness cards) or negative 5 points per infected Character if they landed on a Terrain that made them ill.
    e. Dice Points – The number on the dice you roll adds to your Strength. Add this number to your Attack or Defense total on your Score Card.
3. Each opponent will have different numbers. The player with the highest points wins. Ties mean there are no negative effects on either player's Army. The loser of the battle must lose a Character. The attacker may attack twice per turn.
4. At the end of a battle, if the Attacker has removed all opposition from the Terrain, they will keep that Terrain and claim the Abilities of that card. If they do not remove the opposing Army they must move back to the rectangle they previously moved from.

STRATEGIC NOTE: If your opponent's occupied Terrain is adjacent to two of your Armies, with one move you may position one of your Armies in your opponent's Terrain and with your second move you may position your second Army in that same Terrain and then you may battle twice.

SCORE CARD: When a battle begins, take out your Score Card (Vikings or Knights, depending on your Civilization. This may be printed on our site) There are two sides, the Attack Points side and Defense Points side, use the correlating side for this battle. This will help with keeping track of your total Attack or Defense.

Harvest Points

At the end of each mat there are a set of numbers 0-20. These numbers represent your Harvest points. Each time you move an individual Character or Army of Characters you lose one Harvest point. There is a max of 20 Harvest points. For

each Turn that you do not have at least one Harvest point, you may not move and one Character already in play goes to the discard pile.

Restock your Harvest points by playing one of the Harvest cards from your Hand; if you have drawn one from your Draw pile. On your Harvest card there are three levels of Harvest. On each of your Civilization's Character cards (under the Preferred Status section) there is a Preferred Harvest type: Ration, Bountiful, and Gluttonous. Increase your Harvest by the Preferred Harvest stated on your cards. EX: If you are the Knights and you Ration your food, you increase your Harvest points by 5, while Vikings, being Bountiful, would increase theirs Harvest by 3.

Situation Cards – Each Turn a new Situation card is flipped, whether Weather or Illness, which my help or hinder your quest. Read the abilities each time they are flipped for the effect that Round. The Battle (Attack and Defense) Variance only takes effect when a battle ensues.

> **Weather Cards** – These Situation cards change the Weather pattern throughout the game, which effect both players. They have both Battle (Attack and Defense) Variance numbers and Abilities unique to their card.
>
> **Illness Cards –** These Situation cards infect one Character in your Army throughout the Battlefield. The card's Abilities will state which Character they affect. (EX: When it claims the Strongest Attacker or Defender is infected, add up the correlating points at the bottom of the Characters' cards and add them to any additional points they would receive from their abilities. That total Strength is what to count in cases of which Character catches the illness.
>
> If the Situation card that is flipped this Turn is an Illness, then there are no Weather advantages or disadvantage of points during battle(s) this Turn. Weather on the Score Card would be marked as 0 but the Illness points will increase by the number of the infected. If any in your Army are ill with Leprosy, the Plague, or any other illness, you would multiply number of ill by the Attack/Defense Variance shown on the Illness card and mark that on your Score Card.

Becoming Infected/Ill

There are two ways to become infected: 1) a Situation Illness card is drawn this Turn, then everyone on the Battlefield may be infected (minus those in the Homeland), or 2) your Character or Army stumble upon a Terrain that makes someone in your company ill. Only those occupying that Terrain may be infected. No one occupying their Homeland may be infected with any illness. An individual Character may catch Leprosy, Plague, and any illness all at the same time, if their situation matches who the card infects in its ability section. The illness that kills the fastest will claim the Character faster. (EX: if someone is infected by Leprosy (does not kill you) and the Plague (kills you in a matter of turns) then the Plagues determines the life expectancy.

There are three ways your Character may be healed: 1) your Character returns to your Homeland where no one may be infected; 2) if your Civilization has a healer and they join your Army, your Character is cured (one per Turn); 3) if you find your way to the Mountain Monastery, which heals all visitors.

Those with Leprosy may not be healed and may not return to their Homeland, but they may die by: 1) on a Terrain that kills a Character, if they meet the card's Abilities requirements; 2) they are attacked and killed through battle with an opposing Army.

To Win

The winner is the first player to conquer all their opponent's Homelands. If no one occupies it when you arrive you may take it without a battle. There may also be other goals you may pick, such as the first to send their opponent's King to the discard. If you are to win by goals, you must choose your objective before the game begins.

Play it Again

Between the luck of the draw of cards and the randomly placed Terrain, each game is very different. There are 5-phases to this game and these rules only cover the first. The next modification to the game play will come as soon as the game is released. Stay tuned.

Quick Look: Category of Cards

Character – Each Civilization pack contains 16 of these. A Character card is any card portraying an individual human or other creator. These start their existence in their civilization specific Homeland and may move by themselves or as a group of up to four. If they become ill, they may be healed by holy people, Mountain Monasteries, or returning to their Homeland.

Harvest – Three Harvest cards are found within each Civilization's pack and are used to replenish your Harvest points. After a Harvest card is played and the Harvest points are added, place this card in the discard. *(read more in the Harvest Points section above)*

War Machine – Each Civilization pack contains one of these. When it is played from your Hand it is not placed on the Battlefield but in front of you, off the mat. Each War Machine card explains on the card when and where you may play its Ability and Strength.

Weather – A Weather card is classified as a Situation card. Each Game pack contains 14 of these. These cards report the weather that is occurring in the game each Round and changes at the beginning of a Round. Each Character card states the Weather preference of that Civilization. Each Civilization is affected by its Ability each Round and its Strength affected them only during battle. *(read more in the or Situation card section above)*

Illness –An Illness card is also classified as a Situation card. Only Characters may be infected. If they are infected they have until the end of their next turn to move the infected out of their Army or their entire Army is infected. There are three ways to cure all illness minus Leprosy. *(read more in the Becoming Infected/Ill section or Situation card section above)*

Terrain – There are 2 Homelands Terrains and 7 random Terrains in each game. They are placed upside down on the playmats' middle rectangles, random so no player knows their position. The abilities on these cards may help or hinder your progress. *(read more in the How Terrain Cards Work and Homeland sections)*

Homeland – There is one Homeland found in each Civilization pack. This is placed closest to the player and is the Terrain all Characters start their journey. Character who are infected may return to their Homeland to be cured, except Lepers may not return. Queen must stay in their Homeland while a King and Queen defending the Homeland together gives you an additional 10 Defense in battle. *(read more in the Homeland sections)*

totally-medieval-rule-sheet.indd 2 29/01/2019 6:08 PM

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

discard

terrain/ coastal

draw pile

terrain

terrain

terrain/ coastal

terrain

terrain/ coastal

terrain/ coastal

terrain

terrain/ coastal

terrain

discard

homeland

draw pile

www.TheTotallyMedievalGame.com

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20