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**Overview:** You are a simple farmhand in the kingdom of Bonum Decisiones.

The King has been murdered. And an evil man has seized power over the court and the kingdom. He will soon be crowned. You are a simple farm boy but you have decided to save the kingdom from the corruption.

**So, How do you win this game?**

You do it by somehow getting an army and bringing it to the castle.

**How do you get an army?**

Ahh.... If I told you that then this would be too easy? All I can say is make good decisions. And you are a simple farm boy so you really do not know much about the land. All you have is a map given to you by your father.

**Setting up the Game**

1. Tape together the two kingdom sheet maps to make one large map.
2. Cut out the twelve circular chips and glue them to some kind of cereal box cardboard or thin cardboard so they are stronger.

**How to Play**

1. Set the Player piece (labeled "You") on the X where you start your adventure.
2. Now you have the freedom to move it to any other X in the kingdom. Upon arriving there refer to the rulebook for that X and follow the instructions. If you have the required item then you will receive another item by taking a circular chip.
3. Sometimes you will fail. You can of course start the game over again. Move your piece to the Start X and start over. Remember what you learned. It is important.

**How to win**

Hmmm... you have to somehow overthrow the usurper who has killed the king, and sieze the throne for yourself.

## THE RULE BOOK – In no particular order

**The Forest of Nimia** – The trees are experiencing trouble and the forest people do not know what to do. They need the ancient scroll of tree care. Do you have it?

**No:** You have lost, the kingdom has been overthrown.

**Yes:** The forest people learn how to care for the trees and give you Horsetooth herb as a thank you. Take the Horsetooth chip and you may continue in the game.

**The Silversmiths Guild:** The silver smiths would love to work but they do not have any silver ore. Do you have any for them?

**No:** The silver smith guild has refused audience with you. You lose and the kingdom is lost. But you may start the game over.

**Yes:** The silver smith takes the raw silver and smelts it into 1000 silver coins. Take the silver coins chip and you may continue with the game.

**The Yellow fields:** The Farmers of the yellow fields have to harvest their wheat crops. But they do not have any horses to pull the harvesting machines! Do you have horses for the farmers?

**No** – you have negotiated for several days and tried to harvest the wheat yourself. After many days you have run out of time and do not have enough wheat. You have lost! You may start over.

**Yes:** The farmers use the horses to harvest wheat and give you some wheat. Take the Wheat chip and continue with the game.

**The Bakers Town:** The bakers are trying to end a famine in the local communities but they have no wheat! Do you have wheat to give them?

**No:** You have not eaten in a long time and the bakers have no food for you. You die and lose but you may start the game again!

**Yes:** the bakers take the wheat and make bread. Take the Bread Chip. And you may continue with the game.

**The Blacksmith Village:** The blacksmiths have no Iron Ore to work with. Do you have any Iron ore for them?

**No:** The blacksmiths refuse you and lock you in Iron chains.

**Yes:** The blacksmiths refine your ore into pick axes and shovels. Take the mining tools chip and continue with the game.

**The Plains of Steed:** The plains people have sick horses and need Horsetooth herb. Do you have any?

**No:** You get no horses and have fallen ill to hoof and mouth disease. You have lost and the kingdom is lost. But you may start over.

**Yes:** The Plains people give you horses as a reward. Take the Horse chip and you may continue with the game.

**The Elder Council** – They tell you that you are wise to seek their council first and they tell you that the kingdom has many needs. As you prove your worthiness to the peoples of the kingdom you will gain the wisdom and things you need to take control of the kingdom. They give you the ancient scroll of tree care.

**The King Of Uther:** The King is sympathetic to your plight but doesn't care much about your kingdom. He does however care about silver coins! If you have silver coins he will give you an army of mercenaries. You can use these mercenaries to siege your castle and take it back from the evil usurper! Do you have silver coins?

**No:** the king throws you in the dungeon and you lose. But you can start the game over.

**Yes:** the King gives you an army of mercenaries. You can now storm the castle to win the game.

**The Silver Mines:** The silver miners would love to work and are well fed but they do not have any mining tools. Do you have mining tools?

**No:** The miners take you down into the deeper parts of the mine and abandon you. You get lost and do not find your way out in time to save the kingdom. You have lost. But you may start again.

**Yes:** The miners take the tools and gratefully mine silver for you. Take the silver ore chip. And you may continue with the game.

**The Iron Mines:** The miners have no strength because they haven't eaten. Bread would be good for them. Do you have any bread?

**No:** The miners refuse to work for you. They have not the strength. You have lost the kingdom. You must Start over.

**Yes:** The miners take the bread and gain strength. They mine Iron ore for you. Take the Iron Ore chip and continue with the game.

**The Port of Isla:**

An assassin for the usurper to the throne has identified you and killed you. Very dangerous to be walking around the streets of Port Isla without a body guard. You have died and you have lost the game. But.. you may start over and try again. You probably should avoid Isla in the future.

**The Castle:** The castle, as you know is under the control of an evil usurper? But his army of minions is weak. You can overthrow him if you have an army of mercenaries. Do you have a mercenary army?

**No:** You fool! You can't overthrow a castle by yourself. The bad guys laugh at you and throw you in the dungeon. You have lost the game. But you may start over.

**Yes:** Hooray! Your army of mercenaries storm the castle and overthrow the evil usurper. And the people of the castle pronounce you king. Take the Throne Chip. You have won the game!

The Playing Chips – Cut these out and glue to cardboard



CUT OUT ALL TWELVE CHIPS  
AND GLUE TO CARDBOARD

# KINGDOM

SMITH VILLAGE



A cluster of small houses with red roofs and a central smithy with a furnace. A large red cross with a blue outline is positioned below the illustration.

ELDER COUNCIL



A stone castle with a crenelated top and a central tower. A large red cross with a blue outline is positioned to the left of the illustration.

PLAINS OF STEED



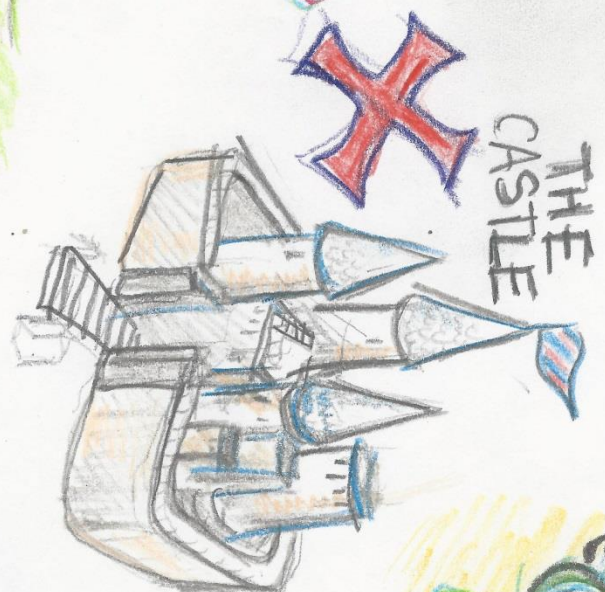
A green, grassy plain with a large red cross with a blue outline in the center.

IRON MINES



A mine entrance with a wooden structure and a large red cross with a blue outline to the left.

THE CASTLE



A large, detailed castle with multiple towers, a flag on a pole, and a large red cross with a blue outline to the left.

BAKERS TOWN



A town with houses and a windmill. A large red cross with a blue outline is positioned to the left of the illustration.

START YOUR  
ADVENTURE  
HERE



THE  
YELLOW  
FIELDS



SILVER  
SMITHS  
GUILD



SILVER  
MINES



FOREST  
OF  
NIMIA

KINGDOM OF UTHUR



KING  
OF  
UTHER



PORT  
OF  
ISIA