

MIRIANTH

-WARS-

Mirianth, a kingdom in constant war against terrible monsters and with nations separated by personal interests, where you will have the role of gathering the best resources to your cause.

To achieve this, you will need to negotiate with your opponents and have a lot of diplomacy in the dispute for the loyalty of the best warriors, building your strategy based on balance.

Only those who prepare for war will survive the coming winter.

Be among them!



Rulebook

Components



16 Treasure Cards
(white)



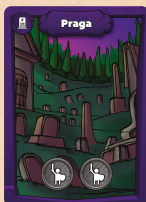
42 Hero Cards
(blue)



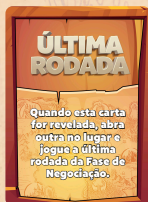
21 Building Cards
(green)



22 Monster Cards
(red)



19 Plague Cards
(purple)



1 Last Round
Card



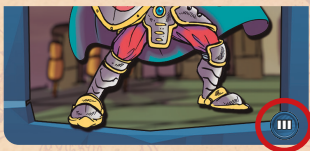
4 Kingdom Card
(player aid)



Rulebook

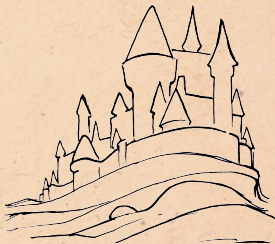
Setup

1. Separate and shuffle the Plague Cards, creating a separate deck from the other cards. This is the **plague deck**. Place it in the center of the play area within reach of everyone;
2. Separate the other cards according to the number of players (according to the symbol on the lower right side of the cards) to form the draw deck. Unused cards are placed back in the game box;



3. Draw 10, 15 or 20 cards from the draw deck (for 2, 3 or 4 players, respectively) and shuffle this pile together with the “Last Round” card;
4. Place the other cards from the draw deck over this pile containing the Last Round card. Place the draw deck in the center of the play area within reach of everyone. Now, the draw deck is ready for the start of the game.

Perfect! You can now
start the game of
Mirianth Wars!



Game Overview

A game of Mirianth Wars has 3 different phases: the **negotiation** phase, the **resolution** phase, and the **scoring** phase.

During the negotiation phase, players will perform consecutive rounds, acquiring the game cards that will be used during the next phases.



At the end of the negotiation phase, players will start the resolution phase where they must organize and use their cards according to their strategies so that they can survive to the scoring phase, when each player will count the points of their remaining cards.

At the end of the game, the player with the most points will be the winner.

How to Play

Negotiation Phase

The negotiation phase is played over several consecutive rounds, where players will acquire cards from the draw deck to form their faction.

To start a new round, choose one of the players to reveal an amount of cards from the draw deck equal to the number of players, placing them in the center of the playing area (eg. in a 3 player game, 3 card will be revealed).

Players can freely announce which of the revealed cards each of them intends to get in for the current round, trying to reach an agreement so that each player gets a different card from the others, that is, that each player receives a card at the end of the current round.

If one or more players show interest in the same card, that card will be considered the **disputed card**, and players will be able to trade freely within the limits of the game

Examples of negotiation allowed: offer a previously acquired card; give priority of choice in a later round; give priority in choice when a certain card or card type is revealed in another turn; swap 2 cards for 1; etc.).

Negotiations between players can only use elements and decisions of the game itself and **the promises of the negotiations must be honored by the players**, and only the participants of the negotiation are bound to it.

If the players agree on the deal, the player (or players) who gave up the card must choose another card available for that round.



In a 3-player game, each new negotiation round reveals 3 new cards

However, if the players who are disputing a card cannot come to an agreement through negotiation, those players must make a **plague test**.

One of the players takes an amount of plague card equal to the number of players involved in the dispute minus 1 and, without revealing its face to the players, shuffles it together with the card being disputed (it is recommended that more than one player shuffle these cards until everyone is satisfied). This will be the **deck of fate**.

After that, a card from the deck of fate is dealt to each of the players involved in the dispute and they will reveal their cards simultaneously.

In this way, one of the players will have received the disputed card and the other (or others) will receive a plague card. The one who has received a plague card will not receive another card this round. The card from the draw deck that has not been drawn this round is discarded and placed back in the game box.

The cards obtained in this phase can be placed next to the Kingdom Card in the indicated positions according to the card type.

After all players have received a card in the round (either a card from the draw deck or a plague card), players can choose to attach one of their “**paladin**” cards to a monster card.

Then, the current round ends and a new negotiation round begins, continuing in the same way, until the end of the Negotiation Phase.



End of the Negotiation Phase

When the “Last Round” card is revealed from the draw deck, set it aside and reveal a new card in its place for the current Round of the Negotiation Phase.

The Last Round will take place after the current round (the one in which the “Last Round” card was revealed), or in the round in which it is not possible to reveal an amount of cards from the draw deck equal to the number of players.

After that, the Resolution Phase begins.

Resolution Phase

It will be in this phase where, in fact, the cards obtained by the players during the Negotiation Phase, will be used and will have their effects. To do this, you will need to follow the following order of resolution:

1. Initial Accommodation
2. Plague Effect
3. Battles
1. Final Accommodation

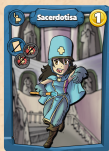
Each of these steps in the Resolution Phase needs to be fully completed before starting the next step.

Initial Accommodation

At this stage of the Resolution Phase, each player must verify that they have accommodation for all their heroes.

For every hero card the player owns (👤), he will need to have the same amount of accommodation (🏠) guaranteed by his cards.

If the player has less accommodation space than the amount of heroes, he must discard 1 hero card for each one without accommodation.



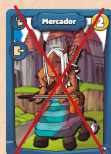
*in this example, the palace card manages
to accommodate these 3 heroes*

Plague Effect

In this step of the Resolution Phase, each player must discard 1 Hero card for each hero penalty symbol shown on their plague cards.

In this step, the player can minimize the Plague Effects using the “Priestess” and/or “Wall” cards, if they have them.

NOTE: Do not discard Plague cards if you also have the Necromancer Card, as they will be scored in the Scoring Phase.



in this example, the player suffers the plague effect and chooses to discard the Merchant and 1 Paladin



Battles

In this step of the Resolution Phase, each player will use their hero cards that survived through the Initial Accommodation and Plague Effect step to battle monsters that the same player acquired during the Negotiation Phase (the player can only battle monsters that he has acquired).

For this, each player will choose one battle at a time, in the order they prefer, and determine which hero cards will participate in a given battle.

In each battle, the **attach value of the heroes** (⚡) will be calculated and if the value is equal to or greater to the **monster's resistance** (❤️), then the monster will be defeated.



In this battle, the Paladin's attack value (3) equaled the Goblin's resistance value (3), and therefore the monster was defeated

The defeated monster card is placed in a pile next to the Kingdom Card at the indicated location (🗑️), and will be worth points for the player in the Scoring Phase.

Each hero card has a different way of battling, and depending on the hero type, he will not be able to participate in more than one battle (see the “Card Reference” section).

After all player battles, each surviving monster will make its attack and discard one card of each type shown on its penalty symbols (the symbol showed in the lower part of the card).



in the previous example, if the Goblin had not been defeated, it would now destroy a Treasure card

After all surviving monsters have attacked, they will be discarded and placed in the game box, ending the Battles step.

Final Accommodation

This step of the Resolution Phase will take place in the same way as the Initial Accommodation, that is, each player must verify if they have accommodation for all their heroes, comparing the amount of hero cards they have (👤) with the amount of accommodation (🏠) remaining in your cards.

In the same way, the player must discard 1 hero card for each one of them that is without accommodation.

After the end of this step, the Resolution Phase ends and the Scoring Phase begins.

Scoring Phase

In the Scoring Phase, all players will calculate the victory points VP (🏆) that their remaining cards have granted them. For this, each player must follow the following steps, in order:

1. **Heroes:** gain the victory points indicated on the hero cards;
2. **Buildings:** gain the victory points indicated on the building cards;
3. **Treasures:** gain the victory points indicated on the treasure cards;
4. **Monster Defeated:** gain the victory points indicated on the monster cards that were defeated by the player.

Add up all the victory points received, and the player with the most is considered the winner of the match.

In the event of a tie, the player who defeated the most monsters wins. If the tie persists, the tied players share the victory.

Variable Score

In general, cards directly indicate the value of victory points they are worth (that is, the value inside the symbol 🏆 indicates the victory points).

However, some others cards indicate victory points that are calculated based on some variable existing at the time of the Scoring Phase.



1 VP for each monster card defeated



1 VP for each monster card different defeated



1 VP for each building card



1 VP for each treasure card



1 VP for each plague card



1 VP for each hero card

Card Reference

Archer (ranged attack)

Attacks only one monster, and is not allocated to the target. Your target is announced at the start of the Resolution Phase, and your attack value varies depending on the total number of archers in the faction, even those not battling the same monster (1, 3, 5, and 8 attack for 1, 2, 3 and 4 archers, respectively).

Cabin (3 VP & 1 accommodation)

Castle (-2 VP & 4 accommodation)





Builder (1 VP per building card)

The player will gain 1 victory point for each building card in their faction during the scoring of the Hero cards.

Diamond (1 VP per defeated monster card)

The player will gain 1 victory point for each Monster card defeated in his faction, during the scoring of Treasure cards.

Squire

The player who has the squire, increases the attack value of all their melee heroes by 1.

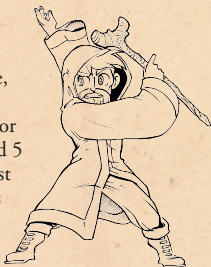
Emerald (2 VP)

Rogue (2 VP)

The player, during the Battles step of the Resolution Phase, may discard the Rogue card to also discard a monster card of their choice. With this, the player will not receive the discarded monster's penalties, but also will not receive the discarded Rogue's victory points.

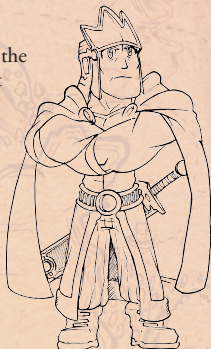
Mage (global attack)

The Mage attacks all of the player's monsters, and the attack's value depends on the amount of monsters currently on the battlefield. Therefore, if a monster is defeated or discarded, the Mage's attack is decreased by 1. For example, even if the player has battled 5 monsters, the Mage's attack on the last monster will be exactly 1. The Mage's attack can be accumulated if the player has more than one Mage card.



Peddler (1 VP) / Merchant (2 VP)

If there is a card in dispute during the Negotiation Phase, the player who has the Peddler or Trader card can use its effect to decide who will get the disputed card. Then, the player must deliver the Peddler (or Merchant) card to a player who participated in the dispute.

**Miner (2 PV per treasure)**

The player will gain 2 victory points for each Treasure card in her faction during scoring of Hero cards.

Wall

The player with the “Wall” may discard it to cancel any penalty in the “Plague Effects” or “Battles” steps.

Necromancer (1 PV per Plague)

The player will earn 1 victory point for each plague card in her faction, during scoring of Hero cards.

Gold (1 VP per different defeated monster)

The player will gain 1 victory point for each different defeated monster card defeated in her faction, during scoring treasures cards.

Palace (1 VP & 3 accommodation)**Paladin (melee attack)**

In order to attack, the Paladin must first be allocated to a target during the Negotiation Phase (only one paladin can be allocated per round).

Paladins that are not tied to any targets cannot battle. Your attack value ranges from 2 to 5.

Barracks (3 accommodation)

King (1 VP per hero)

The player will earn 1 victory point for each hero card (including the king card) in her faction, during scoring Hero cards.

Ruby (1 VP)

Saboteur (1 VP for owner & -2 VP for neighbors)

In the scoring phase, when scoring Heroes, players sitting next to the player who has the Saboteur lose 2 victory point.

Priestess (1 VP)

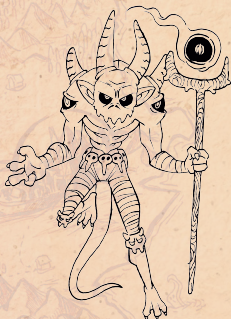
The player with the Priestess will be able to discard her to cancel two character penalties in the “Plague Effects” or “Battles” steps. This effect cannot be split into more than one Resolution Phase step.

Temple (2 VP & 2 accommodation)

Village (2 accommodation)

Plague Cards

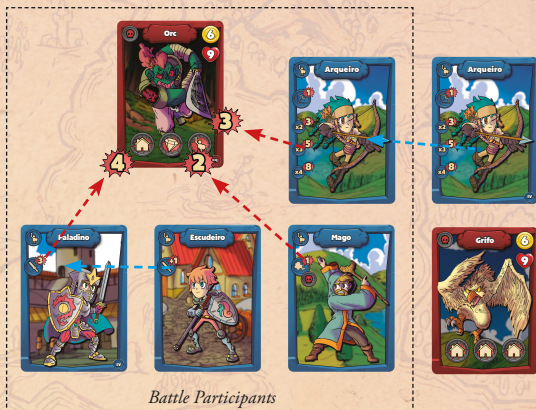
Plague cards indicate the amount of character penalties the player suffers in the Plague Step of the Resolution Phase (0 to 2 penalties  - discard hero card).



Monster Cards

Each of the monster cards has a symbol indicating the value of its stamina () , a symbol indicating the victory points () that the player who defeats it will earn in the Scoring Phase, as well as the symbol of the penalties that the player suffers. when you don't defeat him: ( discard hero card /  discard construction card /  discard treasure card).

Battle Example



Battle Participants

In this example, the Paladin was previously linked to the Orc, so he was able to battle. The Paladin's value has been increased by 1 due to the Squire's boost, generating an attack value of 4. The Mage has added another 2 to the attack value, as the player still has one other monster to battle (the Griffin on the right). The Archer on top of the Mage also attacked the Orc, and as the player has 2 archers in the faction, his attack value was 3. With that, the total attack value of this battle was 9, equaling the Orc's resistance that is defeated and will be worth 6 victory points.

It is important to note that both the Paladin and the Archer on top of the Mage will no longer be able to participate in other battles.

On the other hand, the Mage will be able to battle the Griffin, however, with the Orc's defeat, the player has only 1 monster left, and now the Mage's attack value will be only 1. The Squire does not contribute to the Mage's attack value because this one does not have a melee attack.

Having no other available hero, the player will not defeat the Griffin which will destroy 3 player building cards as an effect of its penalty symbols. In the Final Accommodation step, the player must check if he can accommodate all his heroes, even having lost all 3 buildings in the battle.

Credits

Game designer Nicholas Paschalis
Illustrator Caio Errante
Editor: Rafael Verri
Graphic Designer: Daniel de Lucca
Playtesters: xxx
Game Studio: Ludofun Editora

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