

ELRIC

RISE OF THE YOUNG KINGDOMS

WELCOME TO THE *ELRIC RISE OF THE YOUNG KINGDOMS* TUTORIAL !

The purpose of this **Tutorial** is to help you to quickly grasp the basics.

To allow you to enter the game smoothly, some of the very first actions are imposed: you don't choose your actions but accomplish those as indicated. This would allow you to discover the different aspects of the game as you go along.

Don't worry! If, at the beginning, a couple of things are driven, you will soon be able to make your own choices.

Once you have mastered the basic concepts of the game, feel free to start a game from the beginning.

This is a four player set-up. If you are fewer, just play more than one Kingdom.

THE GAME SETTING

Each of you leads **Raiders** from different **Kingdoms**. Their goal, a coup like no other: the sacking of Imrryr, capital of the powerful Melnibonean Empire. Led by generations of wizard emperors, backed by powerful dragons and pacts with arch-demons, Melniboné has ruled over the Young Kingdoms for millennia, extorting gold, slaves, arts, and much other wealth. The city of Imrryr thinks herself invulnerable, but it has been betrayed by its fallen emperor: **Elric!**

Prince **Elric**, wielder of the Black Blade Stormbringer, Eater of Souls, has agreed to lead the **Raiders** through the city's Defences to find his beloved **Cymoril**, and to chase away the usurper of his throne: his own cousin **Yrkoon**.

You have broken through the first Defences of the Dreaming City and here she is in front of your raiders, ready to fall like an overripe fruit. But don't delay in looting her wealth: her forces won't be disorganized for long, and you'd better far when the Dragons finally awaken...

YOUR TARGET

As a group, you must defeat the **Heart of the Palace**, its central Defence, before Imrryr's Defences are fully activated. If you fail to do so, the city wins, there are no winners. Only losers.

If **the Heart of the Palace** falls, the game ends and the player with the most Victory points (that you get from Loot cards) wins: he will undoubtedly be the future master of the Young Kingdoms!

The player with the most victory points wins the game.

SETTING UP THE KINGDOM BOARDS

Players divide the following four **Kingdom Boards** among themselves: **Bakshaan, Purple Towns, Pikarayd** and **Vilmir**. The Bakshaan player gets the First Player token. Purple Towns sits at his left, then Pikarayd, and eventually Vilmir. This would be the order of the turn.

Each Player also takes an Action Marker and places it on position 2 of the Action Track - corresponding to a 4-player game. Place your Raiders (Heroes and Warriors) in your Raiders reserve. Heroes are more versatile, able to take on different type of Defences. Warriors are more likely to be specialists in Combat. Please take a couple of minutes to check out their skills ranks, and the **Special Power** of your Kingdom!

KINGDOM SPECIAL POWER

NUMBER OF STARTING RAIDERS (HEROES AND WARRIORS)

Warriors	4	3	3	2
Heroes	2	4	4	2

DEFENCE TYPE (COMBAT, MAGICAL, TRAP)

CHAMPION'S POWER

RAIDERS'S SKILL RANKS WHEN FACING DIFFERENT DEFENCES

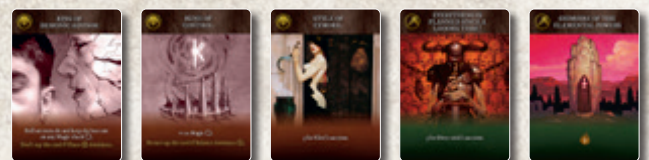
BULLIES: If at least one of your Looters is present in a Ransacked Quarter, add 1 to your Domination total in that Quarter.

CHAMPION: If at least one of your Looters is present in a Ransacked Quarter, you are the Dominant Player in that Quarter.

RAIDERS RESERVE

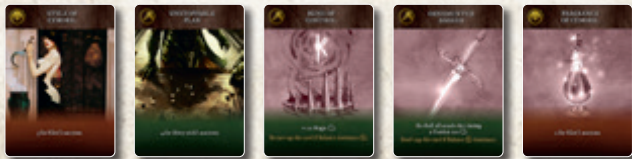
Each player receives five starting Loot cards, as shown below (during a regular game, players would have randomly drawn the cards from the pile of their choice).

- **Bakshaan:** In the "Elric" pile, pick up the cards *Demonic Advisor Ring*, *Rune of Control*, and *Style of Cymoril*. From the "Dirty Tricks" pile, pick up the cards *Everything is Planned* and *Grimoire of Elemental Powers*.

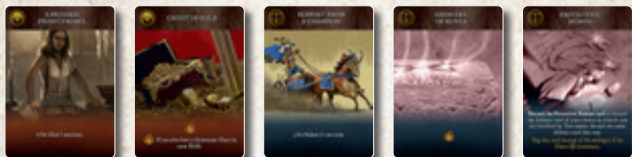


- **Purple Towns:** From the "Elric" pile, pick up *Style of Cymoril* and *Fragrance of Cymoril*. From the "Dirty Tricks" pile, pick up *Everything is Planned* and *Grimoire of Elemental Powers*.

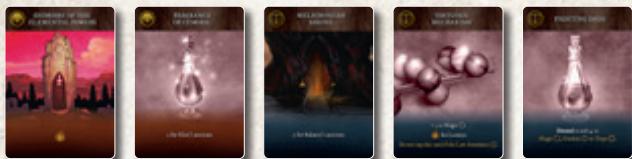
pile, pick up *Unstoppable Plan*, *Rune of Control*, *Ornamented Dagger* cards.



- **Pikarayd:** From the “Elric” pile, pick up *Z message of Cymoril* and *Chest of Gold* cards. From the “Balance” pile, get the *Support from a Champion*, *Grimoire of Runes*, and *Protective Demon* cards.



- **Vilmir:** From the “Elric” pile, get the cards *Grimoire of Elemental Powers* and *Fragrance of Cymoril*. From the “Balance” pile, get the *Melnibonean Shrine*, *Virtuous Mechanism*, and *Fighting Drug* cards.



LOOT CARDS

Loot cards have 3 functions:

- To collect Victory Points.
- To be used as equipment against Defences.
- Or as bids during the Auction Phase.

Loot cards belong to three different piles: Elric, Dirty Tricks and Balance.

“Elric Loot cards” cards allow you to take control of Elric.

“Dirty Tricks Loot cards” cards allow you to play Dirty Tricks to other players;

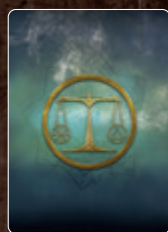
“Balance Loot cards” cards allows you to be First Player, and upgrade your Special Power to its Champion level



ELRIC

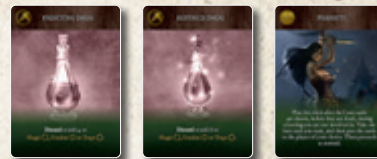


DIRTY TRICKS



BALANCE

Bakshaan starts the game with extra cards (Bakshaan’s Special Power). Two of these are Loot cards, “*Fighting Drugs*” and “*Refined Fighting Drugs*”. Pick them up from the pile of your choice. The third card Bakshaan picks up is a « Dirty Tricks » card. Take “*Parasite*” from that pile then shuffle it.



Each player then decides which cards are sent to their Holds or remain in their Hand. In general, players keep the “Equipment” cards in their hand and set aside the other Loot - usually those with extra Victory points or bidding value.

A player cannot have more than 6 Loot cards in his Hand.

LOOT CARDS : HAND SIZE AND HOLDS

A player’s hand is limited to 6 Loot cards. Once Bakshaan gets his two «Drugs» cards, he is left with a hand of 7 cards, one too many.

At any time, a player may choose to send any number of Loot cards to one of his Holds.

NB: cards sent to any Hold cannot return to the Hand. They could be used during the Auction Phase and are always worth at least 1 Victory Point.

Let’s raid that city now !

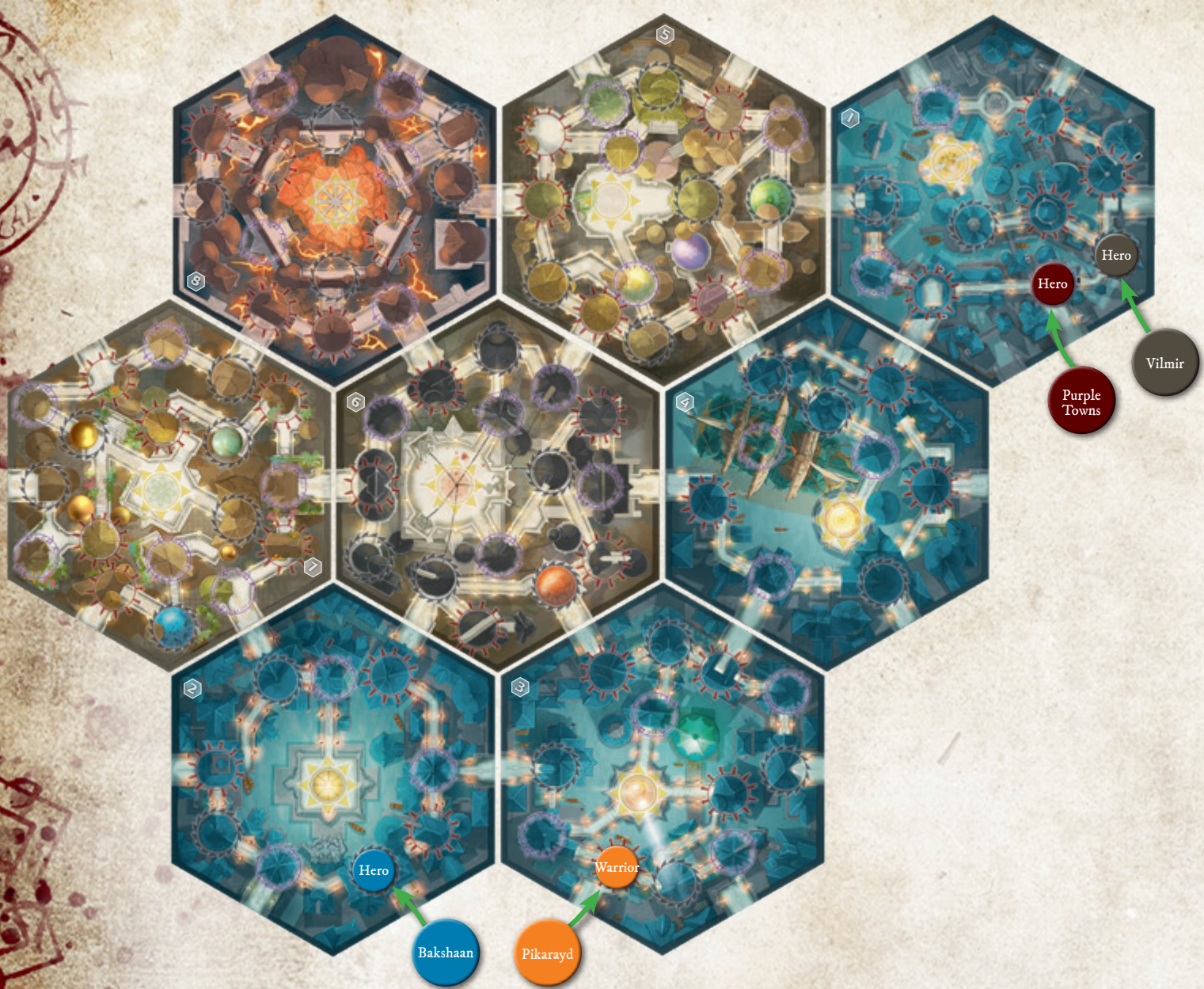
Please get to the Action Phase.

THE ACTION PHASE

During the Action Phase players progress on the board by placing their Raiders, fighting the Defences, and sharing the Loot if they win.

On a 4 players game, each player can play 2 Actions during this phase. In this Tutorial, let’s imagine that one action has already been played: the Raiders have already entered the harbour of Imrry!

Each player moves his Action Marker on his Kingdom board from Position 2 to Position 1 (as we start right in the middle of an Action Phase, it shows that each players has only one Action left), then takes a Warrior or a Hero miniature from his Reserve and places it on the Quarters as shown below:



Now, starting with Bakshaan (First Player), then clockwise, each player will resolve their second action.

In our game, Bakshaan places a Hero from his Reserve to Quarter N°3, on a Magic Tower, as shown below :

BAKSHAAN'S SECOND ACTION: PLACEMENT AND DEFENCES

Bakshaan becomes the Active Player: he moves his Action Marker to the right (in this case, from Position 1 to Position 0) and then plays his Action.

To play an action, pick a Raider from the Raiders reserve and place it on a Tower free from any other miniature.

However, not all Towers are accessible. You can place a Raider:




- either on a Tower of the Harbour connected by a bridge to the edge of the board - this corresponds to the landing points of the attackers
- Or on a Tower adjacent to any Tower containing another miniature. - 2 Towers are considered adjacent when they are connected by a bridge.



HIGHER... AND HARDER!

The Dreaming City awakes slowly but furious. The deeper the Raiders get into the city, the stronger are the Defences. The Harbour Defences are easier to break than the Upper City's ones, and the Palace is the best defended place in Imrryr (if not in the entire world).

In Elric, Rise of the Young Kingdoms, this difficulty rises in two different ways :

- The closer the players get to the palace, the more Defence Cards they draw. 2 cards in the Harbour, 3 in the Upper City, and 4 cards in the Palace Quarter.
- The value of the Defence card depends on where the fight takes place: in the Harbour, use the number in the blue hexagon , in the Upper City use the grey hexagon , in the Palace use the golden .





On this Magic Tower, Bakshaan will fight a Magic Defence. That's why he chooses to send a Hero against it (A Bakshaan Hero has a skill of 4 in Magic, whereas a Bakshaan Warrior has 3).


Bakshaan draws face up 2 cards from the magic Defence pile. In this Tutorial, don't draw any card, we already chose them for you. Pick up:




Bakshaan identifies the **Main Defence** among the two cards he drew. **The Main Defence is always the one with the highest Defence value.**

In this case: the Fighting Demon.

Defence Value  - since Xiombarg's idol has .

This value of 8 is then increased by the defensive bonuses  of ALL Defence cards. The Fighting Demon has a +2 bonus, while the Xiombarg Idol confers a + 1D6 bonus! Bakshaan rolls the die and gets 3.

The total Defence Value is $8 + 2 + 3 = 13$. A real challenge!

To win, Bakshaan must roll 13 or more by adding his  skill of 4 to the 1D6 roll!

HOW TO COMBINE AND READ DEFENCE CARDS


When a player is fighting a Defence, the one with the higher Defence score is the Main Defence. The Defence value of all the other cards is ignored.

- However, symbols and texts of all the other Defence Cards apply.

Bakshaan, isn't afraid for he has many solutions to help him defeat this Defence.

- Ask for Allies help.
- Use his cards.
- Or just rely on chance and open-ended die roll.

Bakshaan won't ask for the help of the other players (Allies), as he does not want to share the Loot with them. He has many equipments that would help him.


Against , the *Ring of Demonic Advisor* allows to choose between two dice results. *The Rune of Control* gives a +1 bonus. And Bakshaan can use « *Combat Drug* » (+4 bonus) and « *Refined Combat Drug* » (+6 Bonus), against any Defence.

As equipments may be played at any time during a fight, Bakshaan keeps his bonus cards for now. He would only play his *Ring of Demonic Advisor*: he rolls two dice : 2 and 6 !

Lucky roll.

OPEN ENDED ROLL

When fighting a Defence, rolls are open ended, meaning when you roll a 6, you roll again the dice and add the result to the 6 you just got. If you are lucky enough to get another 6, just add it again, and so on.

Bakshaan choses the 6 result, and roll again his die, he gets 2. So his final dice score is $6+2 = 8$. His Hero has a Magic skill  of 4, for a total of 12. He needs one more to beat the 13 Defence!

Bakshaan then uses his *Rune of Control* to get a +1 Bonus.

The Rune of Control and *The Ring of Demonic Advisor* are spent for this turn, Bakshaan would only be able to use them the next turn.

PLAYING OR DISCARDING EQUIPMENT CARDS

When played, equipment is placed face up next to player's Kingdom board. He taps it to remember he cannot use it until next turn.

Some game effects allow you not to tap the cards: in this case, you can use them several times in the same phase!

Don't forget, equipments can be played at any time against defences.


Bakshaan defeats the *Fighting Demon* and the *Xiombarg idol*. Now, it is time to collect the Loot!



BAKSHAAN LOOT

Defeating a Defence allows you:


- to leave your Raider on the board - the Raider returns to the Reserve, if defeated.
- to draw Loot cards and to apply all the "If you win" effects of the Defence cards.

Bakshaan draws as many Loot cards as there are  symbols on the Defence cards: 2 for the *Xiombarg Idol* and 1 for the *Fighting Demon*, so 3.

Usually, the Active Player can draw his Loot cards from any Loot Pile. In this tutorial, choice is restricted to Dirty Tricks and Balance.

Bakshaan **secretly** consults the 3 Loot cards drawn and keeps one.

If he had called on Allies during his battle, he would have to share the remaining 2 Loot cards with them... Hey! Praise the Lords of the Higher Worlds... he didn't need to!

Even better, *Xiombarg Idol* text being «  kept », Bakshaan keeps a second Loot card!

The remaining Loot card is discarded. Since there are no other «if you win» effects to apply, we move on to the next player's action: Purple Towns.

THE PURPLE TOWNS ' SECOND ACTION: PLACEMENT AND DEFENCES

The Purple Towns player becomes the Active Player: he moves his Action Marker to the right (from Position 1 to Position 0). He, then, plays his Action





He takes a Hero from his Reserve and places it on the the **Heart of Quarter** #3, as shown below.




THE PURPLE TOWNS HERO CAN BE PLACED ON THIS TOWER AS IT IS ADJACENT TO ANOTHER RAIDER (THE BAKSHAAN HERO)

THE HEARTS OF IMRRYR

Hearts are special Towers: better defended and with more Loot, they are the last and the best Defences of the Quarter. If they are beaten, the entire Quarter ceases to resist... It is Ransacked, as we will see later.

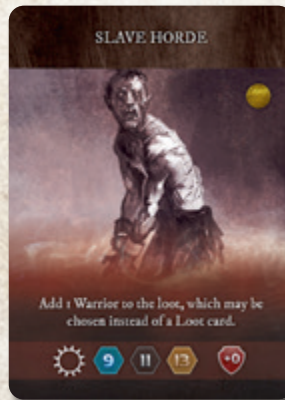
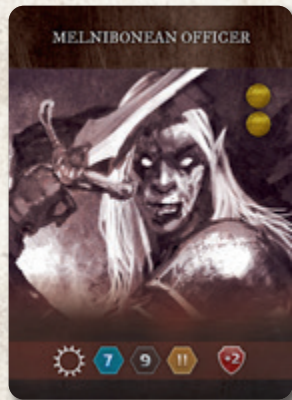
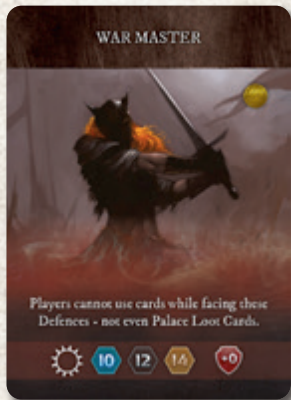
- Hearts are surrounded by golden arrows . Their type of Defence is determined by randomly drawing a Ransacked token. On its back, players will find the type of Defence they face , , .
- When fighting a Heart, players draw an additional Defence card.
- When a Heart is defeated, the Active Player may keep an extra card when sharing the Loot.



In our game Purple Towns randomly draws a  Defence. He then draws 3 Defence cards from the Combat Pile: 2 because he is in the Harbour + 1 because the fight takes place on a Heart.

He draws the following cards:



COMBAT PILE




In this case, the Main Defence is the War Master, with his . The total Defence Value is 12 ( from the Melnibonean Officer). 4 Loot cards could be drawn plus a Warrior miniature in case of victory.

Take some time to identify for yourself the different information on the cards...

Purple Towns gloats over the number of Loots, especially because he could keep 3 of them !

The usual Loot he keeps if he wins, + 1 because of his Special Power, + 1 more as the fight takes place on a Heart.

But the War Master is a strong foe, one of the best fighters of Melniboné. When facing him, players can not use any card.

Beating the Defence value of 12 by adding the result of 1D6 to his  skill of 3 would be close to impossible.

Purple Towns turns to the other players: he **needs Allies to win**.

CALLING FOR ALLIES

When facing Defences, the active player may call up as many players as he wishes as Allies.

Allies help the Active Player by mobilising one or more miniatures, either from their Reserve or from the Quarter where the Action is taking place. They decide how much help they want to give.

Each Warrior mobilised gives a +1 bonus against Defences, each Hero a +2 (Elric would give +3).

Allies can play their own equipment cards to influence the outcome of the battle.

A player called as an Ally must mobilize at least one of his Raiders. If he cannot do so, he simply cannot be called as an Ally.

The call for Allies is often a moment of strong negotiation. Words are given, former betrayals are remembered. In our example, Bakshaan, Pikarayd and Vilmir have no desire to help the Purple Towns. But Purple Towns reminds them they will also gain Loot as Allies.

Bakshaan has a lot of Loot cards already... but Pikarayd and Vilmir haven't...

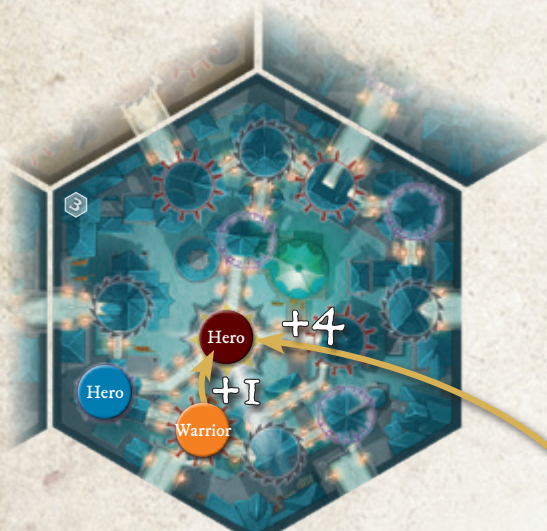
Vilmir finally breaks down, he offers a massive help of 4 Warriors, ONLY IF he chooses his Loot before the other Allies.

These 4 Warriors would give the active player a +4 bonus, added to Purple Town's Hero skill of 3 against Magic. 7 in total... It would take a result of 5 on a die to beat the Defence of 12.

Purple Towns finally calls Vilmir and Pikarayd as Allies. He deliberately leaves Bakshaan out of it, because he doesn't want to share too much Loot. He sees Bakshaan as his strongest rival for now.

Vilmir honors his word and mobilises 4 Warriors. Since there are no Vilmir Warriors on the Quarter, these Warriors come from the Reserve. Vilmir slides these 4 Warriors into the

«Engaged Raiders» part of his Kingdom board. The «Engaged Raiders» cannot be used until next turn.



Pikarayd did not promise anything, did not even want to come over. However, he HAS TO mobilize at least one miniature, and this is what he does: he designates his Warrior present on the Quarter. He is giving the minimum help he can, a +1 bonus.

His Warrior remains on he stance, and can be used normally for the rest of the turn.

With this +1 bonus from Pikarayd, Purple Towns must roll a 4 on the die, instead of a 5. He rolls... and gets a 4!

Since a Heart has been defeated, the Ransacked Token used to determine the type of Defence Purple Towns was fighting is placed on the Quarter, on its «Ransacked» side. The Quarter is now Ransacked.



RANSACKED SIDE

Lets share this Loot now, shall we ?

PURPLE TOWNS LOOT

As the Active Player, Purple Towns draws 4 Loot Cards (as many as there are ● on the Defence cards) from the pile of his choice, “Dirty Tricks” or “Balance” – Elric Loot cards are not an option during the tutorial.

SHARING THE LOOT

Sharing the Loot is an important part of the game, and always follows the same process:

- The Active Player chooses one pile of Loot to draw cards from
- Then he secretly looks at these cards and chooses only one for himself
- Then he passes the Loot to a player of his choice involved in the fight...
- ... who repeats the same : choosing one Loot secretly and passing the rest to a player of his choice involved in the fight, etc.
- When all players involved have received one Loot, the rest is discarded unless special rules or card effects allow the Active Player to pick up extra Loot.
- If there is not enough Loot remaining at this point... the Active Player just has to settle for what is left !

LOOT SHARING EXEMPLE



He also takes a Warrior miniature from the box, which can be chosen instead of a Loot Card, as mentioned on the “*Slave Horde*” Defence card - should that happen, place the new Warrior in the Reserve.

Being the Active Player, Purple Towns looks at the 4 Loots Cards he drew and secretly chooses one, or the warrior miniature instead (the Warrior would go to the Reserve). He then passes on the rest. Promises being promises, it's up to each player to stick (or not) to the words given during the call for Allies.

In this tutorial, the Purple Towns' player honors his agreement with Vilmir, who in turn chooses one Loot Card secretly (or the miniature), before passing the remaining to the last player involved in the fight : Pikarayd.

Pikarayd chooses one Loot for himself.

Looting normally ends here, with the remaining Loots being discarded.

But in this case, Purple Towns can keep 2 extra Loots : one because the fight took place on a Heart, and one because of Purple Towns' Special Power. 2 Loots remain, so Purple Towns does not get to choose. 3 Loots seized on one Action ! Not bad !

PIKARAYD'S SECOND ACTION: PLACEMENT ON A RANSACKED QUARTER

Pikarayd becomes the Active Player: he moves his Action Marker to the right. From 1 to 0.

As a Quarter has been Ransacked by The Purple Towns, Pikarayd has 2 new placement options. He may either :

- **Place a Raider on any Tower on the Ransacked Quarter.**
Such an action does not trigger Defences. No cards drawn. No fight.
- **Place a Raider on any Tower connected by a bridge to the Ransacked Quarter.**

Pikarayd hesitates, he could send a Raider to an Upper City Tower, stronger Defences but more Loot. He could also place a Raider on a Harbour Tower following the previous placement rules.

Yet, he chooses to place a Warrior from his Reserve on a Tower of the Harbour Quarter that has just been Ransacked. This will be important for the Domination Phase.

Place a Pikarayd Warrior on the Tower of your choice in the Ransacked Quarter. The action is complete.




VILMIR'S SECOND ACTION: IT'S YOUR TURN!

Vilmir becomes the Active Player: he moves his action marker to the right. From 1 to 0.

At this point of the tutorial, choose what you want to do.

Place your Raider (Hero or Warrior) anywhere you want accordingly to the rules: on any Harbour entrance, adjacent to another Raider, or adjacent to any Ransacked Quarter. For now, do not place it on the Ransacked Quarter. Chaos Gods want to see fight.

Just follow these guidelines:

- You will draw 2 Defence cards on a Harbour Quarter, 3 in the Upper City, (4 in the Palace if you get there later).
- You will then determine the Main Defence, and the total Defence Value by adding all the bonuses.
- You will have to match or exceed the Defence using your Raider , , , to which you will add 1D6...
- ... but before the dice roll, you can call on Allies. They are forced to help you by mobilizing at least one of their Raiders - although they can be more generous, and negotiate it.
- Before or after the roll, you and your allies can use any Equipment cards during the fight.
- If you lose a fight, the Raider you just placed goes back to the Reserve and all the “If you are defeated” effects apply.
- If you win, your Raider remains on the Tower. The “if you win” effects apply, and the Loot Cards are collected and dealt.

For the purposes of this tutorial, do not choose your Loot from the “Elric” pile.

When Vilmir's action is complete, **all Action Markers are on the 0 box: the Action Phase ends, and the Ransacking Phase begins!**

THE RANSACKING PHASE

The second phase of the turn is the Ransacking Phase.

During this phase, players focus only on Ransacked Quarters (marked with a Ransacked token).

The Heart of these Quarters has been conquered, its Defences have fallen. Players collect Loot and share it unopposed.

In this tutorial, there is only one Quarter with a Ransacked token.

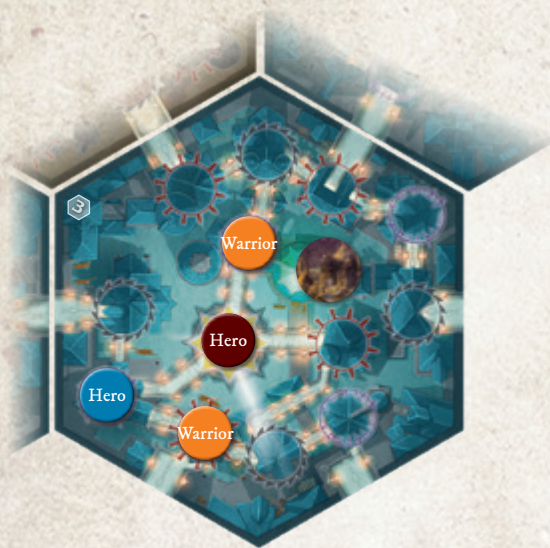
All players with Raiders place on the Ransacked Quarter are involved in the Ransacking Phase and receive Loot, **but only The Dominant Player will choose first, and from the Loot Pile of his choice.**

DETERMINING THE DOMINANT PLAYER

Each player now calculates how many Domination points he has in the Ransacked Quarter. Super easy :

- Each Warrior miniature has a value of 1
- Each Hero miniature has a value of 2.
- Elric has a value of 3

The player with the highest total is the Dominant Player.



Vilmir does not have any raider in the Ransacked Quarter, so he is not involved in this Ransacking.

With 2 Warriors, Pikarayd has 2 Domination Points, same as Bakshaan (with 1 Hero) and the Purple Towns (1 Hero). However, there can only be one Dominant Player...

In case of a tie, the First Player decides who the Dominant Player is.

THE FIRST PLAYER DECIDES ! (*The Balance loves him, mate!*)

In Elric, Rise of the Young Kingdoms, the first player decides all ties and rules disputes. Not sure how to interpret a power? Not certain which equipment card should be resolved first when two players play it at the same time? Who wins in the event of a Domination or Bidding tie? The First Player decides.

Since the First Player is Bakshaan, he is about to decide the tie in his favour and naturally declare himself as the Dominant Player on this Quarter

... when Pikarayd interrupts him: «Not so fast!». Pikarayd reminds the other players of his Special Power: he can

add 1 when calculating Domination. His total is therefore 2 (for his two Warrior minis) +1 (Kingdom Power) makes 3!

The Dominant Player is Pikarayd - that's why he placed a Warrior on the Ransacked Quarter earlier!

LOOT SHARING DURING THE RANSACKING PHASE

What kind of loot cards?

As Dominant Player, Pikarayd chooses which type of Loot cards to draw. In this tutorial, choose between Dirty Tricks and Balance.

How many Loot cards?

The number of Loot cards to draw is equal to the number of Raiders on the Ransacked Quarter. Only the number of Raiders, not their strength. In this case, 4 cards are drawn.

How is the loot divided up?

The Loot cards are shared between the players as we already saw in the action phase, with three differences:

- In this phase the Dominant Player chooses his card first, secretly, before passing the Loot to the Player of his choice.
- The Loot cards are shared only between players who have Raiders on the Ransacked Quarter.
- If possible, The Dominant Player keeps one more card, after all players have taken theirs.

In this Tutorial, Pikarayd (Dominant) chooses first from the 4 cards drawn, then passes the remaining 3 to the player of his choice, who chooses before passing to the third player.

Once the third player has been served, only one Loot card remains. This one goes to Pikarayd since he is the Dominant Player. If there had been more than one left, Pikarayd would have chosen one and discarded the others.

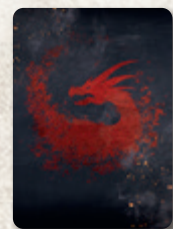
Players then decide whether to keep the Loot cards in their Hands, or to place them in their corresponding Holds.

As all Ransacked Quarters have been dealt with, players proceed to the Imrryr Phase.

IMRRYR PHASE

The phase simulates Imrryr's reaction to the Raiders's assault. In a regular game, players start the game with 4 cards on the «Imrryr Threat» track. During this phase, the First Player reveals the first card on this track and resolves its effect - always devastating.

If there are no more 'Imrryr Threat' cards to reveal, **the players**



IMRRYR THREAT
CARDS

immediately lose the game!

Melnibonean war barges block the escape by sea, the skies are invaded by dragons and the raiders are slaughtered.

In our game, Bakshaan, First Player, draws and resolves the card... *Yrkoon!*

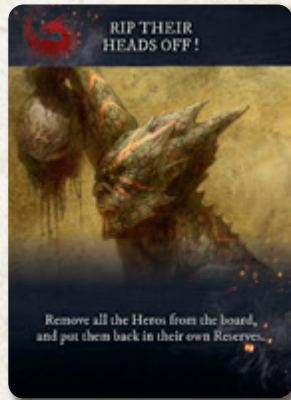
Yrkoon's miniature joins the board, more precisely the Quarter where Elric's miniature is, and should immediately gut the Raiders with his Demonic Sword, the dreadful Mournblade.

Fortunately for the players, Elric is not yet in play. In this case, Yrkoon is placed on the Palace Quarter, empty of Raiders.

The players breathe a sigh of relief, but Bakshaan finishes reading the Yrkoon card: when this card is drawn, another Imrryr Threat card must be drawn and resolved

- not a card from the track, but a card left in reserve in the box. In the current game, rather than drawing a card at random, use the following: *Rip their heads off!*

As most players placed Heroes on the board during the first action phase, the effect of this card is powerful!



- **the winner of the Elric auction gains control of the Elric's miniature.** Elric automatically defeats the Defences, without a die roll. He has a value of 3 as an Ally and a value of 3 when calculating Domination, and there is only one card which can remove him from the board.

- **The winner of the Dirty Tricks auction draws two Dirty Tricks cards,** which he can use to get in the way of other players.

- **The winner of the Balance auction gets the status of Champion.** He unlocks the Champion Power of his Kingdom board. He determines the position of the Balance (which influences certain cards). **He also seizes the First Player token,** which allows him to play his actions first, and to decide ties and rules issues as he sees fit

The auctions are resolved in the following order: Elric's auction, Dirty Tricks auction and Balance auction.

FIRST LAY DOWN YOUR HAND!
During the Auction phase, cards from the players' Hand cannot be used. Only cards kept in the Hold corresponding to the current auction can be used. Therefore, before starting the Auction phase, each player lays down his Hand and will not take it back until all three auctions have been resolved.

REMOVING MINIATURES FROM THE BOARD
Unless otherwise stated, miniatures removed from the board go to player's respective «Reserve». Elric's miniature is an exception: it obeys its own rules and never joins a player's Reserve. And he is almost invincible.

Once the Imrryr threat has been resolved, the Imrryr phase ends and the players begin the last phase of the turn: the Auction phase.

THE AUCTION PHASE

In this phase, players can bid with their Loot cards, to gain three different benefits:

ELRIC'S AUCTION

To show you how the auctions take place, the first auction is entirely scripted.

Each player takes the contents of his "Elric's Hold", to be used in the Elric Auction.

The cards will be used in two ways.

Those saying 'X points for Elric's Auction' are played face up, and their value for the auction is equal to the wording on the card. All other Loot cards have a default bid value of 1, may be played face down.

For this first auction, each player has one or more cards that can be used. With experience, you will



probably focus on certain auctions, choosing to draw your loot from a particular pile to win the auction most important to you.

As usual, the First Player, Bakshaan, starts this phase, which then proceeds clockwise. He has two choices.

- He can use his cards to bid (or outbid other players if necessary).
- He can choose to bid nothing and pass, which would take him out of the auction: he would no longer be able to bid. However, this tactic may have an unexpected advantage. If no one bids anything, the First player wins by default! Finally, once a player has folded, he can reinforce another player's bid by lending him his own Loot cards.

Bakshaan has amassed two 'Elric' cards in his Hold: a 'Drug' card, which is worth 3 victory points (the 2 shown on the card, + 1 due to his Special Power), and a 'Style of Cymoril' card '3 for Elric's auction'. Bakshaan places this second card in front of him.

So the auction opens at 3 points.

It **Purple Town's** turn to speak. To join the auction, this player must bid at least 1 more than the previous bid. He only has a 'Fragrance of Cymoril' card which is 2 bidding points. Purple Towns passes: they withdraw from the auction, but may later, if they wish, reinforce another player's bid with their card.

Pikarayd uses his 'A message from Cymoril', which is worth 6 bidding points, much higher than Bakshaan's 3 points. Getting Elric by betting only this card would be a nice move!

Now it's **Vilmir's** turn. He has two "Elric" cards from his Hold: "Fragrance of Cymoril", worth 2 bidding points, and "Grimoire of the Elemental Powers", which yields 2 victory points and is worth 1 bidding point by default. Vilmir cannot bid: he has 3 bidding points, but need 7 to outbid Pikarayd. However,

his Special Power allows him to add 4 points to any bid, once per turn. Vilmir uses this power, adds the *Fragrance of Cymoril* (face up) and the *Grimoire of Elemental Powers* (face down), and can therefore bid 7 points.

Bakshaan, with a 3 bid is 5 points short. He could go up to 4 bidding points, if he played his *Drug* card. Bakshaan withdraws from the auction. He gets his "Fragrance of Cymoril" back - he can now use it to help another player.

The bidding round does not go to the Purple Towns (who have passed), but directly to **Pikarayd**, who is 3 points short on Vilmir - or 2 points short if the player bets his 'Chest of Gold'. But Pikarayd wants to keep this loot, which is worth a lot of Victory points. So Pikarayd calls to the other players: "bet cards for me, and I'll help you in a future auction!"

Bakshaan declines, remembering Pikarayd's arrogance during the Ransacking phase. Vilmir is obviously not concerned by this offer - he is leading the auction. Purple Towns, after weighing up the pros and cons also declines. It is too early in the game to sacrifice loot for another player.

Pikarayd is forced to abandon the auction, leaving the victory to Vilmir!

AUCTIONS CONSEQUENCES

After an Auction, the Loot cards played by the winner are discarded, while the others are recovered by their respective owners.

In this Tutorial, Vilmir discards the two cards he used, while Bakshaan and Pikarayd recover theirs and put them back in their Elric's Hold.

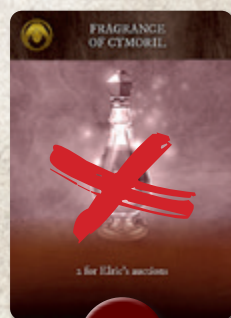
It is therefore difficult to win the same auction several rounds in a row.

Vilmir takes the Elric card and places the Elric's miniature on it. Elric is now considered a Raider of his Kingdom: it can

ELRIC'S AUCTION EXAMPLE

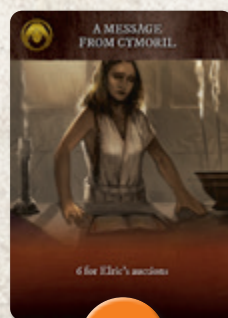


BID : 3



PASS !

WITH THIS CARD PURPLE TOWNS DOESN'T HAVE ENOUGH BIDDING POINTS TO JOIN THE AUCTION (THEY NEED A LEAST 4).



BID : 6



BID : 7
FRAGRANCE OF CYMORIL : 2
+
LOOT CARD : 1
+
KINGDOM POWER : 4

be used by Vilmir to resolve one, or even both, of his actions during the next Action phase. Remember that Elric automatically defeats defences, which makes it easy to recover Loot cards without having to share with allies!



This is the end of the Elric auction.

THE OTHER TWO AUCTIONS

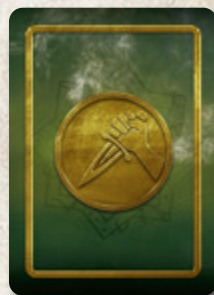
Now it's your turn to resolve the other Auctions : Dirty Tricks and Balance.

You are free to use cards from the Hold corresponding to the current auction, as you wish.

Just remember:

- The First Player bets first and wins if no one bets.
- To bet, you need to outbid the previous bet.
- When a player withdraws from the auction, he can play his cards to strengthen someone else's bet. He loses them if this bet is successful, he gets them back if it is not.
- If the bid is successful, the cards used for bidding are discarded.

The winner of the Dirty Tricks auction draws 2 Dirty Tricks he may instantly use.



DIRTY TRICKS CARDS

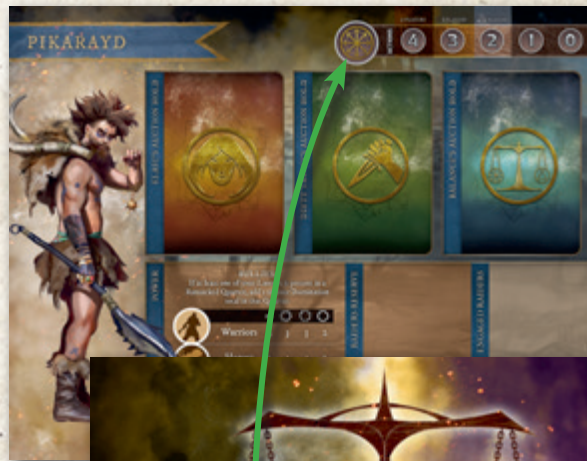
The winner of the Balance auction becomes the new First Player, he determines the Balance alignment according to his own (Chaos, Law or Disputed).

This player is now a Champion, so he uses the Champion Power of his Kingdom board, an improved version of his Special Power.

A new turn can begin!



FIRST PLAYER TOKEN



END OF TURN... AND NEW TURN!

Before straining a new turn, players prepare their boards: Action Markers are returned to Position '2' on the track; Engaged Raiders are moved back to the Raiders Reserve. Players take their Hands back.

The First player will start the next Action Phase by moving his Action Marker to the right, from position 2 to position 1, and then...

You now know the basics of Elric: Rise of the Young Kingdom rules !

A few subtleties are still unknown to you, they are detailed in the Complete Rulebook.

Will you manage to knock down the Melnibonean Emperor's Palace before the fifth Imrryr Threat card is drawn? Or Will you fall victim to the spells of the Dreaming City ?

Now go into the next round, and plunder that city for Chaos Sake!!

