

# PAPER TALES

## BEYOND THE GATES



*Blinded by their quest for power, Kingdoms progressively break the barriers of forbidden knowledge. In occult and illicit places, necromancers and alchemists dig deeper each day towards the doors of the Underworld. At the risk of awakening something that goes far beyond their imagination...*

## OVERVIEW

This expansion brings **20 new Units** and **6 new Buildings**, that you can include together or separately, whatever the number of players. It also provides all the components needed for the **new solo mode** and for **a 6th and a 7th player**.

## COMPONENTS

20 Unit cards, 30 Building cards, 7 Building tiles, 4 "50" tokens for players going beyond 50 Legend Points during the game.

**Extra material for the 6th and 7th player:** 22 Building cards, 2 score tokens and 2 Player's Aid cards.

**Extra material for the solo mode:** 20 Necropolis cards, 4 Lich King cards and 1 Solo Aid card.

All cards from this expansion can be identified by the  icon.

# HOW TO ADD CARDS

## NEW UNITS

Simply add these 20 new Unit cards to the draw pile during setup.

## NEW BUILDINGS

During setup, each player takes a **Mine**, a **Tavern**, a **Temple** and a **Town**. Shuffle the 7 Building tiles facedown and randomly reveal 3 of them. Each player takes **the 3 corresponding Building cards**. That way, all the players start the game with **the 7 same Buildings**.



# SOLO MODE - ARMY OF THE LICH KING

In this mode, a single player faces the powerful Lich King and its minions, awoken by human Kingdoms' occult intrigues.

## SETUP

Place the scoretrack on the table **a**. Form the Gold and Age tokens **b** pools and take 3 Gold **c** from the Gold pool. Choose a color and take the corresponding Player's Aid card **d** and score token. Take the Solo Aid card **e** and choose a second token of another color for representing the Lich King's score. Place the two score tokens on the scoretrack, on square 0 **f**. Take your Buildings for the game: either 5 with the normal rules, or 7 if you play with the new Buildings from this expansion **g**. Form the draw pile with all Unit cards **h**, by including or not the new Units from this expansion. Sort out the Necropolis cards into 5 distinct piles, by grouping cards showing an identical backside. Shuffle each pile and randomly draw one card from each, without looking at it. Display these 5 cards facedown in a line below the scoretrack, in

the following order: 1-2-3-4-5-END **i**. Reveal the first card and put the Time token **j** on it, instead of the scoretrack's turntrack.



## LICH KING CARDS

You can raise the difficulty of the solo mode by adding from **1 to 4 Lich King cards**. The more of these cards you play with, the harder to defeat the Lich King will be.

**Select** or **randomly draw** the cards that you want to include, and display them faceup in sight.

They provide the Lich King with the additional indicated abilities, **for the duration of the game**.



## OBJECT OF THE GAME

The player's goal is to end the game with **more Legend Points** than the Lich King.

## GAMEFLOW

A game still plays in 4 turns, during which the player goes through the 6 turn phases in their usual order:



**1] RECRUITMENT**



**2] DEPLOYMENT**



**3] WARS**



**4] INCOME**



**5] CONSTRUCTION**



**6] AGING**



The phases proceed as in a multiplayer game for the player, except for **Recruitment and Wars phases that are modified**.

Facing the player, the Lich King deploys no Units and constructs no Buildings. It scores Legend Points through its Necropolis cards.

## ANATOMY OF A NECROPOLIS CARD

**1 Immediate Gain:** the Lich King gains these LP once, whatever happens.

**2 Quest Bonus:** the Lich King can earn these LP each turn, every time that it meets the indicated requirement.

**3 Strength:** the military values of the Lich King's Black  and Purple  armies.

**4 Turn icon:** the turn on which the card can come into play.







## 1] RECRUITMENT

The player selects the Units that they will be able to deploy afterwards. The cards that they do not pick go to Netherworld.

### NETHERWORLD

The cards that you do not recruit for your Kingdom go into a new pile, distinct from both the draw pile and the discard pile: **Netherworld**. At the end of Recruitment phase, these cards give the Lich King opportunities to earn the **Quest Bonuses of its Necropolis cards**.

### UNITS SELECTION

Take **5 Unit cards** from the draw pile, **keep one** of your choice and place **the 4 remaining cards into Netherworld**. Take **4 new Unit cards** from the draw pile, **keep one** of your choice and place **the 3 remaining ones into Netherworld**. Take **3 Unit cards** from the draw pile, **keep one** of your choice and place **the 2 remaining ones into Netherworld**.

Shuffle the **9 cards** placed in Netherworld without looking at them.

Take **the 2 first cards from this pile**, **keep one** of your choice and place the remaining one under the pile. Take **one last card from top of Netherworld** and keep it.

*Christine already picked a Colossus and a Woodcutter during this phase. She draws 3 cards and keeps a Time Master. The Adventurer and Miner go to the Netherworld pile.*



*She then shuffles the Netherworld pile facedown, and draws the two first cards out of it.*

## LICH KING'S GAINS

At the end of Recruitment phase, **once you have recruited five Unit cards** for your Kingdom, the Lich King scores Legend Points through its Necropolis cards.

**Immediate Gain:** the Lich King scores the Legend Points indicated on the top-left of current turn's Necropolis card. The card on which the Time token is.

**Quest Bonus:** for **each already revealed Necropolis cards**, the player checks how many of the 7 cards in Netherworld fulfill the Quest Bonus requirement stated on the bottom of the card. For each of these Units, the Lich King scores the indicated Quest Bonus.

For the triggering of Quest Bonuses, **Units always have the strength indicated on their shield**, and **any specific condition linked to the production of a resource is regarded as met**.

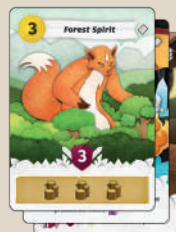
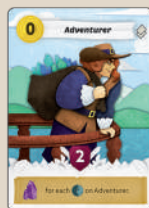
The more the game progresses, the more Quest Bonuses the Lich King can cumulate.



When it is time for the Lich King to score on turn 2, it immediately gains 1LP.

Then it scores its Quest Bonuses depending on Netherworld.

First Necropolis card's Bonus earns it 1LP (1x 1LP). Second card's Bonus earns it 6LP (3x 2LP). So, the Lich King's score progresses from a total of 8LP (1 + 1 + 6) during this phase.








Once the Lich King has scored its Legend Points, **all the cards in Netherworld are put into the discard pile**, then the Recruitment phase ends.

**Note:** at any time during Recruitment phase, the player is allowed to look at the cards in Netherworld or in the discard pile.









### 3] WARS

You wage a war against each of the two  and , Lich King's armies, in order to earn Legend Points.

**Reveal the next Necropolis card** on the line, without moving the Time token. This turn, Black army's strength is obtained by adding the value indicated in the black shield  **on current turn's** Necropolis card (the one on which the time token is) and the value indicated in the black shield  **of next turn's** Necropolis card (the one that you just revealed). Purple army's strength is calculated the same way, by adding the values indicated in the purple shields  of these two cards.



Christine plays second turn's Wars phase. She reveals the 3rd Necropolis card and determines the strengths of the two Black and Purple armies.

Black army totals up to  6 (  2 +  4 ) and Purple army totals  8 (  3 +  5 ).

You determine your own strength by following normal rules, then you wage **one War against each of the Lich King's armies**. You earn 3 Legend points per War won.

The Lich King earns **1 Legend Point per War won** by any of its armies against your Kingdom. In case of a tie during a War, your Kingdom and the opposing army both win this War.



*With a Forest Spirit and a Golem on the Front, Christine Kingdom's strength is 6. She wins only one War, tied with the Black army, so she scores 3 Legend Points. As the Lich King wins both Wars, it scores 2 Legend Points.*

## END OF TURN

Move the Time token forward on the next Necropolis card, then start a new turn.

## END OF GAME

The game ends at the end of turn 4, when you move the Time token forward on the last Necropolis card. You score the Legend Points earned by the Buildings that you have constructed in your Kingdom. **The Lich king scores the Immediate Gain indicated on its End card.** You win the game if you total more Legend points than the Lich King. In case of a tie, the Lich King is the winner.

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