

Welcome to The Three Kingdoms

Strife, Infestation, Contagion, Grandeur, and Occult have emerged from The Void.

The Three Kingdoms were the epicenter of what was known as **The Arrival**. The land where these Gods first touched down was warped by their magical power.

It didn't take long for The Three Kingdoms to devolve into chaos and destruction. Those who discovered that they could wield the power of the Gods for their own selfish desires soon took control. Different factions claimed Gods as their leader, and soon began to destroy anyone who opposed them and their deity. It didn't take long for The Three Kingdoms to wipe out the rest of humanity.

Will you bow to your new Gods, or will you be **Forsaken**?

Overview

Forsaken is a digital card game for two players.

Instead of deploying your resources in one game board, you must choose between three distinct zones, called **Kingdoms**. Each Kingdom has a **Friendly** side, which you control, and an **Enemy** side, which your opponent controls. Each side of each Kingdom has a **Tower** which begins the game at **10 Faith**. You and your opponent each control **3 Towers**.

Objective

Your objective is to reduce two out of three of the enemy Towers to **0 Faith**. When you reduce an enemy Tower to 0 Faith, you have **won** that Kingdom.

You'll accomplish this by **Attacking** your opponent's Towers with your Followers, playing devastating **Decrees** to push your advantage and prevent your opponent from mounting a good offense, and enhancing your armies with **Kingdom-Wide Blessings**. If you get into a bind, a **Miracle** may end up saving you from the jaws of defeat.

Kingdoms

Each Kingdom represents its own isolated battleground which has a Friendly side, that you control, and an Enemy side, that your opponent controls. You must do your best to defend your side of each Kingdom and attack your opponent's side of the Kingdom. When a player wins a Kingdom, both players' cards in that Kingdom are placed into The Past and that Kingdom goes dark and cannot be interacted with anymore.

Each of your friendly Kingdoms can hold a maximum of five **Altars**, three **Followers**, three **Kingdom-Wide Blessings**, and three **Miracles**.



Faith

Faith is the metric by which Followers and Kingdoms alike gauge their allegiance to you. When a Follower runs out of Faith, it is immediately **Forsaken** and placed in the **Discard Pile**, known as **The Past**. When one of your **Friendly Towers** runs out of Faith in a Kingdom, it is **Defeated** and your opponent wins that Kingdom.

Towers

Each player begins the game with a Tower in each of their friendly Kingdoms. Each Tower starts with 10 Faith. When any of your friendly Towers is reduced to 0 Faith in any Kingdom, you immediately **lose** that Kingdom and your opponent **wins** that Kingdom.

Factions

There are five **Gods** in the game. Each God represents its own Faction. Each card in the game has an allegiance to one of these factions.

Altars

Altars are the currency of the game, and the key to convincing Followers to join your cause in a Kingdom. Each of the five gods in the game has their own distinct Altar that can be used to play cards and use abilities associated with that god.

Each turn, you can **Build** one Altar in each of your Friendly Kingdoms. You do so by dragging an Altar from the **Altar Stockpile** to an empty **Altar Slot** - each Kingdom begins the game with five empty Altar Slots.

Devotion Cost

Each card has a **Devotion Cost**, which indicates how many Altars are required to play that card from your hand. In order to do so, you must **Exhaust** the Altars specified in that card's Devotion Cost. The Kingdom in which you pay a card's Devotion Cost is usually where its effect will happen, so you must choose where to build your Altars wisely.

Followers

Each **Follower** has an allegiance to one of the five factions. Followers are the easiest way to both **Attack** your opponent's Towers and defend your own friendly Towers. Each Follower has two important stats: **Zeal** and **Faith**. Zeal indicates a Follower's strength in Battle. Faith indicates how hard it is to kill a Follower. A Follower stays in play until its Faith falls to 0, or if it is **Forsaken**.

Attacking

Attacking with your Followers is one of the easiest ways to cause the enemy Tower to lose faith. When your Follower attacks a Tower, it loses Faith equal to your Follower's **Zeal**. When your Follower attacks an **enemy** Follower, both of those Followers lose Faith equal to the other's Zeal.

If your opponent does not have any **Refreshed** Followers in a particular Kingdom, you are free to Attack their Tower in that Kingdom directly.

Otherwise, you **must** Attack any **Refreshed** Followers before you Attack their Tower directly.



Refreshed and Exhausted

Each Altar and Follower enters play **Refreshed**. Followers become **Exhausted** when they **Attack** or **Bow** and can no longer Attack or Bow until they are Refreshed. Altars become Exhausted when they are used to provide Devotion and can no longer provide Devotion until they are Refreshed. Followers and Altars become Refreshed at the start of your turn.

Channeling a God

Each God has a unique effect that you can activate by paying two Devotion of that god. You can **Channel a God** once per turn. You can find the Channel Abilities in the bottom left area of the game board.

Kingdoms



Each Kingdom represents its own isolated battleground which has a **Friendly** side that you control, and an **Enemy** side that your opponent controls.

The Three Kingdoms



You must do your best to defend your side of each Kingdom and attack your opponent's side of each Kingdom.

Your goal is to win **two out of three** of these Kingdoms. When a player wins a Kingdom, both players' cards in that Kingdom are placed into **The Past** and that Kingdom goes dark for the rest of the game. Players will alternate taking turns until one player is victorious.

Each Kingdom has a limit of any combination of five **Altars** and/or **Temples**, three **Followers**. Three **Miracles**. And three **Kingdom-Wide Blessings**.

When there is only **one** Kingdom remaining, however, the rules change slightly! Instead of a max of five **Altars** and/or **Temples** and three **Followers**, each Kingdom has a max of **ten** Altars and/or Temples and **nine** Followers!



Towers

Each player begins the game with a Tower on their side of each Kingdom. Each Tower begins at **10 Faith**.

Your objective is to reduce two out of three of the enemy Towers to **0 Faith**. When you reduce an enemy Tower to 0 Faith, you have won that Kingdom!



The easiest way to reduce your opponent's Towers to 0 Faith is to Attack them with your Followers.

When either player wins a Kingdom, both players' cards in that Kingdom are placed into **The Past** and that Kingdom goes dark.

How to Win

You win the game when you reduce two out of three of the enemy Towers to 0 Faith or cause your opponent to **concede** those Kingdoms. When a player wins a Kingdom, the entire Kingdom goes dark in order to signify it has been won by a player.



The Five Gods

There are five Gods in the game. Each God represents its own Faction. Each card in the game has an allegiance to one of these factions.

The cards in each faction have their own unique abilities and their own unique **Devotion Cost Symbol**, which lets you know which Altar you must Build in order to play that card from your hand.



Strife, Lord of War

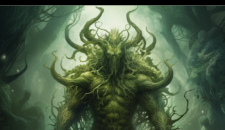


Strife grew from the anarchistic desire to see the world filled with fire, chaos, war and destruction. This desire turned into masochism and bloodlust.



Altar to Strife

Infestation, God of Growth

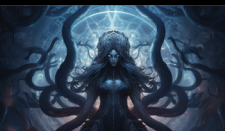


Infestation grew from the desire for primal strength, mastery of the senses, and prosperity. This desire evolved into gluttony, and swarm-like overgrowth.



Altar to Infestation

Occult, God of Mysticism



Occult grew from the desire to understand the world, and unlock hidden knowledge. This desire revealed a secret world, full of ethereal visitors and arcane mysteries that would drive any non-believer insane.



Altar to Occult

Contagion, God of Decay



Contagion grew from the sadistic desire for torture, that only the sick and depraved wished upon the world. This desire was amplified and evolved into an infectious evil.



Altar to Contagion

Grandeur, God of Glory



Grandeur grew from the desire for pride, honor, showmanship and the lust for glory. This desire became the embodiment of egotism, vainglory, and arrogance.



Altar to Grandeur

Altars



Altar to Strife



Altar to Grandeur



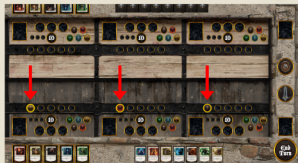
Altar to Infestation



Altar to Contagion



Altar to Occult



Altar Slots
Altar
Stockpile

Altars are the currency of the game, and the key to playing cards from your hand. Each of the five factions has its own distinct Altar that can be used to play cards and use abilities associated with their God. You can have up to **five** Altars in each of your Kingdoms.

When the game begins there will be five empty **Altar Slots** in each of your Friendly Kingdoms. Each turn, you can **Build** one Altar in each of your Kingdoms. In order to Build an Altar, simply drag the Altar you wish to Build from the **Altar Stockpile** in that Kingdom to an empty Altar Slot in that Kingdom. Once you let go, that Altar will appear in the slot and you can now use that Devotion. The Altar Stockpile will never run out of Altars to build with.

Temples

If you have five Altars in a given Kingdom, and you have not already built an Altar in that Kingdom for turn, you may **Upgrade** one of those Altars to a **Temple** by right-clicking on it and selecting to **Upgrade** it! If that Altar was Exhausted, the upgraded Temple will also be Exhausted. A Temple can provide Devotion for any God.



A Temple



Upgrading an Altar



Upgrade



Devotion Costs

Each card has a Devotion Cost, which indicates how many Altars are required to play that card from your hand.



This card requires **four** Altars to Infestation

Godless Devotion



This card requires **two** Altars to Contagion and **one** additional Altar of any faction.



You must drag the card you wish to play to **The Gate** in the Kingdom you wish to play it in. As long as you have the correct Altars/Temples in that Kingdom, the card will be played if you drag it to The Gate. The Altars specified in that card's Devotion Cost will automatically be Exhausted. A **number** in a Devotion Cost indicates that any Altar can be Exhausted to pay that Cost. You can preemptively use Altars and Temples to add Devotion in order to let the game know which Devotion to use when you drag a card to The Gate.



Devotion is Exhausted when you play a card

Exhausted Altars cannot be used to provide Devotion again until they become **Refreshed**. All of your Altars and Followers become Refreshed during your Refresh Phase.



Exhausted Altar



Refreshed Altar

The Kingdom where you pay a card's Devotion Cost is where its effect will happen, so you must choose where to build your Altars wisely.

Some cards only allow you to affect cards within the **same Kingdom** as where you played that card. Others allow you to affect cards in **any Kingdom**.

Followers

Followers enter play from your hand **Refreshed**, but they cannot **Attack** or **Bow** on the same turn in which they entered a Kingdom.



A Refreshed Follower that
Just entered a Kingdom



An Attacking Follower



A Bowing Follower

Followers **can** be **Attacked** by an enemy Follower on the opponent's turn after they entered a Kingdom as long as they are **Refreshed**.

Each Follower card has **seven** important attributes.



1 Card Name

Each card in the game has a unique name, used to identify it within the game.

2 Devotion Cost

Indicates how many Altars are required to play that card from your hand. You must place your Follower in **The Gate** in order to play it. If you have the required amount of Devotion in that Kingdom, it will Arrive in that Kingdom!

3 Follower Type

A Follower's Type is only for flavor for now.

4 Card Ability

A Follower's ability tells you what this card does once it has been played. An ability could include a **Keyword Ability**, an **Arrival Ability**, a **Battle Ability**, a **Bow Ability**, a **Breach Ability**, an **Ongoing Ability**, an ability that triggers when that Follower is **Forsaken**, or an ability which requires a **Cost**. Abilities appear in **The Gate**, much like Decrees, so you may choose a target for them!



Keyword Ability



Arrival Ability



Battle Ability



Bow Ability



Breach Ability



Ongoing Ability



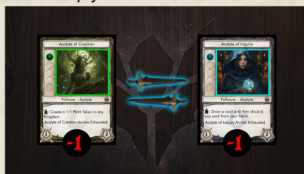
Forsaken Ability



Cost Ability

5 Zeal

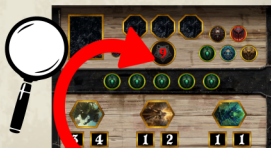
When a Follower Attacks an enemy Follower, both of those Followers engage in what is called a **Battle**. A Battle simply means that one Follower **Attacked** another.



Followers in Battle

A Follower's Zeal number refers to how much Faith it will cause an enemy Follower to lose in a **Battle**. Both **Attacking** Followers and Followers who are **being Attacked** will cause the enemy Follower to lose Faith equal to their Zeal.

When a Follower successfully Attacks an enemy Tower, that Tower is **Breached**. When a Tower is Breached by a Follower, it loses Faith equal to that Follower's Zeal.



6 Faith

A Follower's Faith number refers to how much Faith they can lose before they are **Forsaken**. Followers stay in play until they are Forsaken. This can happen when their Faith falls to 0 or less, or when a card **Forsakes** them.

When a Follower is Forsaken, it is placed into the discard pile, also known as **The Past**.



A Follower with 0 Faith



A Follower with 0 Faith going to The Past

7 Rarity

A Follower's Rarity determines how many of that card you can add to your deck. You can include four of any **Common**, three of any **Uncommon**, two of any **Rare**, and one of any **Mythic** in your deck.



Common



Uncommon



Rare



Mythic

Non-Follower Attributes

Decrees, Kingdom-Wide Blessings, and Miracle cards have a Card Name, Devotion Cost, Card Type, Card Ability, and Rarity. They do not have Zeal or Faith.

Attacking

Attacking with your Followers is one of the easiest ways to cause an enemy Tower to lose Faith.

You can only Attack with **one Follower at a time**, but you may Attack with multiple Followers per turn.

Once you Attack with a Follower, it becomes **Exhausted** and may not Attack again that turn, unless you are able to **Refresh** it.





A Refreshed Follower



An Exhausted Follower
which is Attacking

Followers can only Attack **Refreshed** enemy **Followers** and **Towers** in the same Kingdom as them.



Attacking an Enemy Follower

In order to Attack: Choose which friendly Follower you want to **Attack with**, and which enemy **Follower** or **undefended Tower** you want to Attack with that Follower. An undefended Tower simply means that there is no **Refreshed** Follower in that Kingdom. If that is the case, you may attack that Tower **directly**.



Choosing an Enemy Follower
to Attack

If your opponent has any **Refreshed** Followers in a Kingdom, you **cannot** Attack that Kingdom's Tower **directly**. You must first remove any Refreshed enemy Followers before you can Attack that Kingdom's enemy Tower.



If your opponent does not have any Refreshed Followers in a particular Kingdom, you are free to Attack their Tower in that Kingdom directly.



A Follower Breaching an Enemy Kingdom

Attacking causes your Follower to become Exhausted. Exhausted Followers cannot Attack, use a Bow Ability, and importantly, they cannot be Attacked by enemy Followers.

Decrees

Decrees deliver powerful, one-time effects. When you play a Decree, it is placed into **The Gate**, the zone where you'll decide which Follower, Tower, etc. your Decree will target.



A Decree Card



A Decree in The Gate (choosing its target)

After you play a Decree, and it fulfills its effect, it is placed directly into **The Past**.

Kingdom-Wide Blessings

Kingdom-Wide Blessings stick around and have long lasting and powerful effects for as long as they remain in play.



A Kingdom-Wide Blessing Card



A Kingdom-Wide Blessing enhancing a Kingdom

Kingdom-Wide Blessings affect the entire Kingdom in which they are played. This could include enhancing the Followers in that Kingdom, or changing the rules of that Kingdom.

Miracles

Miracles are a special type of card which have a **delayed** effect. When you play a Miracle, your opponent does not know which Miracle it is until its effect is **triggered**.



A Miracle Card



A Miracle effect being triggered

Miracles don't do anything when you first play them. Their effect remains a **secret** until your opponent performs the game action that is specified on the Miracle card. Miracles can only activate on your **opponent's turn**.

Only when it is triggered and revealed does its effect then happen!

Channeling a God

Each God has a unique effect that you can activate by paying **two Devotion** of that god in any of your Kingdoms. This is called **Channeling a God**. You may only Channel a God once per turn. All five Channel Abilities are located in the bottom left area of the game board. To play one simply drag one to **The Gate** in any of your Kingdoms and its effect will happen!



The Channel Abilities



Channeling a God in your Kingdom

The Main Phase

During your turn you can take six distinct game actions.

1 Build an Altar, or Upgrade an Altar to a Temple in each of your Kingdoms.

Drag an Altar from the **Altar Stockpile** to an empty Altar Slot in the same Kingdom, or right-click on an Altar in a Kingdom in which you have five Altars in order to **Upgrade** it.



Building an Altar



Upgrading an Altar to a Temple

2 Play a card in any Kingdom in which you can satisfy its Devotion Cost.



Placing a card in The Gate in order to play it

- 3** Activate an ability of one of your Followers. This may cause them to Bow.



- 4** Attack with one of your Followers.



- 5** Channel a God.



Choose which God you wish to Channel



Drag it to The Gate

- 6** Concede any of your Kingdoms.

You may do this if you think you cannot overcome your opponent's advantage in this Kingdom and want to deny them the chance to use their resources in that Kingdom on their next turn. You cannot concede a Kingdom on your opponent's turn.



When you concede a Kingdom, your opponent wins that Kingdom. When a player concedes a Kingdom, both players' cards in that Kingdom are placed into **The Past** and the entire Kingdom goes dark. You cannot interact with Kingdoms that have been won.

Main Phase: You may perform these six actions in any order, and you may alternate back and forth between different actions multiple times.

The Refresh Phase

During your Refresh Phase, which occurs at the start of your turn, all of your **Exhausted** cards become **Refreshed** and you draw a card from the top of your deck.



How to Begin the Game

In order to play, you'll need to bring a **40** card deck. This could be a draft deck from **The Wasteland** game format, or a constructed deck that you've built yourself.

One player will be randomly determined to take the first turn of the game. The player who goes first will draw **seven** cards from the top of their deck. The player who goes second draws **eight** cards.

Player determined to take the first turn



(seven cards)

Player determined to take the second turn



(eight cards)

The Mulligan Phase

After each player draws their hand, they will have the option to choose which cards to keep and which cards to shuffle back into their deck.



The cards you choose will be shuffled into your deck and then replaced by fresh cards from the top of your deck. You can only mulligan **once**. After each player mulligans, the game begins. Both players will skip their Refresh Phase on their first turn of the game.

The Active Player

The player who goes first begins the game as the **Active Player**. The player who goes second is the **Inactive Player**.

The Active Player is the only player who can take any of the six distinct main phase actions.

As the Inactive Player, the only action you can make on your opponent's turn is to

1. Choose the target of an ability of a Follower if it happens to trigger on your opponent's turn.
Abilities also appear in The Gate so you may choose a target!
2. Decide which cards to **Discard** when your opponent forces you to do so.
3. Decide which Follower to **Tribute** when your opponent forces you to do so.



1.

2.

3.

You can't play cards or take any of the **six** distinct main phase actions on your opponent's turn.

Players will alternate taking turns as the Active Player until one player is victorious and has reduced two out of three of the enemy Towers to 0 Faith, or caused their opponent to concede their Kingdoms.

The Last Kingdom

When a player wins a Kingdom, both players' cards in that Kingdom are placed into **The Past** and that Kingdom goes dark for the rest of the game and cannot be interacted with.



If a player wins two Kingdoms, then the game ends immediately, **BUT** if each player wins one Kingdom, then the game rules change for the last remaining Kingdom.

When there is only **one** Kingdom remaining, instead of a max of **five Altars** and/or **Temples** and **three Followers**, each Kingdom has a max of **ten** Altars and/or Temples and **nine** Followers!



The Kingdoms that went dark disappear from the board and the last Kingdom expands to fill up the entire game board. **Five** new empty **Altar Slots** will appear next to the initial five that you began with. Players can now build one Altar or Upgrade one Altar to a Temple each turn until they have **ten**, despite already having five (they can still Upgrade existing Altars to Temples). All other game rules remain the same.

