

# 👑 Mini Monarchy 👑

My name is \_\_\_\_\_, ruler of \_\_\_\_\_.

### Setup:

- 1) You will need: 2 six-sided dice, a pencil, eraser, and a copy of this page.
- 2) Fill in your name, kingdom name, and capital name.
- 3) Roll 2 dice onto the map. Where each die lands, fill in that number of hexes with mountains. Then draw a river inside hexes from the bigger mountain range, passing by the capital, and off the edge of the map.
- 4) Draw your capital in the provided space. Draw 1 farm by the river, 1 mine in the mountains, and 1 village next to the farm or mine.
- 5) Follow the *Each Year* steps and build a monument for the ages!

### Each Year (turn):

- 1) **Fate:** Roll the 2 Fate Dice (may reroll 1 die with Monument Stage 1+)
- 2) **Produce:**  
Buildings next to Graveyards produce 1 less resource  
+2 🌾 / Farm by river, +1 🌾 / other Farm,  
+2 ⚒️ / Mine on mountain, +1 ⚒️ / other Mine,  
+2 🏡 / Village next to Farm or Mine, +1 🏡 / other Village,  
+1 your choice from Capital (choose twice with Monument Stage 2+)
- 3) **Construct** any buildings you want and can afford
- 4) **Trade:** You can trade 2 🏡 for 1 🌾 or ⚒️ as long as you have 🏡. Leftover 🏡 is lost at the end of the year.
- 5) **Feed:**
  - 1) -1 🌾 per each Farm, Mine, and Village
  - 2) If not enough, you starve: lose 1 building for every missing 🌾. Draw a Graveyard over every lost building.

### Fate Die Results

- 1: Disaster! Lose 1 Farm, Mine, or Village
- 2: Hard times: -1 🌾, ⚒️ or 🏡 this turn
- 3: Big harvest: +1 🌾 / Farm, min 1
- 4: Strike ore: +1 ⚒️ / Mine, min 1
- 5: Efficiency: +1 🏡 / Village, min 1
- 6: Choose 2 from above

### Construction:

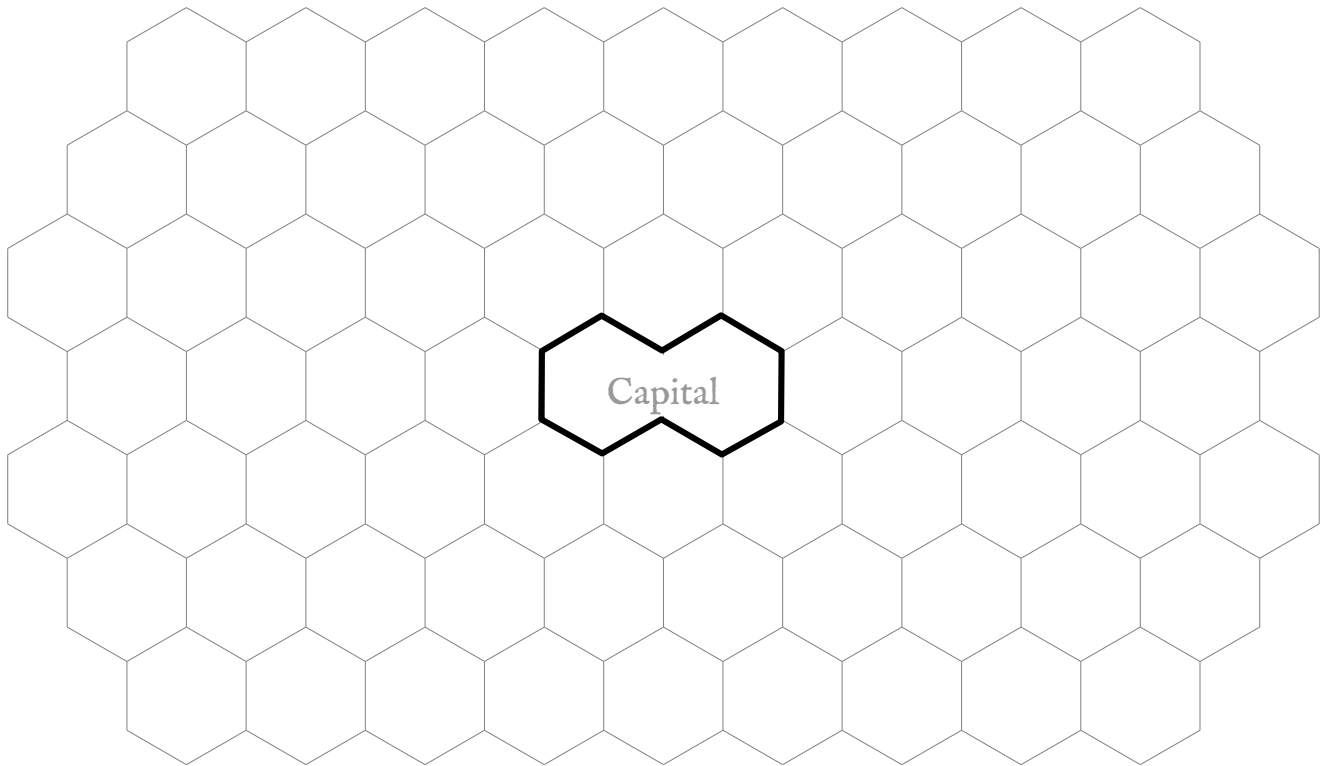
Pay the cost and draw the building on an empty hex:

- > **Farm** = For each Farm you have, pay 1 🏡 + 1 🌾  
If you don't have Farms, pay 1 🏡 + 1 🌾
- > **Mine** = For each Mine you have, pay 1 🏡 + 1 ⚒️  
If you don't have Mines, pay 1 🏡 + 1 ⚒️  
*Special:* Mines can be built on mountains.
- > **Village** = For each Village you have, pay 1 🏡 + 1 🌾 + 1 🏡  
If you don't have Villages, pay 1 🏡 + 1 🌾 + 1 🏡  
*Special:* Villages can't be next to other Villages.
- > **Monument** - built in 3 Stages, expanding by 1 hex each time:
  - > Stage 1 = 2 🏡 + 2 🌾 + 4 ⚒️  
*Effect:* May reroll 1 Fate die
  - > Stage 2 = 4 🏡 + 4 🌾 + 6 ⚒️  
*Effect:* Capital produces two resources, the same or different
  - > Stage 3 = 8 🏡 + 8 🌾 + 12 ⚒️  
*Effect:* Allows you to win the game

### Ending the Game:

**Winning:** If you have built Monument Stage 3 and completed the turn without starving, you win!

**Losing:** If you have 3 Graveyards, you lose!



Year			1	2	3	4	5	6	7	8	9	10	11	12	13	14	
In	Out	🌾															
		⚒️															
		🏡															
Eaten	🌾																
Stock	🌾																
	⚒️																