

## Kingdom cards

- 15 cards total

### EGOLICA



Johannesburg, South Africa

Egolika is full of gold reserves and each citizen has an equal share in the wealth, which gives everyone a universal basic income. It is proud of its people's unity, happiness and security. It is a beautiful place with a sustainable environment.

We wish to spread these values throughout to achieve world unity.

#### POWER

### ABUNDANCE

#### COST:

- Free, but only once per game.

(Reveal your Kingdom Card as normal, but you cannot use this Power if your Kingdom Card has already been revealed.)

Add Resources to your board equal to the number of players.

VIRTUE GOAL



Security

×2



Nature

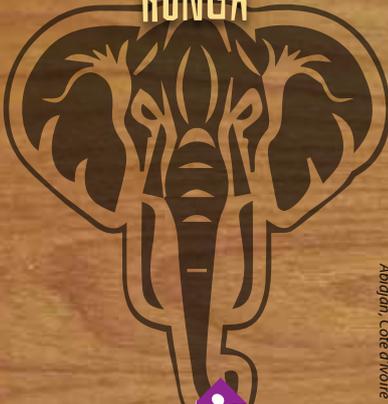
×3



Economy

×4

### KONGA



Abidjan, Côte d'Ivoire

The kingdom was found in Terre d'ÉBURNIE in the XIX century. It is ruled by King SEKOU and Queen POKOU. The royal family has elite advisers NANGUI, BOIGNY and military leaders SAMORY. The kingdom is known for its mighty army and military trade. They're known for their conquests in search of new lands.

#### POWER

### MAGIC

#### COST:

- Discard 2 Virtue.

You may perform two actions this turn (instead of the usual one).

VIRTUE GOAL



Art

×3



Security

×4



Nature

×2

### THE ARADAS



Addis Ababa, Ethiopia

The Aradas are the people of omniscience. They are origins of humanity so they identify themselves with all that is out there which makes them unidentifiable. They are everyone and no one at the same time. They surf through identities because they know identities are abstractions of the human mind.

#### POWER

### IDENTITY SURFING

#### COST:

- Discard 3 Virtues.

Exchange your Kingdom Card with another player.

VIRTUE GOAL



Art

×2



Wisdom

×3



Nature

×4

# Kingdom cards

- 15 cards total

## N'EVULANDIS



Accra, Ghana

N'Evulandis, pronounced 'Neverlandis', is a futuristic civilization in the 30th century governed by the House of IO's, sort of a monarchy. The people are called N'evula, they speak Lota and use Data as currency. Their house values are Peace, Information, Loyalty and Collaboration.

### POWER

## INFINITE KNOWLEDGE

### COST:

- Discard 1 Virtue.

Another player of your choice must show you their Kingdom Card.



VIRTUE GOAL



Energy

x4



Wisdom

x2



Economy

x3

## ROYAUME KONGO



Kinshasa, DRCongo

In this kingdom the power is maintained by a Lumumba in Mani Kongo (the supreme leader) and its capital is Mbanza Ngungu. Among its peculiarities, the kingdom is a center of Cultural Revolution, with a great sense of taste, beautiful and art. Royaume Kongo dominated all the other kingdoms during its heyday and its influence reached all the way to the northern hemisphere.

### POWER

## MANIPULATION

### COST:

- Discard 3 Virtues.

Use this Power only when another player is about to start their turn.

Take their turn for them instead, choosing an action for them. You may not use this power to force them to trade.



VIRTUE GOAL



Art

x4



Energy

x2



Security

x3

## BIS-BESE AVOUMAN



Yaounde, Cameroon

King Samba reigns over Bis-Bese Avouman. He is a descendant of Nyong.

Since ancient times, the spirit of Nyong reigns over the kingdom through a leader of its choice. This is how the waters of this kingdom's rivers tell the greatest secrets of Bis-Bese Avouman.

### POWER

## KING'S NECKLACE

### COST:

- Discard 3 Virtues.

Use this Power only when another player uses their Power.

Cancel the effects of that Power. (That player still must pay the cost of using that Power)



VIRTUE GOAL



Art

x2



Nature

x4



Economy

x3

## Kingdom cards

- 15 cards total

### MILU



Darasslam, Tanzania

The kingdom is ruled by a woman who is strong and powerful. She governs with a democratic system in which the power is spread and belongs to the people in order to increase impact, effectiveness and credibility and guarantee development. And the queen is actually a simple woman, deeply rooted in her culture and traditions, but also very curious of the world.



VIRTUE GOAL



Energy

x2



Nature

x3



Economy

x4

POWER

### INVISIBILITY

COST:

- Discard  Virtues.

Hide your Virtues from other players for the remainder of the game by placing them under your Kingdom Card, and steal one Resource from any player of your choice. (Your Kingdom Card remains face up)

### EMPIRE VOLTA



Ouagadougou, Burkina Faso

The Volta Kingdom located in the heart of Africa, is populated by a mosaic of ethnic groups who have decided to pool their knowledge, practices, magic, technologies in order to forge a common destiny.

The Nakomeans warrior people rule this kingdom through the Stones of Power, the Volta.



VIRTUE GOAL



Energy

x3



Security

x4



Wisdom

x2

POWER

### CELESTIAL DOME

COST:

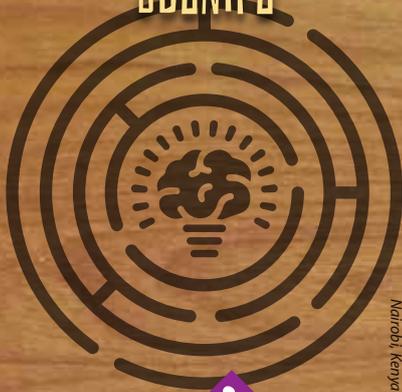
- Discard  Virtue.

Use this Power only when you are targeted by an attack action or draw a disaster card.

Cancel the effects of that attack or disaster card.

(This Power does not prevent Powers)

### UBUNIFU



Nairobi, Kenya

"Ubunifu" means Creativity and Imagination in Swahili. The kingdom is ruled by an elite council. It began in the 22nd century after a long war of minds and skills.

The people are Craftsmen of all sorts & skilled Juju men who developed hyper neural activity hence ability to read and translate thoughts.



VIRTUE GOAL



Art

x2



Energy

x3



Wisdom

x4

POWER

### IMAGINATION

COST:

- Discard  Virtues.

Take one Virtue of your choice from another player of your choice.

## Kingdom cards

- 15 cards total

### ILAGIK



Kigali, Rwanda

The ILAGIK Kingdom dates back centuries ago in Rwanda, Between 10th and 17th century.

It is known for its interesting places and king Ruganzu, famous for being a warrior, conqueror and mostly for having super powers, the reason he was known as the King of Miracles.

VIRTUE GOAL



Energy

x4



Security

x3



Nature

x2

#### POWER

### WITCHCRAFT

#### COST:

- Discard  Virtues.

Rearrange your Resources within your kingdom.

### KAVANGO KEENDOBE



Windhoek, Namibia

Okavango-Keendobe is a kingdom in the Omusati Region of northern Namibia, it is ruled by a local elder called 'Mukwanangobe'.

The kingdom is ruled as a monarchy and it consists of 7 tribes and its values are authority and business management. It has Amarula Trees which create special cosmetics.

VIRTUE GOAL



Security

x2



Wisdom

x3



Economy

x4

#### POWER

### RAIN

#### COST:

- Discard  Virtues.

Choose add or remove, then choose a number from 1 to 3.

All players must perform the same action with that many Resources (the type is their choice) on their Kingdom Board.

### LOGONE



Lomé, Togo

Logone is a coastal kingdom located in West Africa. It is led by the great king Dzitri and his council of wise men.

The wealth of this kingdom comes mainly from fishing, agriculture and iron work. This kingdom is covered in many lagoons.

VIRTUE GOAL



Wisdom

x3



Nature

x4



Economy

x2

#### POWER

### BLESSING OF PLENTY

#### COST:

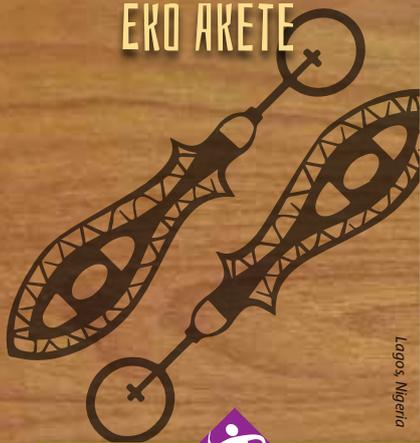
- Discard  Virtues.

For each Resource on your Kingdom Board, add another one of the same type.

## Kingdom cards

- 15 cards total

### EKO AKETE



Lagos, Nigeria

The system of governance is described as UMUNNA, a republican system of government where everyone comes together to reach an agreement on a common goal.

The Kingdom values Creativity, Justice, Industriousness, and most of all oneness.



VIRTUE GOAL



Art

x4



Wisdom

x3



Economy

x2

#### POWER

### TRANSFORM

#### COST:

- Discard  4 Virtues.

Discard any number of Virtues. Take that many Virtues of a single type from the stockpile.

### TELALILA



Kampala, Uganda

Telalila, which means 'The Play of God', is an ancient kingdom in East Africa that has for most of the known history been considered nonexistent and a subject of mythical debate.

Telalila is governed by 3 strata and Animism constructs the status quo of values in the Kingdom.



VIRTUE GOAL



Art

x4



Energy

x3



Nature

x2

#### POWER

### TIME

#### COST:

- Discard  2 Virtues.

Use this Power only during another player's turn.

Take a turn immediately after that player's turn. After you take this turn, play continues as it would have. *(The player who would have gone next, takes their turn)*

### MASK OF LIGHT



Dakar, Senegal

The protectors of the Mask of Light, the source of Intuition, are known for their sharp instinct. Ruled by Baye, these people mark themselves with a magical henné that glows just before sunset and signifies all the good decisions they've made in their lifetime.



VIRTUE GOAL



Art

x3



Security

x4



Economy

x2

#### POWER

### RETRACTION

#### COST:

- Discard  2 Virtues.

Use this Power only during another player's turn. Undo another player's move. After doing this action, play continues as it would have *(The player who would have gone next, takes their turn)*

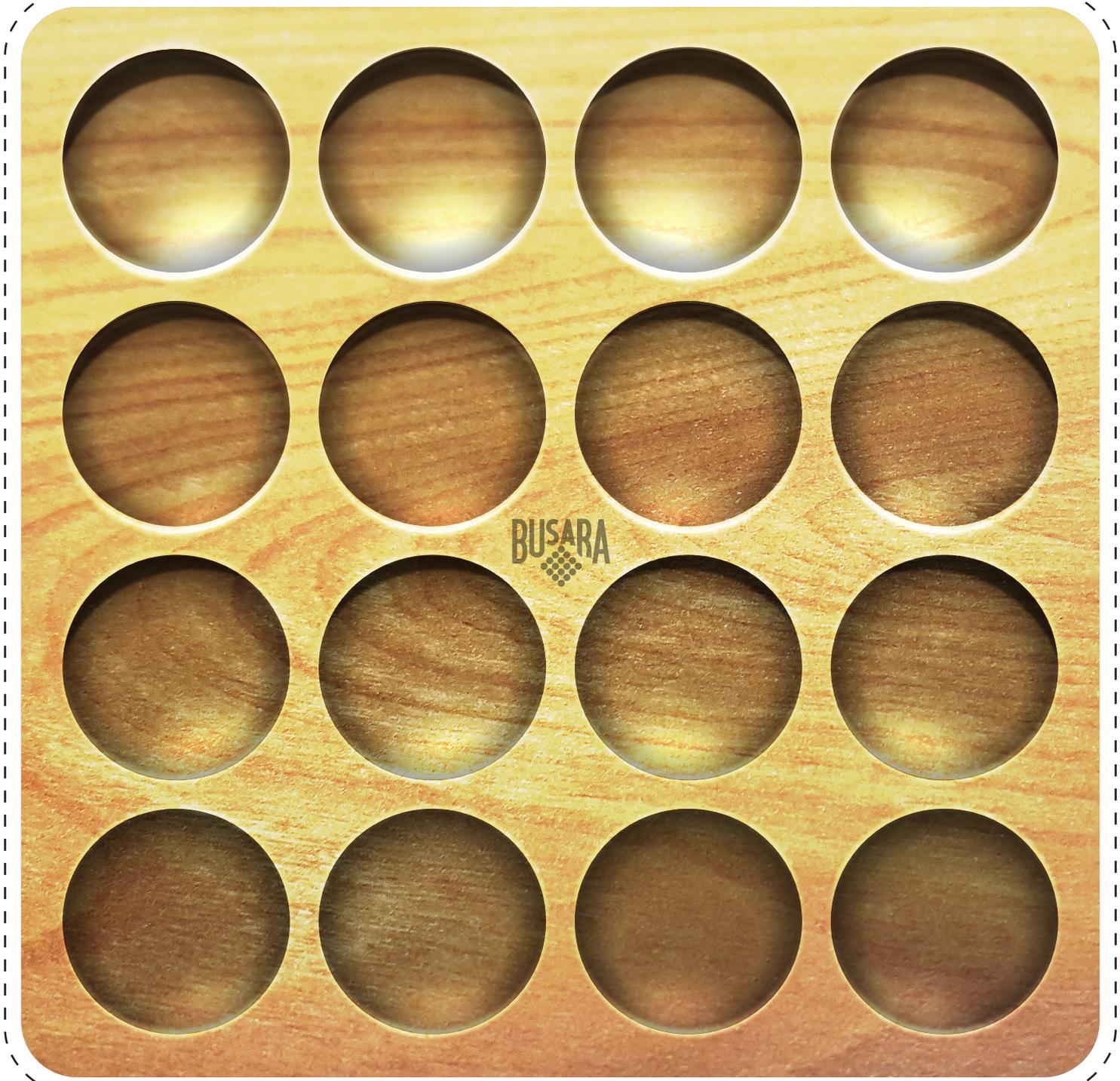
## Player Board

- Print one per player, 2 to up to 6 players allowed.
- Single sided
- Best printed on cardboard



## Player Board

- Print one per player, 2 to up to 6 players allowed.
- Single sided
- Best printed on cardboard



## Player Board

- Print one per player, 2 to up to 6 players allowed.
- Single sided
- Best printed on cardboard



## Player Board

- Print one per player, 2 to up to 6 players allowed.
- Single sided
- Best printed on cardboard



## Player Board

- Print one per player, 2 to up to 6 players allowed.
- Single sided
- Best printed on cardboard



## Player Board

- Print one per player, 2 to up to 6 players allowed.
- Single sided
- Best printed on cardboard



## Referenc cards

- 6 total
- Single (not folded)
- or double sided (folded)



### Forging Reference



### Turn actions

Perform ONE of these actions each turn:

1. Draw a Resource
2. Move a Resource
3. Forge Virtues
4. Remove a Resource
5. Trade Resources
6. Use a Power

### Embargo

A player cannot take a turn if they 1) Have no empty space on their Kingdom Board or 2) Have no Resources at all.

### Forging Reference



### Turn actions

Perform ONE of these actions each turn:

1. Draw a Resource
2. Move a Resource
3. Forge Virtues
4. Remove a Resource
5. Trade Resources
6. Use a Power

### Embargo

A player cannot take a turn if they 1) Have no empty space on their Kingdom Board or 2) Have no Resources at all.

### Forging Reference



### Turn actions

Perform ONE of these actions each turn:

1. Draw a Resource
2. Move a Resource
3. Forge Virtues
4. Remove a Resource
5. Trade Resources
6. Use a Power

### Embargo

A player cannot take a turn if they 1) Have no empty space on their Kingdom Board or 2) Have no Resources at all.

## Referenc cards

- 6 total
- Single (not folded)
- or double sided (folded)



### Forging Reference



### Turn actions

Perform ONE of these actions each turn:

1. Draw a Resource
2. Move a Resource
3. Forge Virtues
4. Remove a Resource
5. Trade Resources
6. Use a Power

### Embargo

A player cannot take a turn if they 1) Have no empty space on their Kingdom Board or 2) Have no Resources at all.

### Forging Reference



### Turn actions

Perform ONE of these actions each turn:

1. Draw a Resource
2. Move a Resource
3. Forge Virtues
4. Remove a Resource
5. Trade Resources
6. Use a Power

### Embargo

A player cannot take a turn if they 1) Have no empty space on their Kingdom Board or 2) Have no Resources at all.

### Forging Reference



### Turn actions

Perform ONE of these actions each turn:

1. Draw a Resource
2. Move a Resource
3. Forge Virtues
4. Remove a Resource
5. Trade Resources
6. Use a Power

### Embargo

A player cannot take a turn if they 1) Have no empty space on their Kingdom Board or 2) Have no Resources at all.

Starting Resource cards

- 36 cards total



**DISASTER!**



Every player must  
discard 1 Resource from  
their Kingdom Board.



Starting Resource cards

- 36 cards total



**HARD WINTER**



Every player must  
discard 1 Virtue.



Starting Resource cards

- 36 cards total



**CORRUPTION!**



Each player with 9 or more Resources must discard half their Resources, rounded down.



Starting Resource cards

- 36 cards total



**POLITICS**



You choose left or right.  
Each player moves to sit  
to their left or right, and  
is now playing with a  
new kingdom.



Setup Cards  
- 18 cards total



SETUP CARD

	2
	0
	2
	1

SETUP CARD

	1
	2
	0
	2

SETUP CARD

	2
	1
	2
	0

SETUP CARD

	0
	3
	2
	0

SETUP CARD

	0
	0
	3
	2

SETUP CARD

	2
	0
	0
	3

SETUP CARD

	0
	2
	1
	2

SETUP CARD

	3
	1
	1
	0

SETUP CARD

	0
	3
	1
	1

SETUP CARD

	0
	2
	2
	1

SETUP CARD

	1
	0
	2
	2

SETUP CARD

	2
	1
	0
	2

SETUP CARD

	1
	0
	3
	1

SETUP CARD

	1
	1
	0
	3

SETUP CARD

	3
	2
	0
	0

SETUP CARD

	2
	2
	1
	0

SETUP CARD

	0
	1
	0
	4

SETUP CARD

	0
	4
	0
	1

Virtue mini-cards

- 72 cards total



ART



ART



ART



ART



ART



ART



ART



ART



ART



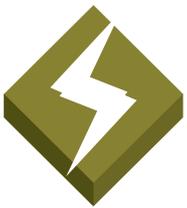
ART



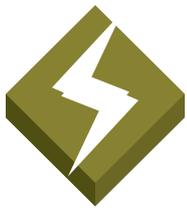
ART



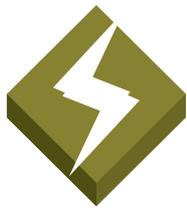
ART



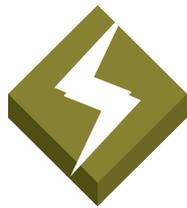
ENERGY



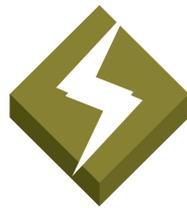
ENERGY



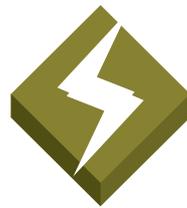
ENERGY



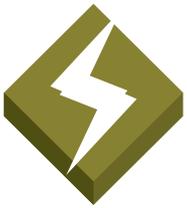
ENERGY



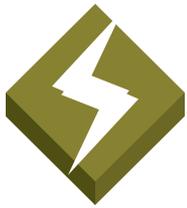
ENERGY



ENERGY



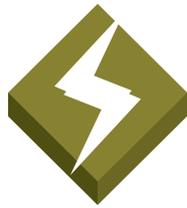
ENERGY



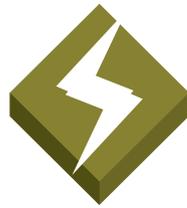
ENERGY



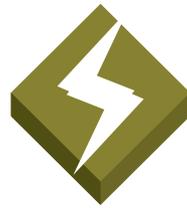
ENERGY



ENERGY



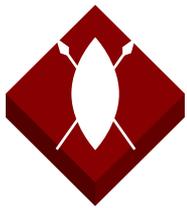
ENERGY



ENERGY



SECURITY



SECURITY



SECURITY



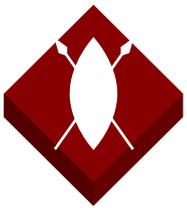
SECURITY



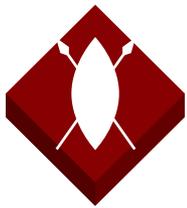
SECURITY



SECURITY



SECURITY



SECURITY



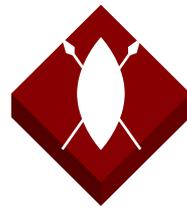
SECURITY



SECURITY



SECURITY



SECURITY

Virtue mini-cards

- 72 cards total



WISDOM



WISDOM



WISDOM



WISDOM



WISDOM



WISDOM



WISDOM



WISDOM



WISDOM



WISDOM



WISDOM



WISDOM



NATURE



NATURE



NATURE



NATURE



NATURE



NATURE



NATURE



NATURE



NATURE



NATURE



NATURE



NATURE



ECONOMY



ECONOMY



ECONOMY



ECONOMY



ECONOMY



ECONOMY



ECONOMY



ECONOMY



ECONOMY



ECONOMY



ECONOMY



ECONOMY