

Throne X rules summary

Role-play for fun and fight for victory!

Earn points in each of the 3 pillars - Military, Industry and Agriculture - every Season to get the most Victory Points and crown your Heir as the new King or Queen.

Actions that translate to points in Pillars:

Pillar	Primary action	Secondary action
Military	Kill for Tributes	Get Flag & Capitol
Industry	Use Workshops	Upgrade Camps
Agriculture	Make Recipes	Feast with others

Factions

Each Player is assigned to a Faction and is always loyal to the Faction and has a base called Castle.

Seasons

The Game lasts for approximately 8 hours, divided into 6 Seasons. A Season ends when all Factions combined reach the target amount of points in two out of three Pillars. Pillar targets adapt to make the average length of a Season 1 hour and 20 minutes.

Mid-season = 40 minutes after the start of a Season.

Actions

Players can capture, collect, upgrade and loot resource camps; haul, scan QR and trade resources; carry coins and tributes; fight, heal or execute other Players; use equipment; siege Castles; score flags; participate in a feast; become a Hound; suicide, die and respawn.

Factions can manage workshops, make recipes, organize feasts, buy equipment, trade locally.

All of these actions have a mechanical impact on the game and are explained in detail in the rules.

Hauling

Players can haul resources with 1 hand for 1 resource or a Box for an unlimited amount of resources. A Box with at least 1 resource inside occupies 2 hands. An empty Box can be carried freely. Boxes can be placed on ground but are bound to factions: you can move only your own boxes. Coins and tributes do not require hauling.

Resources and coins

There are 5 different resources that can be found in 3 types of camps, Hunting Grounds or at the Merchant.

Players bring resources to their Faction Castles, then scan and spend them via Throne Game App.

All resource types can be used in Workshops or sold for Coins that are used in most actions. Unique uses:

Iron	Buy Equipment Points
Food	Combine in Recipes for Agriculture Points
Wood	Fuel the Workshops for Industry Points
Hides	Sell for Coins at a better price
Coins	Carrying any amount gives +1 Hit Point

Combat

Weapons deal 1 Hit Point (HP) damage per hit except a bow deals 2 HP. Hits to the head and crotch are forbidden.

Each Player has 2-6 HP. If a Player's HP reaches 0, they are severely wounded until healed, executed or bled out. A dead Player gives up their loot and Life wristband (tribute) to their killer and becomes a Ghost that can respawn for free at his Castle via the Throne Game App, or at the Merchant if wearing a Phoenix Amulet.

Hounds

During the game, a Player can set aside their role as a Character and become a Hound by wearing a mask and claws. Only Hounds can collect Hides - 2 per Hunting Ground, and must visit two to four of them before returning to their Castle. Hounds can interact with Players and carry an unlimited amount of Hides. Hounds have 3 HP, can be killed and looted.

Before and After the game

Before the game on Friday there is a Feast during which Factions participate in a series of mini battles for a chance to get a better start in the game.

After the last Season ends, resources can no longer be collected or spent. The game concludes with the **Final Battle** where all Factions fight for the last Victory Points. Buy Equipment Points timely!