

Playground Empires

Student Handbook

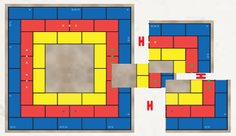
Welcome to Watson Elementary School...

Charge across the Playground during recess. Be mindful of the Teacher's watchful gaze. Rally the troops and march on the grand prize of Watson Elementary School's recess, Kidopolis! The sprawling primary colored playscape and its Stairway Throne sits central to the schoolyard and likewise central to the desires of every clique aiming for the top spot of the social order. Will the greater speed and maneuverability of the lower grades see them through to win the day? Will they crumble before the superior might and endurance of the upper grades? Or will the blossoming War of the 4th Graders overwhelm and upend the established social hierarchy of Watson Elementary? Dodgeballs and foam bats have been stockpiled and binders filled with pages of secret plans waiting to be unleashed upon unwitting foes. Each faction has every reason to believe that today will be the day their forces attain supremacy. They alone will create a PLAYGROUND EMPIRE!



Required Supplies – Box Contents

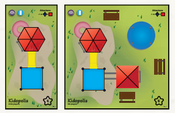
Classroom Supplies



❑ Base Boards
(6 pieces and 6 connectors)



❑ 40 Territory Tiles



❑ 2 Kidopolis Territory Tiles
(oversized)



❑ 1 Hall Monitor
Checklist



❑ 1 Hopscotch Court



❑ 1 Teacher



❑ 10 Reminder Tokens



❑ 1 First Player Token



❑ 1 Last Player Token
for Opposite Day



❑ 99 Secret Plan Cards



❑ 6 Minor Faction Cards



❑ 9 Empire of Kidopolis Action
Cards for 2-player games



❑ 16 Red 6-sided Dice (d6)



❑ 16 Blue 8-sided Dice (d8)



❑ 1 Watson Elementary
Student Handbook
(this rulebook)



❑ 1 New Student
Orientation Guide



❑ 6 Player Review
Notecards

Individual Supplies

6 Factions each with:

❑ Faction Sheet 

❑ Home Base Territory Tile 

❑ 20 Control Tokens

❑ Victory Point (VP) Marker

❑ Popularity Marker

❑ 3 Faction Cards 

❑ 2 Leaders 

❑ 20 Throwers 

❑ 24 Sluggers 

Plus:

❑ 4 League of Matts Knights 

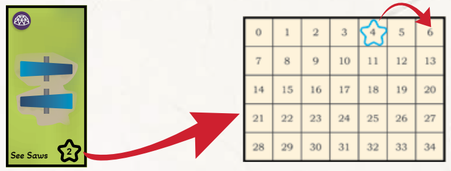
Component Definitions

Popularity

Popularity is the currency of the playground. You gain Popularity by controlling territory. The Popularity value of a territory is the number displayed on the lower right corner of its tile inside the .

During the Prestige Phase, players tally their Popularity from controlled tiles. During the Recruitment Phase, factions recruit new units to their recruiting area and purchase Secret Plans by spending Popularity. After recruitment, all Popularity not spent is lost.

Popularity is the primary tie-breaker.



Rivals

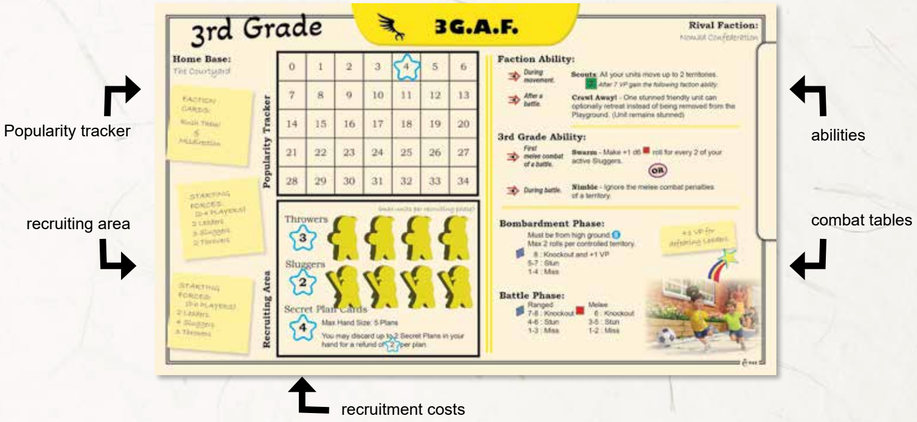
"We're smarter and cooler than they are, and the sooner they realize and accept it the better."
- Kourtney, Pink Squad

"Kourtney has cooties."
- Dustin, Rangers

Each faction has a rival in the same grade. Defeating your rival scores you more VPs. Because of this, rival players should not sit next to each other around the Playground since conflict is inevitable. Of special note, the War of the 4th Graders has generated enough bad blood to bring even greater consequences than normal rivalries.

Faction Sheets

Each faction has their own sheet used to track Popularity and recruits.



Cards & Abilities

"Timing rules? Effect stack? Look, I just want my Higglefoot to put your Treechad to sleep like it says so on the card!"

- Amelia, Nomad Confederation

Secret Plans, faction cards, and faction abilities provide certain effects and actions during the game. Each player will start the game with 3 faction cards and multiple faction abilities detailed on their faction sheet. Players may buy Secret Plans by paying Popularity during the Recruitment Phase.

Secret Plans, faction cards, and faction abilities have icons and text that indicate when they can be played. If multiple players play cards or abilities simultaneously, resolve them in turn order.

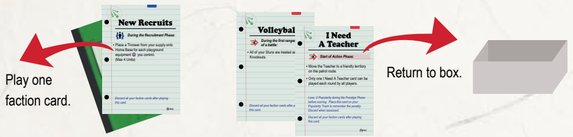


A card that can be played at any time.

Played when you start a battle during the action phase. Action color and icon.

Played at the Start of Recruitment Phase.
Highlighted text is for start of a phase timing.

Faction cards are unique to each faction and do not count towards the hand limit. You can only play one faction card per game. After a faction card is played, the other cards are discarded to the box.



Secret Plans Lecture Notes

- Players do not start the game with Secret Plans.
- You have a hand limit of 5 Secret Plans.
- Any number of Secret Plans may be played at any time.
- You may discard up to 2 Secret Plans for 2 Popularity each during recruitment.
- If you have a full hand of 5 cards and you gain a Secret Plan, you must immediately discard back down to 5 cards.
- After playing a Secret Plan, discard it to a common discard pile.
- If the Secret Plan deck is empty, shuffle the discard pile into a new Secret Plan Deck.
- Effects that reference a battle or a territory only affect units in that battle or on that territory unless otherwise stated.
- Effects that reference a battle, only affect the battled territory unless otherwise stated.
- Effects that reference an adjacent territory imply adjacent to a territory controlled by you unless otherwise stated.
- Effects that reference a player also reference that player's units, cards, effect, and controlled territories.

Tokens

There are two types of tokens to place on the board during the game: Control tokens and reminder tokens. Control tokens are used to mark your territory. Territory with your control token earns you Popularity during the Prestige Phase.



Reminder tokens are used in conjunction with Secret Plans and faction cards to remind players of various effects. They are directly related to a displayed card that contains the rules of the reminder token. If the card is discarded, the token is likewise discarded.



Units

"Survival of the fittest. I remember that much from science class."

- Kevin, Wolf Pack

There are three different types of Units available to all factions: Throwers, Sluggers, and Leaders. Units are a limited supply. If you run out, then you cannot recruit new units nor convert another faction's units to your side.

Sluggers - Melee



Sluggers are armed with foam bats, head guards, and whatever they can pick up on the Playground. Sluggers rush in and clash on the front line of embattled Territories. They are the cheapest unit to recruit at a cost of 2 Popularity so they make up the bulk of each faction's fighting force.

Throwers - Ranged



Throwers chuck dodgeballs and other playground things at their opponents. During a battle, Throwers attack first since they can hit opponents at distance. Throwers can also climb on high ground to bombard adjacent territories. Throwers each cost 3 Popularity to recruit.

Leaders - Ranged & Melee



"A true Leader must be everywhere at once, wield dodgeballs and bats with equally skillful finesse, and stand unbroken under a barrage of strikes. They're a raging bonfire in a winter storm, occasionally dimmed but never extinguished."

- Mathilda, League of Matts

Each faction has two Leaders that can move up to 2 territories each round. Leaders can bombard from high ground, chuck dodgeballs and swing foam bats – hitting twice during battle, once during ranged and once during melee. Leaders cannot be stunned, and if knocked-out, reappear back on their Home Base at the end of the round.

Knights - Ranged & Melee



A unit exclusive to the League of Matts Faction. Knights function just like Leaders in that they move 2 territories each round, and they hit twice during battle – once during ranged combat and once during melee combat. Unlike all other units however, Knights are knocked out when stunned.

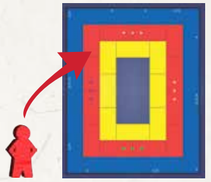
Teacher



"Everyone knock it off and settle down, she's coming this way - Good morning Mrs. Birdseye! Beautiful day, isn't it? - ...okay, just keep playing it cool until ol' Eagle Eyes moves on."

- Dustin, Rangers

The Teacher moves clockwise along the second ring of territories known as the patrol route.



While the Teacher is on a territory, no faction may attack that territory or any territory adjacent to it. This includes Bombardments. You may still move into and claim empty territories within the Teacher's Range, but you may not move into a territory that contains another faction's units.



Playground & Territories

"You could throw those kids onto an acre of mud, and within five minutes they'd be throttling each other over who owned the best puddles"

- Coach Wrigley

Territory tiles are used to create the Playground. Each player will place a specific number of random tiles on the game board, creating a unique Playground each time you play. If this is your first time playing, it is recommended that you use a Prefabricated Playground from the New Student Orientation Guide and skip the Build-the-Playground portion of setup.

Base Board

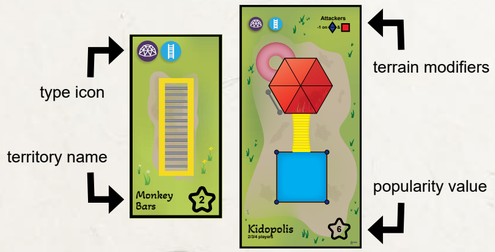
There are 6 Base Boards used to build the Playground, four corners and two extenders. There is also a supply of keys used to connect the boards firmly together. To build a Playground for 2 to 4 players, only use the 4 corners and 4 keys. To build for 5 to 6 Players, use all 6 base boards and 6 keys.

Examples of how to build the game board for your player count are found on the backs of the two Kidopolis tiles.



Territories

There are three main types of Playground tiles: Home Bases, Kidopolis, and other territories. These make up the Playground.
Each tile has:



Types of Territory

There are four terrain type icons.

High ground is used by ranged units to attack neighboring territory with bombardments.

Open fields stretch the Playground. Units can sprint across connected open fields to quickly cover ground. Be careful though, other factions can use it to quickly make their way to you.

Playground equipment is the prize of recess, and yields more than other territory. Controlling the most grants VPs.

Trees are valued for their tranquility and shade. Trees shield occupants from bombardment. Controlling the most grants VPs.

Kidopolis Territory

The center of the Playground. Two to four player games use the smaller Kidopolis tile. Five to six Player games use the large Kidopolis. This territory is worth the most Popularity and grants the most VPs, but is the hardest to defend since it borders most of the Playground. Empires are won and lost over this structure.

Home Base Territory

Each faction starts with a Home Base on the outer perimeter of the Playground. Factions rally and muster on their Home Base, though Home Base is far from safe. Another faction may conquer a Home Base, stealing it for themselves. All is not lost, however, as the displaced faction becomes exiled and attracts a minor power of the Playground to their cause.

If an effect references Home Base, it refers to your Home Base unless stated otherwise.

Muddy Ground Territory

Kids avoid walking through muddy grounds, so use this territory to stymie enemy movement. Half of the tile is impassible, but the other half is not, allowing normal movement.

The Hopscotch Court



"A neutral meeting spot on the playground is vital for everyone's needs. We're not 2nd graders, we have standards."

- Krystal, Pink Squad

The Hopscotch Court's primary use is to track VPs. Alongside is a list of all the ways to gain those VPs. Finally, there is a reminder of the Council of Independents Support used to dole out Secret Plans to the … less successful factions.

Victory Points

There are several ways for a faction to gain Victory Points (VP). Whenever you gain one or more VP, advance your VP marker the appropriate number of squares on the Hopscotch Court. If a player scores more than 15 VP, flip their VP marker to its +15 side and place it on the matching square at the start of the Hopscotch Court (so 16 VP = +15 on square 1, 17 VP = +15 on square 2, and so on).

There are two special spaces on the Court.

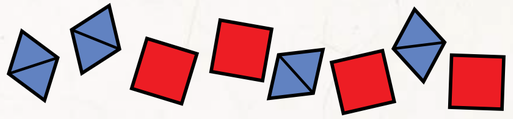
7 If any player's VP marker reaches or passes the green '7' square on the Hopscotch Court all players may now use "After 7 VP" abilities. All players benefit from any player being at or above 7 VP. If, somehow, players lose points so no one is at or above 7 VP, then no "After 7 VP" abilities can be used until enough points have been scored.

If any player's VP marker is at or above the blue '15' end space on the Hopscotch Court at the end of the Prestige Phase proceed to Declaring Victory. It is possible to reach the blue '15' space, but then lose points to be below the victory threshold, in which case another round begins.

15

Dice

6-sided and 8-sided dice (d6 and d8 respectively) are used in determining combat results on the Playground. The red d6 dice are mostly used for melee combat. The blue d8 dice are mostly used for bombardments and ranged combat.



First Player Token and Hall Monitor Checklist



"Being a Hall Monitor isn't a great way to make friends, but someone needs to keep the others on track."

- Jared, Nomad Confederation

The first player in turn order takes the First Player Token, obviously. The player to the first player's right is the last player and takes the Hall Monitor Checklist and becomes the Hall Monitor.[15.1]

At the end of the round the First Player Token and the Hall Monitor Checklist rotate clockwise around the table, making the first player the last player, so plan accordingly.



The Hall Monitor's Special Privileges

The Hall Monitor has a very important secondary role – game manager. The Hall Monitor is also the arbiter of rules questions, corner case arguments, and do-over decisions. The Playground can be a rigid and unyielding experience, or it can be loose and forgiving. It is up to the Hall Monitor to set this tone.

The Hall Monitor should have easy access to this rulebook since they should be ready to look up answers as needed. This game has a lot of complex interactions and would require a thick ruleset to completely explain everything. Instead of burdening the players with a lot of rules, the Hall Monitor is in charge of settling disputes that come from missing minute rules clarifications. An online FAQ will be updated to handle required clarifications and should be consulted if [illegible] in lieu of official answers, the Hall Monitor decides.

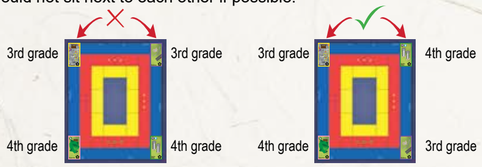
<QR code to online FAQ>

Homeroom - Setting Up the Game

1. If you are new to the game, it is encouraged to use a Prefabricated Playground found in the New Student Orientation Guide. Pick a Playground according to your player count and use the assigned factions and seating arrangements. Otherwise, each player chooses a faction. If several players want the same faction, settle it with Rock-Paper-Scissors. Once factions have been assigned, players take all the pieces in their color.

2. Take the matching Kidopolis tile for the player count and consult the back of the tile for instructions on constructing the game board.

3. Place each faction's Home Base on a numbered starting spot closest to where the player is sitting. Eligible blue spots are marked with a number matching the total number of players. Remember, rival faction's players should not sit next to each other if possible.



4. Determine the first player.
   - If 3G.A.F. is playing, their player starts as the first player and takes the First Player Token.
   - Otherwise, each player rolls two d6. The highest total becomes the first player and takes the First Player Token.

5. The Player to the right of the first player is the last player and becomes the Hall Monitor and takes the Hall Monitor Checklist.

6. If using a Prefabricated Playground skip to Setup - Starting Recess.

Setup - Build the Playground

"Any faction that wants to be respected on the schoolyard needs the best spots under their banner. Would you give the time of day to someone from the Mudpit Empire? Never."
- Samantha, 3G.A.F.

Building the Playground is a game within the game and is an essential way to vary your experience.

7. Divide the territories by Popularity (0, 1, 2, & 3) creating stacks.
   - Separate Ditch territories from the 1 Popularity stack.
   - Consult the Tile Distribution Chart matching the number of players.
   - Randomly distribute the correct number of Territories face down to each player.



8. Each player shuffles their Territories into a face-down stack. Players may not look at the contents of their stack.

9. Starting with the first player and then going clockwise, each player will flip over their top territory and place it in an available space adjacent to Kidopolis in the yellow inner ring. When all players have placed one territory, the order reverses and proceeds counterclockwise starting with the last player (getting to place two territories), until it reaches the first player again. Then territory placement reverses again and proceeds clockwise. This process repeats until players have placed all territories.
   - You may not place a Muddy Ground so that it is adjacent to another Muddy Ground.



   - The yellow inner ring must be filled first, then place territories in the red middle ring until filled.
   - 2-player game: Simply take turns placing territories.
   - 2-player game: Muddy Ground may not be adjacent to a Home Base.
     - 2 or 3 player game: fill the blue outer ring with out-of-bounds tiles which are unused territories flipped upside-down.
     - 4+ player game: continue by filling the blue outer ring.

10. All distributed tiles should be placed and the Playground should be completely filled.

Consult the Two Player Game section to determine the Empire of Kidopolis forces.

Setup - Starting Recess

11. Each player places a control token on their Home Base along with starting forces listed on their faction sheets.
   - 5-player game: The two corner Home Base locations start with a bonus Thrower.



12. Each Player places a Popularity marker on the '4' square of their faction sheet's Popularity tracker and their VP marker at the bottom of the Hopscotch Court.

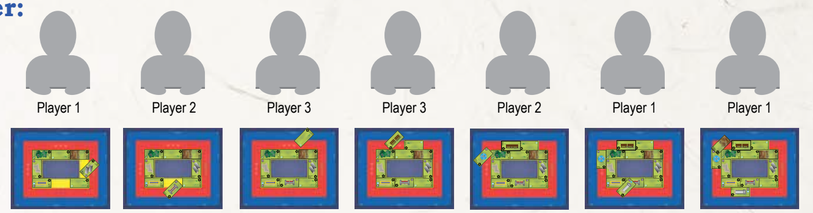
13. Place the shuffled Secret Plans face-down next to the board.

14. The first player places the Teacher onto the patrol route. The patrol route is any territory that makes up the second ring of territories.
   - If the Wolf Pack is playing, the Teacher starts on one of the territories adjacent to the Wolf Pack's Home Base.
   - Otherwise the Teacher starts on one of the territories adjacent to the first player's Home Base.

15. Now it's time to start the battle for the Playground!

Example - Snake Order:

3 player game. 6 tiles are already lain (player 1, then 2, 3, 3, 2, 1). So we're starting with the first player's third tile placement. They lay a tile, then player 2, then 3, and then 3 lays down their 2nd-in-a-row tile to complete the inner yellow ring. Player 2 places a tile on the middle red ring, and then player 1 places 2 tiles.



Tile Distribution Charts

2 Player Game	Play 1	Play 2
Popularity 0	1	1
Popularity 1 * include 1 ditch	4*	4*
Popularity 2	4	4
Popularity 3	1	1
Total Tiles	10	10

3 Player Game	Play 1	Play 2	Play 3
Popularity 0	0	1	1
Popularity 1 * include 2 ditches	3*	2	1
Popularity 2	3	3	3
Popularity 3	1	1	1
Total Tiles	7	7	6

4 Player Game	Play 1	Play 2	Play 3	Play 4
Popularity 0	0	1	1	1
Popularity 1 * include 2 ditches	3*	2	2	2
Popularity 2	4	4	4	4
Popularity 3	1	1	1	1
Total Tiles	8	8	8	8

5 Player Game	Play 1	Play 2	Play 3	Play 4	Play 5
Popularity 0	0	1	1	1	1
Popularity 1 * include 2 ditches	3*	2	2	2	3
Popularity 2	3	3	3	4	3
Popularity 3	1	1	1	1	1
Total Tiles	7	7	7	8	8

6 Player Game	Play 1	Play 2	Play 3	Play 4	Play 5	Play 6
Popularity 0	0	0	1	1	1	1
Popularity 1 * include 1 ditch	2*	2*	1	1	1	1
Popularity 2	3	3	3	3	3	3
Popularity 3	1	1	1	1	1	1
Total Tiles	6	6	6	6	6	6

How to Play

Gameplay Phases

A game of Playground Empires takes place over a single school recess where children congregate into their respective factions and charge into the schoolyard. They will wage war over playground equipment, in particular, the giant central playscape of Kidopolis. These battles tend to result in temporarily stunned kids, or even knocked out – in which the afflicted leave the Playground fracas altogether for a respite in the Nurse's Office.

"Start of" Announcements

The Hall Monitor is in charge of moving the game along. The most important job of the Hall Monitor is to call out the Phases of the game. In particular, they announce the "Start of" each Phase – allowing all players to do "Start of" Phase abilities and play "Start of" Phase cards. A good Hall Monitor will announce the Start of Phase and then make sure everyone has checked their cards and abilities before proceeding.

Recruitment Phase

All players simultaneously bolster their forces. Popularity ☆ is used to purchase units and Secret Plans.

- The recruiting area shows the maximum number of units that can be recruited each round.



- The supply is limited. You cannot recruit units if there are none in the supply.
- You may discard up to 2 Secret Plans in your hand for 2 ☆ per plan.

Once all players have completed their recruitment:

- Recruited units are then placed in their faction's Home Base.
- Set all players' ☆ to zero.



The Hall Monitor acknowledges all players have completed the Recruitment Phase and moves on to the Action Phase.

Remember

- When you Clean up the Playground, reminder cards with the 🧹 and corresponding tokens are discarded.
- Place recruits in the recruiting area and once everyone has recruited, the Hall Monitor will instruct everyone to move their recruits to Home Base.
- Spend all your ☆ each turn otherwise it is lost.

Example:

Full Recruitment Phase with 3 players. Single image of Playground, and 3 Player Mats (Pink, Rangers, Wolf). All recruits are in their recruitment area. Pink's Recruitment Drive units are on their Home Base. Arrows from the mats to Homebase. Numbered items:

1) Clean up of a Ground Is Lava reminder card and token.
2) Pink recruiting versus Rangers versus Wolf.
3) Pink plays Recruitment Drive to get more units counting all recruited units.
4) Hall Monitor announces end of recruitment.
5) Everyone places recruits on their Home Base.

Images Coming Soon...

Playground Cleanup

Some Secret Plans and other effects use reminder tokens to represent changes to the Playground. Place the token as directed and keep the Secret Plan face-up so all players can see the effect. Reminder tokens are discarded when the respective card with 🧹 is discarded during Playground Cleanup in the Recruitment Phase.

The 🧹 appears on some cards even though they are discarded in other phases. This is just a reminder that if the card or token is still around during Playground Cleanup by accident, to discard it and any corresponding reminder token.

Action Phase

The first player completes all actions before play moves to the next player clockwise. Actions are taken in the following, mandatory order: bombardment, move, then battle. After each player has taken their actions this phase is complete.

Bombardment

"You two, get up on the monkey bars and keep an eye out. If anyone gets too close, you plaster them. And make sure it's JUST you two up there, the last thing we need is everyone in arm casts because a dozen of you tried to balance and throw at the same time."

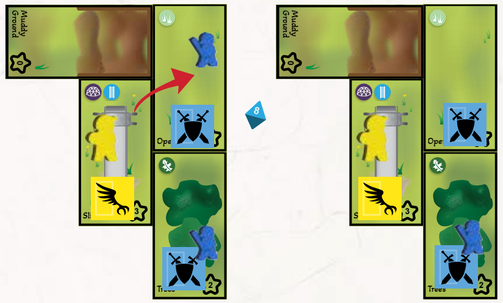
- David, Rangers

To bombard, select a high ground territory with your ranged units (Throwers, Leaders, Knights) on it.

- Select an adjacent occupied territory. Trees cannot be selected.
- Roll a d8 adjusting for any Territory penalties. Bombardments are considered Attacks.
- Consult your faction's bombardment table and Assign Casualties.

If you have a second Thrower and/or Leader, repeat. Then repeat for all your remaining high ground territories.

Example:

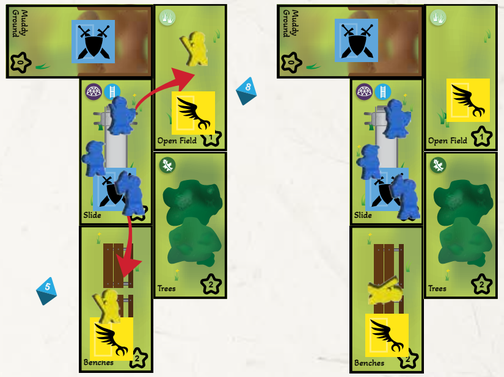


Bombard example. One with one Thrower bombarding into an adjacent territory and not bombarding into an adjacent tree. The Thrower rolls a Knockout and scores a VP. The territory is now unoccupied but still remains under the enemy faction control.

Remember

- Only one or two bombardments can happen from each high ground.
- Bombards do not affect territory control even if all opponents are removed.
- A territory can be bombarded multiple times by the same or multiple high grounds.
- A bombard knockout scores a VP. This is in addition to any VP gained by knocking out a Leader.

Example:



The Leader and the Knight bombard into two neighboring different adjacent territories. The graphic shows that the Thrower does not make a bombard since only two units may bombard per territory. The Knight scores a knockout and gains a VP. The Leader scores a stun on an enemy Slugger and lays it down.

Assign Casualties

"The nurse's office smells weird and gives me the creeps, but a good dodgeball to the noggin really puts your priorities into perspective."

- Samantha, 3G.A.F.

After each attack roll, casualties are assigned by the player controlling the affected units. Knockouts are assigned before stuns. Sluggers and/or Throwers are affected before Knights which are affected before Leaders. Once a unit is stunned, it is out of combat and cannot be affected by further knockouts or stuns.

Knocked out units are removed from the Playground and returned to the supply.

Stunned units are laid down flat on the territory to show they are stunned. After a battle, if one faction has only stunned units while the opposing faction has at least one active unit, those stunned units are returned to the supply. If both factions end the battle with only stunned units, all attacking units are returned to the supply and the defender keeps control of the territory.

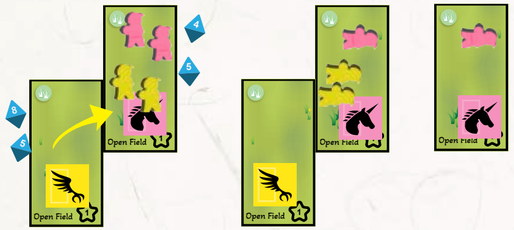
Leaders cannot be stunned, and are only affected by knockouts.

Remember

- You cannot assign a knockout to a stunned unit.
- You cannot assign a stun to a stunned unit.[
- Knockouts via bombardment score a VP for the attacking player.
- Knocking out a Leader yields a VP (2 total if from bombardment).
- Knocking Out a rival Leader gives two VPs (3 total if from bombardment).
- The League of Matt's Knights are returned to the supply with either knockouts or stuns.

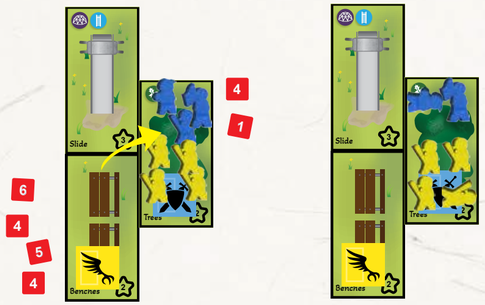


Example:



Example of 2 Throwers (KO, stun) attacking 2 Throwers (stun, stun). After assigning casualties, one defender is KOed, and all remaining units are stunned. Since all units are stunned, the attacking stunned units are removed.

Example:



Example of 4 Sluggers attacking 1 Slugger, 1 Thrower and a Leader. The 4 Sluggers roll KO, stun, stun, stun. The Slugger and Leader rolls stun, miss. The casualties are assigned from the attackers KO - player choice between Slugger and Thrower (pick Slugger), stun - pick Thrower, stun - must pick Leader, but leader is immune. The casualties are assigned from the defender stun - Slugger.

Movement

"Okay, Daniel's group will take the soccer net, while Max goes as far as the trees. Samantha, watch our backs and block anyone trying to get past the mud. The rest of us will cut through the field all the way to Kidopolis. Here's to the wind at our backs."

- Jacques, 3G.A.F.

You may move all your units one territory each. Leaders can move two territories. Some effects may add or prevent movement. Open Fields aid movement and Muddy Ground prevents movement. Follow these steps to move your units:

- Select a territory with your units on it.
- Move a unit to an adjacent territory up to its movement.
- Lay the moved unit on its side to indicate that it has been moved.
  - Do not place the unit on its back since that indicates the unit is stunned.

Repeat with each unit in the territory. Repeat with each other territory with unmoved units. Then:

- Stand all moved units upright - signaling the end of your movement.
- Claim all territories with only your units on them by placing a control token on the territory and removing any previous control token.
  - If you claim a territory from another player, gain 1 VP.
  - Anytime you claim Kidopolis, including the first time, gain 2 VP and draw a Secret Plan. You do not get an extra VP if claimed from another player.[
- Battles will occur on all contested territories with you being the attacker and the other faction being the defender.

Remember

- Stunned units cannot move.
- You do not have to move any or all units.
- You cannot bombard if you move any of your units since moving signals the end of the bombardment. It is up to the Hall Monitor to remind each active player and enforce the rule.

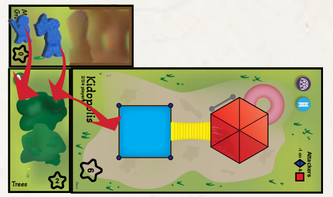
You must stop moving units that encounter another faction's units. If the encountered unit is not stunned this will result in a battle. If stunned, return the enemy to the supply, but movement still ends.

Special Territory - Muddy Ground

"Navigating a mud field without ruining your shoes is reserved for those with the lightest of steps."

- Matthew, League of Matts

Each Muddy Ground tile is half mud, half dry land. Units cannot move on or through the mud half of the territory, but can move on the dry half of the tile.



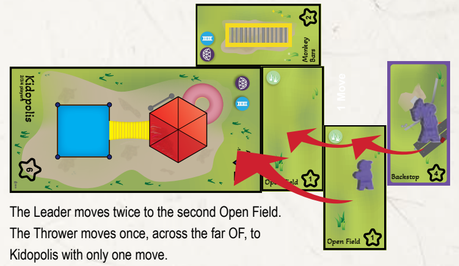
The Leader can move to Kidopolis by first moving through the dry-half adjacent tree. But, even though the Muddy Ground is adjacent to Kidopolis, the Slugger gets to only move to the tree.

Special Territory - Open Fields

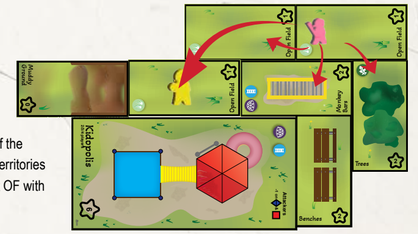
"No obstructions, no tricky terrain, just turn on the jets and fly to Kidopolis!"

- Jacques, 3G.A.F.

Units starting their turn in an Open Field may move between any number of connected Open Field tiles without enemy Units, for free.



The Leader moves twice to the second Open Field. The Thrower moves once, across the far OF, to Kidopolis with only one move.



The "one move" possibilities of the friendly slugger. All adjacent territories to the first two OF and the last OF with the enemy on it.

Battles

"There's something pure and primal about a fight. You versus them, battling for supremacy. Also, it's just fun."

- Kevin, Wolf Pack

Battles happen when there are different faction's units in the same territory. If there are multiple battles, the attacking player decides the order to resolve them, completing each battle before moving on to the next.

Battles are conducted in 3 phases in order: ranged combat, melee combat, and then, optionally, Retreat. After a battle concludes if the attacker's units remain, the territory is captured and changes control.

Anytime during battle, if all of a faction's units are defeated (either stunned or knocked out), the battle ends.

Remember

- Stunned units cannot participate in battles - neither counting for dice nor receiving knockouts or stuns.
- Leaders roll BOTH ranged and melee combat dice.
- Leaders cannot be stunned, they are only affected by knockouts.
- Once a battle has started, all movement has ended.

Converting Units

To convert a unit, remove it from the Playground and replace it with one of your units of the same type.

- You cannot convert a Leader or a Knight, but if you did, instead force it to retreat.
- If you are playing a 4th Grade faction, you cannot convert another 4th Grader due to the terrible ongoing War of the 4th Graders. But if you did, instead knockout the unit.
- If your supply is empty of the replacing unit, instead knockout the converted unit.

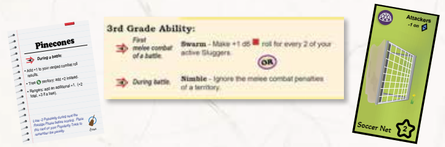
Ranged Combat

"Today's forecast: cloudy with a chance of dodgeballs."

- David, Rangers

Each player in the battle counts their active Throwers and Leaders. Launch dodgeballs by making ranged combat rolls with d8 dice, one d8 per Thrower and/or Leader. All d8s from both the attacker and the defender are rolled and resolved simultaneously per combat.

- Both attacker and defender roll their d8 simultaneously.
- Adjust rolls for any effects: cards, abilities, and territory.



- Each player consults the Ranged column of the Battle Phase on their faction sheet to determine results.
- Each player assigns casualties based on the results from the other player.

Melee Combat

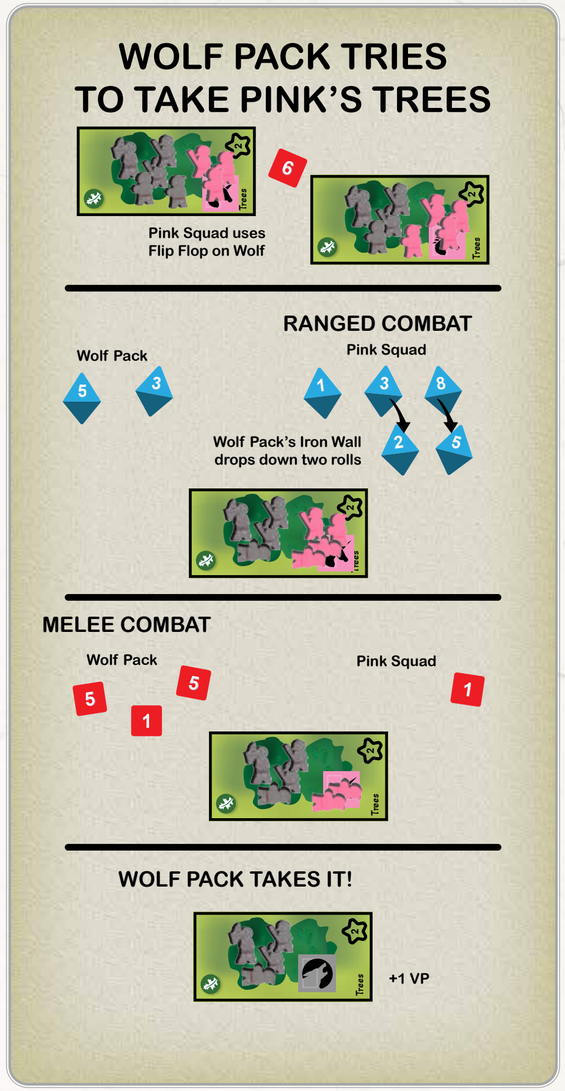
"Alright, the ranged boys have had their fun, now it's time for us to finish the job."

- Nikki, Wolf Pack

Each player in the battle counts their Sluggers and Leaders. Swing foam bats by making melee combat rolls with d6 dice, one d6 per Slugger and/or Leader. All d6 from both the attacker and the defender are rolled and resolved simultaneously per combat.

- Announce whether you are using 3rd Grade faction abilities, Swarm or Nimble.
- Both attacker and defender roll their d6 simultaneously.
- Adjust rolls for any effects: cards, abilities, and territory.
- Each player consults the Melee column of the Battle Phase on their faction sheet to determine results.
- Each player assigns casualties based on the results from the other player.

Combat Example 1:



Optional Retreat

"Flee! Flee! The enemy is too strong! Away to the Picnic Table!"

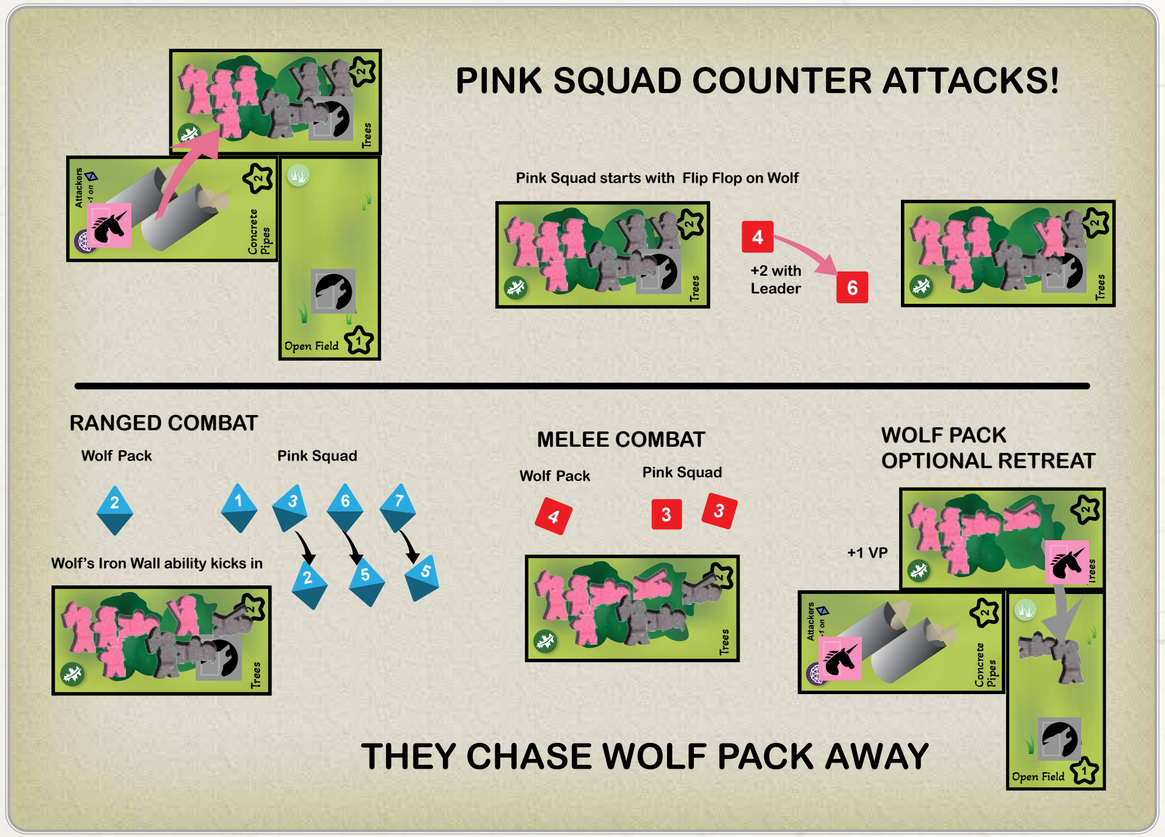
- Matthew, League of Matts

After combat, if the attacker and defender both have active units, the attacker chooses: continue the battle or retreat? If they continue, the defender chooses: continue or retreat? To retreat you must control an adjacent territory, otherwise you must continue the battle.

If neither faction retreats, continue the battle by repeating these rules starting with ranged battle. Otherwise:

- The retreating player moves their remaining active units from the contested territory to any adjacent territory they control.
- Each retreating unit can rescue a single stunned friendly unit by moving it to the same controlled territory it moves to.
- You may move retreating forces to multiple, different controlled adjacent territories.
- Any remaining stunned units of the retreating faction still on the contested territory are removed.

Combat Example 2:



Capture Territories

After each battle, replace an opposing faction's control token if only your active units remain on the territory. Gain a VP for capturing the enemy territory.

Remember

- You are not required to keep units on territories to maintain control and receive Popularity.

Capturing Kidopolis

Whenever you take control of Kidopolis, you immediately score 2 VPs and draw a Secret Plan. Each time you lose control of Kidopolis, you lose a VP.

Capturing Home Bases

If you capture a Home Base you score 2 VPs.

- If you lose your Home Base, you lose a VP.
- If the captured Home Base belongs to a rival, you receive a bonus VP for your momentous achievement. (For a total of 3 VPs)
- If you recapture your Home Base, you score 2 VPs and place 2 Sluggers on it from the supply.
- If you have lost your Home Base and you are unable to retake control by the Prestige Phase, you become an Exiled Faction.

Next Player

After you have completed bombardment, movement, and battle, the next player in the turn order begins their Action Phase. After all players have completed their actions, the Action Phase ends and the Prestige Phase begins.

Forced Retreat

If an effect such as a faction ability, faction card or a Secret Plan is forcing retreat and there is no adjacent friendly territory, relocate the retreating units to Home Base instead. Units relocating to Home Base can still rescue stunned units.

Action Phase Awarding Hopscotch VP

Bombardment Knockout: 1 VP

Knockout Enemy Leader: 1 VP OR Knockout Rival Leader: 2 VP

Knockouts are very powerful and you are awarded sometimes when you roll one. Rolling a knockout on a bombardment gains +1 VP. Knocking out a Leader gives +1 VP. Knocking out a rival Leader gives +2 VP. So knocking out a rival Leader with a Bombardment gives you a total of +3 VP.

Capture Enemy Territory: 1 VP OR Capture Enemy Home Base: 2 VP OR Capture Rival Home Base: 3 VP OR Capture Kidopolis: 2 VP & 1 Secret Plan

Capturing Territories may reward VP. Capturing territory held by an opponent gives +1 VP. Capturing a Home Base from an enemy gives +2 VP. Capturing a rival Home Base gives +3 VP. These VP are not cumulative, so although a rival Home Base is an enemy territory, it still only gives +3 VP.

Capturing Kidopolis, regardless if it is controlled by an enemy, only gives +2 VP and a Secret Plan. You do not gain further VP if controlled by an enemy.

Lose Kidopolis : -1 VP

Lose your Home Base: -1 VP

You can lose a VP if you lose control of Kidopolis or if you lose control of your Home Base. Be sure to reinforce and defend both those territories!

Prestige Phase

The Prestige Phase is performed by all players simultaneously.

- If there are any stunned units on the Playground they are uprighted and become active.
- All Leaders that were knocked out are returned to their Home Base.
- All players set their Popularity marker equal to the total Popularity of their controlled territories.



- The Hall Monitor will check to see which factions receive a VP for the territorial bonuses listed on the Hopscotch Court:
  - Controls Kidopolis
  - Most Territory
  - Most Playground Equipment
  - Most Trees

In case of ties, the VP goes to the tied player with the higher current Popularity. If still tied, no player scores the VP.

Council of Independents Support

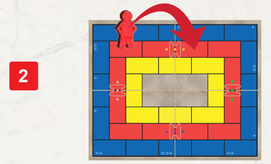
"If the heavy hitters of the schoolyard all stay on the same footing, they'll be too busy watching each other to make life difficult for the rest of us."

- Christopher, Council of Independents

The shadowy Council of Independents are an alliance of minor factions keeping tabs on the Playground's conflicts and work to preserve balance by supporting those down-on-their-luck. After scoring is complete, the player or players with the lowest VPs on the Hopscotch Court draws a Secret Plan. It is possible to draw a Secret Plan that gives VP during this phase, it can be played immediately.

Teacher on Patrol

The first player rolls a d6 for 2-4 player games or a d8 for 5-6 player games and moves the Teacher clockwise around the patrol route (middle ring of tiles) based on the roll result.



Begin Next Round or Declare Victory

If at least one player has 15 or more VPs on the Hopscotch Court, move to Declaring Victory. Otherwise, play continues with the next round. Pass the First Player Token and Hall Monitor Clipboard clockwise. Those players are the new first player and Hall Monitor for the next round.



Declaring Victory

The player with the most VP is the winner. Lift them up and carry them around the table while they revel in the recognition.

In the event one or more players tie for VPs:

- Victory goes to the tying player that controls Kidopolis.
- If still tied because neither tied player controls Kidopolis, then victory goes to the tied player with the highest Popularity.
- If still tied, then the player closest in player order to the First Player claims victory.

Additional Rules

Exiled Factions

If you start the Prestige Phase without your Home Base, you become an Exiled Faction. Exiled Factions offer new placement rules and an added faction ability thanks to the support of a sympathetic Minor Faction throwing their cap into the Playground fracas and joining you.

Until you recapture your Home Base, you gain a Temporary Base that moves:

- Your Temporary Base is any territory that contains your Leader.
- If you do not have a Leader on the board, then any controlled territory with the highest Popularity ☆ is your Temporary Base.
- Your Temporary Base counts as a Home Base for you.

Remember

- The Temporary Base only scores a total of 1 VP if captured.
- It is possible that you will have multiple Temporary Bases. If so, you may deploy recruits or use effects split amongst them all.

Exiled Factions always receive a minimum of 4 Popularity ☆ points during the Prestige Phase even if the territories they currently control total less than that amount.

Minor Factions

When first Exiled, shuffle all the Minor Faction Cards and draw two. Select one card and put it face up next to your faction sheet and return the other to the deck. You may use this Minor Faction card as an additional faction ability that can be used whenever applicable. If an Exiled Faction starts the Prestige Phase with their Home Base, they discard their Minor Faction Card back into the Minor Faction deck.

Second Chance

If the Prestige Phase begins and you control no territory, you automatically retake control of your Home Base and roll a d6 for each enemy unit.

- 1-3 Unit is forced to retreat
- 4+ Convert unit. (Leaders and Knights are forced to retreat instead)

Then place 2 Leaders, 6 Sluggers and 6 Throwers from the supply onto your Home Base. Swap control tokens though no VP is awarded.



Two Player Game

In a two player game, the Empire of Kidopolis acts as a third player trying to maintain control of Kidopolis and the players compete as Rebels to wrench control.

Setting up the Empire of Kidopolis

After building the Playground on the board based upon the two player setup (either Pre-Fabricated or Build-Your-Own), follow the steps below.

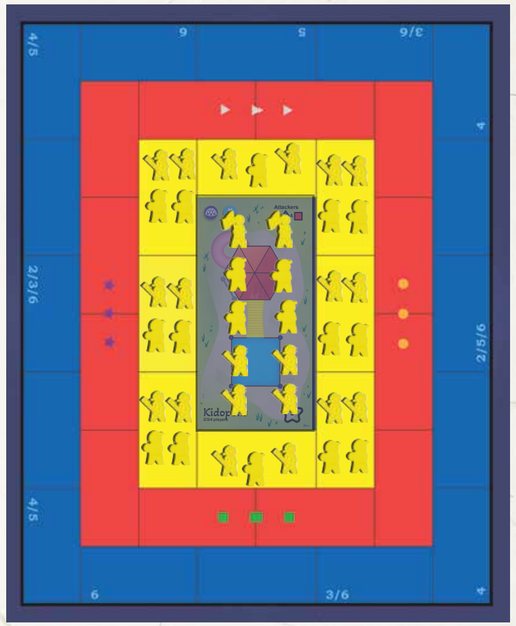
- Double check that Muddy Ground tiles are not placed adjacent to each other AND are not placed adjacent to a Home Base.
- Players choose which faction will be the Empire of Kidopolis. Remember, older grades hit harder.
- Place all Empire starting forces units and faction control tokens in the territories shown in the Playground setup diagram.
- At the Start of the Recruitment Phase draw and reveal 1 Empire of Kidopolis Action Card from the draw deck - this will be the Empire's unique action or ability until it is discarded at the end of each round.
  - Action cards that reference "Rebels" are referencing players.
  - The Empire always goes first with "Start of" effects.
- During Recruitment, the Empire of Kidopolis replaces any lost units in controlled territories up to their starting allotment.
- The Empire does not take actions.
- When bombarding, or battling the Empire, the non-active player assumes control of Empire Units when rolling dice and assigning casualties. If there isn't an active player, the Hall Monitor makes Empire's choices.
- The Empire always activates their faction's Ability or Battle Ability during Battles (if applicable).
- The Empire does not replace removed Leaders.
- During the Prestige Phase the Empire scores +1 additional VP if they control Kidopolis and always wins ties for most territories, playground equipment, and trees.
- The Rebel(s), not including the Empire, with the lowest VP receive a Secret Plan from the Council of Independents even if both surpass the Empire's VP score.
- The Empire never gains Secret Plans.
- The Empire's Popularity is always zero.
- The Empire can trigger Declaring Victory, and can win.

Empire of Kidopolis:

Starting Forces

Place the starting forces on the tile locations as shown below.

20 sluggers 18 throwers 2 leaders



F.A.Q.

Q: When an effect references a unit, what unit can it mean?

A: If an effect references a territory, then the unit is on that territory. If an effect references a battle, then the unit is in that battle. Otherwise it means any unit.

Q: What does “2 territories away” mean?

A: It means that there is a single territory between the starting territory and the final territory.

Q: Can I retreat into a territory that I control that currently has an unresolved battle? In other words, can a retreating unit fight again that turn?

A: Yes. As long as your control marker is on the territory, you can retreat into it. And you can rescue stunned units from previous battles into a contested territory along with the retreating unit. They can’t fight, of course, because they are stunned.

Q: Does Glitter Bomb work for the entire combat or just a single ranged combat?

A: It only works for one combat roll. After the enemy rolls a ranged combat, assess the results, and then you may play this card to make all of those results miss.

Q: How do Leaders work with Flip-Flop?

A: Enemy Leaders and Knights cannot be converted. Having a Leader present allows you to add +2 to each conversion roll result. Having both of your Leaders still only nets +2 to each conversion.

Q: Can I use Lookout with ranged units that already performed a bombardment this round?

A: Yes. Just remember you can only get one bonus bombard per battle from each adjacent high ground you hold with an active Thrower or Leader. (Ex: 2 adjacent high grounds = 2 bombards)

Q: Does Squire give me free units?

A: No. It just allows you to place recruited Sluggers/Throwers into territories with Leaders and/or Knights instead of placing them into your Home Base.

Q: Does Thick-Skinned protect against the Ranger’s Lookout?

A: Yes, This works with any effect that uses the bombardment combat table on each faction sheet.

Q: Can I move out of Muddy Ground the turn after I play I Know a Shortcut, if I moved into it using the card?

A: No, your Units should never be placed on the muddy half of Muddy Ground. When you move onto Muddy Ground, place your units on the dry half of the territory.

Q: Can I use Magic Lava Boots to pick up The Ground Is Lava card from the table if it is being used as a token effect reminder?

A: No. The ability to claim The Ground is Lava only applies to when it is not active and either in the deck, the discard pile or another player’s hand.

Q: When can I discard Makeshift Catapults and draw a new Secret Plan?

A: When you draw Makeshift Catapults and either the Swings or See-Saw is not present in the Playground. If both pieces of playground equipment are present, then you must keep the card. If neither piece is present or if only one is present, you may discard it and draw a new Secret Plan.

Q: What does Opposite Day do, exactly?

A: It reverses the turn order for this round only. So the first player is actually the last player. The Hall Monitor, who is usually the last player, is the first player.

Q: In United Front, what happens if one rolling player steals Popularity and then becomes the player with the highest Popularity ?

A: Before rolling, the player with the highest Popularity will be targeted by all the other players. The player with the initial highest Popularity will be stolen from by all other players.

Q: In United Front what happens if there are multiple players with the same highest Popularity ?

A: If multiple players are tied for the highest Popularity total, they each have 2 Popularity stolen from a successfully rolling player.

Q: The Hall Monitor Checklist says to ‘Announce “Start of Prestige Phase.”’, but there are no cards or effects that require the Start of Prestige Phase. Am I missing a component?

A: No, you are not missing anything if you have 6 Faction Sheets and 99 Secret Plans. There are no effects in the base game that use that timing. Keep an eye out for planned expansions though!

Q: What does it mean “if you can optionally retreat” on I’ll Hold Them Off! and Make Like a Tree?

A: Your units must be adjacent to a territory you control in order to retreat. This is not a forced retreat, you cannot play the card unless you can optionally retreat to a friendly adjacent territory.

Q: It seems impossible for a 3rd grade faction to take Kidopolis if it has an enemy leader. Or any leader-held territory with attacker penalties.

A: 3rd graders must use their Nimble combat ability to have a chance against enemy leaders in defensive territories.

Q: There is a Last Player Token. Do I give this to the Hall Monitor?

A: You can, but it is intended to be used with the Secret Plan, Opposite Day. When Opposite Day is played, you place the Last Player Token over the First Player Token for the round. Then laugh at the former First Player.



7

80%

Dedicated to Sean, Autumn, Kenneth, Jared, Matt, and Craig: Emperor and High Council of Kidopolis and the United Myrtle Place Empire

039