Siegfried, Snow White, D’Artagnan, Red Riding Hood, and the other 12 Realms’ heroes are being reunited for one last great adventure. The Dark Lords have joined forces to completely conquer and subjugate all the known Lands, and only the combined efforts of all the greatest heroes can halt their nefarious plan.

12 Realms is a fast and lighthearted cooperative game for 1 to 6 players. All players must band together to stop the Dark Lords overwhelming hordes from pillaging the 12 Realms. Individual invaders can be defeated by using each hero’s different talents, but to vanquish the Dark Lords you must claim a powerful artifact.

In their quest to stop the invasion, the heroes can travel together between different lands, or they can try to single-handedly defend a Realm. Each of the 12 Realms is an individual land, with its different treasures, events, and populated by unique creatures.

To play this game you need the files listed at the end of this booklet plus one standard six-sided die.

**Game Setup**

Choose the Realm maps to be used in this game, hereinafter referred to as “Game Realms”. Select two Realm maps for a 1 to 2 players’ game, select three Realm maps for 3 to 4 players, and 4 Realm maps for 5 to 6 players. Take the affiliated (sharing the same Realm Symbol) Dark Lord cards and put them close to their Realm maps. If more than one Dark Lord card is sharing the same Realm symbol choose one and remove the other from play.

The Invasion Begins: place one Invasion Marker on the first space of each Invasion Track of the Game Realm maps. Prepare the Creatures Deck by randomly shuffling together in one single deck the entire Creature cards of the affiliated Game Realms and draw two cards per player from this deck. Place one Creature token for each drawn Creature card as explained below. This first wave of Creatures represents the vanguard of the Dark Lords army.

Creature Appearance: take the Creature token depicted on the related card and roll one six-sided die. The token must be placed in the affiliated Realm map (as indicated on the Creature’s card) and in the area indicated by the die result. Its card must then be discarded to the Realms Deck discard pile.

Create the Realms Deck: shuffle in one single deck the already prepared Creatures Deck (including the already discarded cards) together with all the Event cards and Adventure cards of the affiliated Game Realms, and place it face down.

Starting Artifacts Pieces: take each first Game Realm’s Artifact Piece token (with the Roman number one on it) and roll one six-sided die. The token must be placed in the affiliated Realm map and in the area indicated by the die result.

Characters Setup: randomly determine the first player. Each player in turn (Starting from the first player and followed clockwise by the remaining players) chooses one Character card, takes the related Character token and places it on a Town area in any Game Realm map of his choosing. Each player takes as many Talent tokens (the red discs with white symbols) as indicated on their Character card and flips all of them so that they show their front side. For a description of Talent tokens and their use see next page.
Basic Terminology

You are ready to learn the game’s rules, but before proceeding, make sure you are familiar with the following terms and their particular meaning in the game context.

**Exploit:** refers to the action of flipping a player’s Character Talent token from its front to its back side. For example: when asked to exploit a Swiftness Talent, flip one of your Character Talent Swiftness tokens to show its back side. It is not possible to exploit an action, when the entire player’s required Talent tokens are already flipped to their back side.

**Exception:** a yellow or blue Talent token can be exploited but is never flipped and must be discarded and put back with the remaining unused Talent tokens.

**Refresh:** refers to the action of flipping a player’s Character Talent token from its back to its front side. For example: when asked to refresh a Charm Talent, flip one of your Character’s Talent Charm tokens to show its front side.

**Vulnerability:** refers to the symbols present on a Creature, Treasure, or Artifact Piece tokens. In case of Creature tokens, these symbols are shown in different groups. When attempting an action against a token’s Vulnerability, a player is only required to exploit Talents matching one symbols group (of the player’s choosing) not all of them. See examples below.

Basic Rules

The game takes place over a series of turns, divided in three phases:

**Phase 1 – Draw Cards**
Each player in turn (Starting from the first player and followed clockwise by the remaining players) draws one card from the Realms Deck. If the deck is empty, simply reshuffle together all discarded cards to create a fresh Realms Deck.

An **Adventure card** must be kept in hand and can be used at any moment during an **Active Player’s Perform Actions** phase unless otherwise specified by the card description. To play the card follow the card instructions and then discard it to the **Realms Deck** discard pile.

**Phase 2 – Perform Actions**

**Phase 3 – Upkeep**
An in-depth explanation of each phase follows.
An Event card must be played immediately, by following the card’s instructions and then discarded to the Realms Deck discard pile. Exception: Treasure cards are not immediately discarded as explained in the Additional Rules section.

A Creature card must be played immediately and a Creature token must be placed on one Game Realm as already explained in the Creature Appearance rule in the Game Setup section.

Phase 2 – Perform Actions
Each player in turn (Starting from the first player and followed clockwise by the remaining players) is designated “Active Player”.

The Active Player may have his character perform any of the following actions, as many times as wished, as long as all restrictions are respected. Actions can be performed in any chosen order and can even be combined; for example a character may first Confront a Creature, then Move, then Confront another Creature.

Move: the Active Player may move his Character token from one area of the map to any other adjacent area by exploiting first one Swiftness token and then placing his Character token to the new area. A character cannot move when all his Swiftness tokens are already exploited.

Confront a Creature: this action can be attempted against any Creature tokens present in the same area as the Active Player’s Character token. The player declares a Challenge against one of the eligible Creatures (the ones present in the same area). Some Creature Powers (see the specific rules section) may affect the player’s character during a Challenge before the Confrontation takes place. In that case, resolve the Creature Power first, before proceeding with the Confrontation action.

If the Active Player can exploit as many of his Character Talent tokens as required by the challenged Creature’s Vulnerability, then the Confrontation is successful and the Creature is considered defeated. The defeated Creature’s token is immediately removed from the map and put back with the rest of the Creature tokens. Note that some Creature Powers may be triggered by their defeat, in this case follow the specific instructions, before removing the Creature token from the map and before attempting any other Confrontation actions.

All Creatures in this area can be confronted as long as the Active Player can exploit the required Talent tokens.

Claim a Treasure: this action can be attempted if there are any Treasure tokens present in the same area as the Active Player’s Character token. If the Active Player can exploit as many of his Character Talent tokens as required by the eligible Treasure’s Vulnerability, then the attempt is successful and the Treasure is considered claimed. The claimed Treasure token is immediately removed from the map and the Active Player gains a reward as instructed by the claimed Treasure’s card.

Claim an Artifact Piece: this action can be attempted if there are any Artifact Piece tokens present in the same area as the Active Player’s Character token.

If the Active Player can exploit as many of his Character Talent tokens as required by the eligible Artifact Piece’s Vulnerability, then the attempt is successful and the Artifact Piece is considered claimed. The claimed Artifact Piece token is immediately removed from the map and kept by the Active Player.

Entrust an Artifact Piece: the Active Player may transfer one or more of his Artifact pieces to any other Character present in the same area.

Travel: the Active Player can choose this option only when his character token is present in a Town area. A player, who wishes to travel, place his Character token in a new Town in a Game Realm of his choosing. Immediately after taking this action, the player must draw a new card from the Realms Deck, following all the rules specified above in the Draw Cards phase. If the card drawn is a Treasure, then place it immediately as usual by following the Creature Appearance rule. The Player’s Perform Actions phase ends and it is then the next player’s turn.

The next phase starts, once the last player has completed his Perform Actions phase.

Notes
The Active Player may at any moment choose to end his Perform Actions phase even if his character is still allowed to perform more actions. It is then the next player’s turn.

Important: when a character exploits his last red Swiftness token (for example, by performing a move, by confronting a Creature, or because of the Dark Magic Creature Power) this player’s Character has to Retreat.

Retreating: a Character’s token must be immediately placed on its current map’s Town. Furthermore the player must draw a new card from the Realms Deck, following all the rules specified above in the Draw Cards phase. If the Active Player is Retreating, then his Perform Actions phase ends immediately, and the next player (if any are remaining) is designated as Active Player as usual.

Phase 3 – Upkeep
This phase is divided in three steps to be performed in the right order.

Refresh: players in a Town area can refresh all their exploited Talent tokens.

Creature Powers: some Creature Powers (see the specific rules section) will take effect now.

Update Invasion Tracks: each Game Realm map Invasion Marker must be moved forward by one space for each Creature token (including the Dark Lord one, and any summoned Creature) present on its map. If the Invasion Marker moves over the Track’s last space the game is immediately over and the players are defeated.
Additional Rules

This section will explain uncommon game features not covered by the Basic Rules.

**Allies in a Confrontation:** if any other character is present in the same area of an Active Player’s Challenge, the Active Player may ask the involved players to participate in this action. Any player accepting his request will be designated as “Ally” and the Active Player as “Leader.” Allied players may contribute to the Confrontation by exploiting any necessary Talents, but only the Leader can be affected by any Creature Powers.

Even if the Allies are not directly involved in a Confrontation, they may still have to **Retreat** to a Town space as explained in the Perform Actions phase.

**Treasures:** Treasure tokens must be placed in a random area in their affiliated Realm map when their Event card is drawn. Do not discard the Treasure card, but place it near the Realm map. Discard the card as usual when the Treasure is claimed and remove this Treasure token from its map (put it back with the other unused tokens).

**Artifacts:** Artifact Piece tokens must be placed in a random area in their affiliated Realm map when their Event card is drawn. Artifact Piece tokens are numbered and the lowest available number must always be placed first. Discard the Artifact Piece card soon after placing its token.

As soon as the last Artifact Piece token of one Realm is placed, that Realm Dark Lord must enter into play (unless he is already present on the map) as explained in the Dark Lord section, and this Artifact Piece card must be put aside and not simply discarded.

The Active Player needs all Artifact Pieces of the same Realm as the Dark Lord to be allowed to confront him.

**Dark Lords:** as soon as the Invasion Marker moves over one of the red marked spaces, then this Realm’s Dark Lord must enter into play: put the Dark Lord Token on a randomly determined area of its map as you would for any standard Creature as explained in the Creature Appearance rule in the Game Setup section.

To be able to Challenge a Dark Lord, the Active Player must possess all Artifact Pieces of the same Realm as the Dark Lord. Additional players may confront the Dark Lord as Allies.

If a Dark Lord is defeated, remove his token from the map as usual (remember to apply the effects of any Creature Powers triggered by his defeat), and remove his Realm Invasion Marker from play. From now on, every drawn Creature card, matching the same Realm of the defeated Dark Lord, will be ignored (their Creature tokens will not be placed on the map) and must be put aside instead of being discarded.

When the last Dark Lord has been defeated, the game is immediately over and declared a victory for the players.

**Randomly determined Area:** some cards can affect an area. When asked to randomly select an area, roll one six-sided die and pick an area matching the die result.

**Randomly determined Talent:** some cards can affect a random Talent token. When asked to randomly select a Talent, roll one six-sided die and pick a Talent from the table below as specified by the die result.

- Swiftness
- Combat
- Craft
- Magic
- Charm
- Gold

Note that this table can also be used to randomly determine a Creature’s Vulnerability.

**Crown Talent:** this Talent acts as a Wild Card and can be exploited instead of any other Talent.

**Different Game Setups:** for a longer and more difficult game, do not place the starting Artifact Piece tokens.

For a more challenging game, select one additional Realm map (and all related cards and tokens).

For a truly epic game, you may try to combine all the suggested Game Setup variants.
Creature Powers

Creature Powers are Creature specific rules that may be listed on some cards. Follow a description of all the known ones.

**Blast:** takes effect when a player challenges this Creature. Roll a die for each level of the Blast power. If any of the dice shows a "1" result, the Active Player is forced to Retreat (as described in the Perform Actions phase).

**Changeling:** takes effect when a player challenges this Creature. This Creature Vulnerability is randomly determined by rolling a die for each level of the Changeling power. A player cannot challenge the same Changeling Creature more than once per turn.

**Curse:** takes effect during the Upkeep phase (after the Refresh step). Each player in the same map as a Creature with this power must exploit a randomly selected Talent for each level of the Curse power (Blue Talent tokens are not affected by this power).

**Dark Magic:** takes effect when a player challenges this Creature. The player must (if he is able to) exploit a randomly selected Talent for each level of the Dark Magic power (Blue Talent tokens are not affected by this power). A Confrontation takes then place as normal, but note that as a result of the Dark Magic power, the player may not have enough Talents to defeat this creature. Also note that if the player affected by this power exploit his last Swiftness Talent, he is forced to Retreat (as described in the Perform Actions phase).

**Horde:** takes effect when this Creature is placed on a map. Place another identical Creature Token in the same area.

**Marauding:** takes effect during the Upkeep phase. This Creature token is moved to a new random area.

**Summon:** takes effect during the Upkeep phase. A new token (as specified by the Summon power) must enter play in the same Realm but in a random area. Note that a Creature’s Power cannot be activated in the same phase the Creature has been summoned.

**Treasure:** takes effect when this creature is defeated during a Confrontation action. The Active Player immediately gains the reward specified by the Treasure power.

**Unyielding:** takes effect when a player defeats this Creature. Roll a die for each level of the Unyielding power. If any of the dice shows a "1" result, this Creature’s token is not removed from the map.

Final Notes

The process of exploiting a Talent to overcome a Creature’s Vulnerability can be more accurately described as using:
- **Swiftness** to catch a fast creature.
- **Combat** to challenge the creature to a duel.
- **Craft** to trick the creature into a trap.
- **Magic** to cast a binding spell.
- **Charm** to convince the creature to betray its master.
- **Gold** to bribe the creature into leaving the Realm.

The process of claiming a Treasure or Artifact can be explained as using:
- **Swiftness** to nimbly avoid the treasure’s traps.
- **Combat** to fight the treasure’s guardian.
- **Craft** to disarm the treasure’s traps.
- **Magic** to neutralize an impassable barrier.
- **Charm** to gather information on the treasures’ whereabouts.
- **Gold** to pay for a guide to lead you to the treasure’s exact location.

To play this game, you need the following pdf files:
- This Rules booklet.
- One or more Characters sheets. Each sheet contains a Reference Card, Character tokens, and Talent tokens.
- One Card Backs sheet, which can be printed in the needed quantity.
- Two or more Realm Packs. Each Realm Pack contains a map board, a Dark Lord card, 8 Creature cards, 5 Event and Adventure cards, Dark Lord token, Creature tokens, Artifact and Treasure tokens, Invasion Marker token.

All files can be found on the Board Game Geek website at the following address:
http://www.boardgamegeek.com/boardgame/68606/12-realms

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