

THE LAST KINGDOM

DESTINY IS ALL

ENGLAND, AD 866

In the days before England, the island was split into four Saxon kingdoms. Peace was held between them only due to a common enemy, the Great Heathen Army. The invading Danes raid and march across the kingdoms taking land and silver. Will the Danes conquer kingdom after kingdom, or will the Saxons be able to defend their homes? Caught in the middle of this war is the mighty warrior, Uhtred. Born a Saxon and raised a Dane, Uhtred's allegiance is ever shifting. Only destiny can say what the outcome will be. Destiny is all!

CARDS:



55 Danes Battle



55 Saxon Battle



2 Raid Target



12 Lesson



11 Uhtred
(4 Uhtred and 7 Uhtred's Favor)



25 Destiny



40 Locations
(10 of each kingdom)

GAME OVERVIEW

The Last Kingdom: Destiny is All is a card game for two players. One player is the invading Danish forces, trying to conquer all four kingdoms, and the other player is the defending Saxon armies, trying to repel the invaders.

Each round the Danes will try to Raid a Location, which could give them extra forces in the upcoming Battle. Whether they succeed or fail, the Danes and Saxons will then fight a Battle at a Location. They'll take turns playing Leaders, Units, and Tactics from their hand which increase their Battle Total and try to influence Uhtred over to their side. Finally, a Destiny card will be revealed which may alter the outcome of the battle.

HOW TO WIN

The Danes must conquer the Saxon Kingdoms! Win a Battle in each of the four different Kingdoms to control the whole island!

The Saxons must repel the Invaders! Win Battles at 10 Defense Points worth of valuable Locations from the invaders!

SETUP

Organize the Danes and Saxon cards.

- ♣ The Danes player shuffles the Danes Battle cards to make their Battle Deck. Place it face down with the Raid Target cards within reach.
- ♣ The Saxon player shuffles the Saxon Battle cards and the Lesson cards separately to make their Battle deck and the Lesson deck. Place both face down within reach.

Organize the shared cards.

Shuffle the ten Northumbria Locations into a deck and place it face down to the side of the playing area. Set the other Location cards aside for now.

Shuffle the Destiny deck and place it face down to the side of the playing area.

Put the Northumbria Uhtred card between the players. Set the other three Uhtred cards aside for now. Shuffle the seven Uhtred's Favor cards and place them face down nearby.



Each player draws seven cards from their Battle deck.

Now you are ready for battle!

GAME ROUND SEQUENCE



Each game round has three steps: Raid, Battle, and Cleanup.

1. RAID

Reveal Locations: Reveal the top two Locations from the current Kingdom and place them next to each other in-between the players. The game always starts in the Kingdom of Northumbria. After the Danes conquer Northumbria, they will choose to invade either East Anglia and then Mercia or Mercia and then East Anglia. The final Kingdom is always Wessex. (See step 3 - Cleanup below.)

Uhtred arrives: Place the matching Uhtred for the current Kingdom next to the Locations, between the players.

Danes prepare to Raid: Danes secretly choose where they want to Raid by placing the corresponding Raid Target card face down in front of them.

Saxons choose the battlefield: Saxons declare aloud which of the two Locations they will defend in the coming Battle.

Danes Raid: Danes reveal their Raid target.

◆ **If the chosen Locations are different**, the Danes have successfully raided the undefended Location! The Danes player draws a Battle card from their deck as their spoils. Shuffle the Location the Danes raided into its Location deck. Then start a Battle at the other Location (see step 2 - Battle), where the Saxons are waiting!

◆ **If the chosen Locations are the same**, the Danes tried to raid a defended location and the raid is foiled! Shuffle the unchosen Location into its Location deck and start a Battle at the Location both players chose (see step 2 - Battle). No spoils for the Danes this time!

2. BATTLE

Summon your armies!

Each Location will require “strength” ⚔️ and/or “wits” 🗡️ to win the Battle. Players will play cards to increase their Total in the required symbol(s).

Starting with the Danes, players take turns playing one card or passing.

When a player plays a card, they place it face up on their side of the Location, resolve any text it has, then declare the current Total for each side aloud. (Example: “3 to 1!”)

If a played card changes the number of Uhtred 🌀 symbols on one or both sides, Uhtred will join the army with the most 🌀 symbols. If each side has the same number of Uhtred 🌀 symbols, he will move between the players, on neither side in the middle.

When Uhtred is on one side, his ⚔️ and/or 🗡️ values should be factored into the declared Total for that side.

Cards without the required ⚔️ or 🗡️ symbol can be played (they just won’t add to the symbol Total). Their text will still happen.

***Note:** Any revealed Destiny card should also be factored into the declared Totals as well. (See Destiny cards below.) If one player has seen the Destiny card and one hasn’t, the player who has seen it does not factor it into their Totals.*

A player may pass. If they do, they **can** still opt to play a card on a later turn.

The Battle ends once both players pass consecutively.

Resolve the Battle

Determine each side’s “Total” on all cards on that side, and declare the Totals.

- ◆ Add each side’s relevant symbols (⚔️ or 🗡️)
- ◆ Add each value that has added to each side’s “Total.” (For example, if a card says “+1 Total” on it, that adds 1 to that side’s Total regardless of the symbol required.)
- ◆ Add Uhtred’s relevant symbols to the side with the most Uhtred symbols 🌀. If there’s a tie, he stays neutral and doesn’t join either side.

Reveal the Destiny card (if not already revealed) and follow its instructions. This may change one or both side’s Totals.

The side with the highest Total wins the Battle. The Saxons win ties.

BATTLE EXAMPLE

Declan, as the Danes, is battling Laura’s Saxon army over Dunholm in Northumbria! Since the Danes go first, Declan plays Danish Axes, who have 2 Strength ⚔️ and nothing else. He declares “Two to nothing!” Now it’s Laura’s turn and she plays Saxon Spears, who are more powerful in a Fortified 🏰 Location. “Three to two!” Declan counters with Danish Horse, who kill the Spears. “Three to zero!” Laura is in trouble. But the Leader Father Pylrig hasn’t lost faith. He adds 4 to the Saxon side: 1 Strength ⚔️, +1 Total for Dunholm and his 2 Uhtred 🌀 (his normal 1 and another 1 for the Fortified Location) bring Uhtred to the Saxon side. And Uhtred’s final 2 Strength ⚔️ make it “Four to three!”
Who will win? Who will yield?



3. CLEANUP

The winner gains the Location (move it to that player's side).

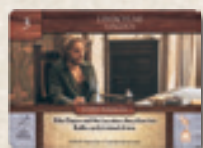
♣ If the winner is the Danes:

- They have conquered that Kingdom. If they now control one Location in each of the four Kingdoms, they win the game!
- The Saxon player draws a Lesson card from its deck and places it in front of them face down. The Saxon player may only have one Lesson at a time, so if they gain one when they already have one, they must discard one of their choice. (See Lessons below.)
- Replace the current Kingdom's Location deck with the next Kingdom's shuffled Location deck. After Northumbria, the Danes player chooses whether to invade East Anglia and then Mercia, or whether to invade Mercia and then East Anglia. But Wessex is always The Last Kingdom!

♣ If the winner is the Saxons:

- They gain the Defense Points on the Location. If they now have 10 Defense Points, they win the game! The Danes have determined that this island is too costly to invade!
- The game will continue to the next Battle by revealing two more Locations in the current Kingdom.

Defense
Points →



Uhtred's Favor: Now check to see if Uhtred was on a side in the Battle. That player draws an Uhtred's Favor card. (It doesn't matter who won the Battle.) Uhtred's Favor cards DO count against your hand limit (see below). However, they don't count as Battle cards.

Note: If all seven Uhtred's Favor cards have been gained, ignore this step.

Reset Uhtred: If the Danes won: Replace the current Uhtred with the next Kingdom's Uhtred, and put him between the players. If the Saxons won: Place the current Uhtred back between the players.

Card Cleanup: Each player puts their played Battle and Uhtred's favor cards in their discard piles, then put the revealed Destiny card in the Destiny discard pile. (If a game effect caused the Destiny card to not be revealed this Battle, discard the top Destiny card.) Put any played Lessons back in the box instead of into your discard pile.

Draw new hands: Each player draws cards from their Battle deck until they have either drawn four cards or they now have seven total cards in hand. (For example, if you have five cards in hand at the end of a Battle, you'll only draw two cards.) If a player has more than seven cards, they discard down to seven.

ADDITIONAL GAME CONCEPTS

Card Effects: Unless stated otherwise, card effects are "turned on" while face up on a side, and immediately "turn off" when the card turns face-down or leaves that side.

Golden Rules: Whenever a card contradicts these rules, the card is correct. Also, if one card effect says you can do something and another card effect says you can't, "can't" beats "can".

Hand Limit: There is no limit to your hand size during the game except during Cleanup. If drawing your four cards would cause you to have more than seven, you stop at seven. If you somehow have more than seven cards during Cleanup, you discard down to seven.

Lessons: Lessons are cards the Saxons earn whenever they lose a Battle. As the Saxons, put the Lesson face down in front of you. You can look at it at any time. It does not count as being part of your hand. While face down it can't be affected by any card effects.

On your turn, instead of playing a card or passing, you can play your Lesson: put it face up into play on your side. All Lessons are Tactics. Once you've played a Lesson it now functions just like any other Tactic in play.

During Cleanup, put any played Lessons back in the box instead of into your discard pile.

You can only have one Lesson at a time. If you earn a second while you already have one, choose one and put it back into the box immediately.

Negative Values: During a Battle one or more sides might have a negative amount of Strength ↗, Wits ↘, or Uhtred ☹. Treat this normally: if the other side has zero, or a positive value, or a smaller negative value, they are ahead in that category. For example, the Danes have -1 ☹ and the Saxons -2 ☹. Although both sides are negative, Uhtred would join the Danes (who he hates less in this case).

Uhtred

Uhtred is a powerful force in the game. Don't underestimate the swings his alliance can create. Getting him on your side could earn you Uhtred's Favor and gain access to his powerful allies and equipment (even if you lose the Battle).

Uhtred doesn't count as a Leader and can't be killed or shuffled into a deck. He can only be affected by cards that specifically use his name.

GAME TERMS

Cancel: Reduce something to zero.

Conquer: When the Danes win a Battle in a Kingdom, they have conquered that Kingdom. Once a Kingdom has been conquered, its Location deck and its Uhtred card will no longer be used during the game.

The Destiny: The top card of the Destiny deck.

Discard: To put a card into its appropriate discard pile. Unless an effect says otherwise, you'll get to choose which card you discard.

Enemy: Your opponent is your enemy. Their cards are enemy cards.

Face-down Cards: It's possible that cards will be face down on a side during a Battle. The text and stats on these cards are turned off while face-down.

Fortified 🏰 / **Navigable** 🚤 : These states are referred to by several cards on both sides. In general, Fortified Locations are better for the Saxons to defend, and the Danes are favored at Navigable Locations.

Kill: To put a face-up card from a side into that side's discard pile.

Reveal: If an effect says to reveal a card, turn it face up until the end of the Battle. Revealed cards stay in the place they were revealed. For example, if an effect turns the Destiny card face up, leave it face up on top of the Destiny deck.

If an effect causes a player to reveal a card in their hand, put that card on the table face up. It still counts as being part of that player's hand and does NOT count as being in play on their side. (For example, another effect might cause that player to discard that card from their hand.) If the player decides to play that revealed card, move it to where their "in play" cards are.

At the end of a battle, turn any revealed cards face down again. If it's a revealed card from a player's hand, they add it back to their hand normally.

Side: Where each player has their cards in play during a Battle.

Total: Cards referring to "Total" add or subtract from a side's Total, regardless of whether the required symbol is ⚔️ or 🏹. For example, if a side has 2 ⚔️ and +2 total, their Total is 4.

SPECIFIC CARD CLARIFICATIONS

Cumbraland: Uhtred does not count against the three-card maximum.

Lena: Both Strength ⚔️ and Wits 🏹 count at this Location.

Maccelesfeld: Both Locations have Battles and can be won separately. So the Danes could win one and the Saxons the other. If a card effect refers to "the Location", it applies to the Location that card is played to.

Meet with the Seer: If the Destiny is The Future is Fate, there is no effect. (You would look at the next Battle's Destiny twice.)

Smoke Attack: When you play a card face down, its stats and text are turned off. During the Resolve the Battle step, turn them face up one at a time in any order, and resolve them.

Wincelcumb

This text stops cards like Surprise Attack from resolving. (Units can't be played from anywhere.)

Yorkshire Wolds

Players can choose different symbols.

CREDITS

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