

Glorious Ascendancy

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Nations rise and fall. The people need someone to guide their expansions and grow their scientific knowledge. Use your economic and military prowess and boldly lead them against your greedy enemies. Victory is achieved through either victory points or glorious conquest!

Players: 2

Contents:

76 cards

5 role cards (warrior, scientist, emperor, defender) + bonus fun role

- 15 villages
- 6 tech
- 6 barracks
- 2 workshops
- 4 flags
- 14 grass
- 5 fences
- 2 Upgrades I
- 2 Upgrades II
- 2 Weapons
- 13 Special cards

120 plastic pieces:

- 40 worker (cube) pieces per player
- 10 soldier (hexagonal) pieces per player
- 10 tech (pyramid) pieces per player

Goal: There are two ways to win *Glorious Ascendancy*:

1. Occupy all of your opponent's buildings
2. Achieve 10 VP



Set Up: You will need a decent amount of space

1. The first player is the player who most recently read the rules of Glorious Ascendancy.
2. Place the building cards face up in the center in separate piles so that they are easily accessible to all players. This is the shop.
3. Shuffle the Special Card deck and place the top 3 cards face up in the middle.
4. Deal 2 random role cards and a storage card to each player.
5. The first player chooses one of their two role cards to reveal. They can play as this special role, or flip the card and play as the vanilla role.
6. Then, the second player chooses their role card.
7. Every player will start with the buildings stated on their role card, and put these cards in front of them.

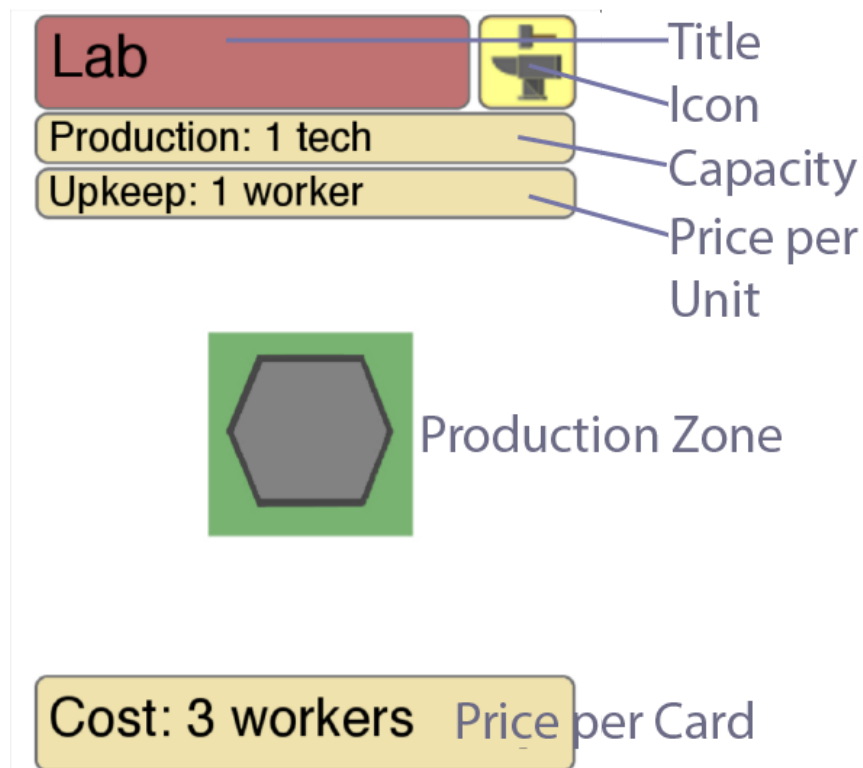
Phases: There are 3 phases to every turn.

1. Production phase:
 - a. Place cubes of your color on every unoccupied production building card that you have. (not optional)
 - b. You can now choose to build tech or soldiers by spending the appropriate upkeep. (optional)

- c. Soldiers that are on an opponent's non-defensive building card now goes to your storage card.
 - d. If one of your production buildings is occupied by your opponent's soldier, they receive a worker to their storage for each.
2. Purchase phase:
- a. During this phase, you can spend workers, soldiers, and tech to buy cards from the shop and put them in front of you. You may also spend units to place them on cards from the special zone and activate their effects. (optional)
3. Action phase:
- a. During this phase, you may spend the appropriate unit to conduct an action such as upgrading grass, or invading an opponent. (optional)

Card Types: There are several different types of cards in the game:

- **Role Cards:** Each role card starts with different buildings and has a once-per-turn effect. They also each have a “building limit” that determines the maximum amount of buildings that they can have.
- **Building cards:**
 - Production buildings(Red Heading, Hammer/Anvil Icon): These produce units and are the core of the economy.
 - Some production buildings have “upkeep” on them, which means that in order to produce a unit the appropriate number of workers must be spent.



- Storage buildings(Red Heading, Cup Icon): These buildings allow a certain type of unit to be moved on top of it (usually to free up space for Production buildings).
 - Sometimes, they can be worth VP. Gardens must be occupied by a worker of your color in order to gain it's VP value.
 - They do not count towards your the building limit.
- Defense buildings(Blue Heading, Cup Icon): These buildings force your opponent to occupy them before occupying any other buildings.
 - They do not count towards your building limit.
- Advancements(Yellow Heading, Arrow Icon):
 - Upgrade cards: These cards allow you to upgrade other building cards for a cost.
 - Each purchase of an upgrade works for only one building
 - Weapons: This card allows you to take aggressive actions against your opponent.
 - They do not count towards your building limit.
 - Only one per player.
- **Special cards**: Cards in the Special Zone that have unique effects.
 - Each special card has a cost. You must have the appropriate number and types of units on the card in order to purchase it. You can pay part of the cost by placing the appropriate units on top of it one turn and then placing the rest of the units on a different turn.
 - 3 special cards should be face up at all times. When one is taken, flip the top card from the special deck face-up.
 - You cannot remove units from a Special card, but if you have more units than your opponent on a card, you can discard it to the discard pile.
 - If your opponent's pieces were on the card when purchased or discarded, they return to their storage.
 - Special Actions: These cards have effects written on them that activate when purchased.
 - Victory point cards: These cards have VP associated with them. Purchasing them permanently gives you these VP.

Detailed information on specific cards in the Card Encyclopedia section

Actions: You can pay a cost to take an action.

- Resources are the only limit for actions
- The Weapons Advancement Card opens up offensive actions in the form of raids
 - Invade Unoccupied - Move a soldier onto an empty zone on an opponent's card
 - Invade Occupied - Take the necessary number of soldiers, discard the unit occupying the target zone, place a soldier on it, discard the remaining soldiers.

- You can use this to reclaim your own zones from opposing raids
 - All units on non-defensive enemy zones return to the friendly storage on the production phase of the next turn.
 - Each production building raided will produce a worker for the raider. This goes to the raider's storage on the production phase of the next turn.
 - Defenses **must** be invaded first before any other building.
 - Tip: Upgraded Weapons allows any unit to invade unoccupied!
- Upgrading: Upgrades I and Upgrades II upgrade building cards. In addition, some special cards allow you to upgrade building cards.
 - When upgrading a building card, flip it over onto the other side.
 - Each purchase of an upgrade works for only one building
- Banners that you own can be sent to the opponent for one soldier each.

Storage Card: A temporary holding area for units.

- You may always place or spend any kind of unit on your storage card.
- At the end of your turn, you must have removed all units from your storage card.

Miscellaneous Rules:

The unit(s) created using the ability of a role go to storage first.

Soldiers can only defend walls, not fences.

Tech cannot defend at all.

Non-soldier raiding units do not obtain workers from production buildings.

Buildings in the shop can run out.

Special cards that give buildings will give as much as possible if there is insufficient supply.

Occupied buildings cannot be upgraded.

Defender - VP from wall is removed once wall is fully occupied.

You may only own one of each "Upgrades I," "Upgrades II," and "Weapons."