

Lineage II : The Boardgame

The story of Lineage II : The Boardgame precedes the original Lineage by far. It goes long back before the history of the usurpation and the revenge between the rightful heir Deforge and the usurper Ken Rauhel. The age of the mighty Titans has ended. The human who are the most prosperous, the noble elves who protect the nature, the strong orcs who worship the power, the evil dark elves who are burningly revengeful, and the dwarves who are the skillful tradesmen – these five races compete to dominate the world. You will become one of them in this game. Although they want different things, their paths are already laid out by the fate. It is the way of becoming the strongest in this world of grave adventures, glorious victories, oaths of blood and evil treacheries; in order to leave your footsteps in this time of war and chaos.

The Game

- The goal of the game is to accumulate 10 VPs(Victory Points) through the Adventures and the Castle Sieges.
- You become one of the five races. Use a numbered die to move around. According to your destination, you can perform various actions and take adventures.
- You will collect items and Adena(the currency in this game) by hunting the monsters. You can get event cards and hire mercenaries in the village.
- If you arrive first at an empty castle, you become the owner of that castle. If you enter opponent's castle, a Castle Siege begins. You win VPs if you win a Castle Siege.

* Victory conditions are

1. To be the first player with 10 VPs
2. To be the player with the most VPs when the game has ended

Components

(Game Board)
(Castle Siege Cards)
(Event Cards)
(Race Tokens)
(Castle Markers)
(VP Chips)
(Prestige Chips)
(Colored Dice)
(Numbered Dice)
(1, 2, 5, 10, 20 Adena)
(A, B, C Monster Cards)
(Small Mercenary Tokens – 1)
(Medium Mercenary Tokens – 5)
(Large Mercenary Tokens – 10)

(Inventory Boards)

Game Board 1,
Castle Markers 3,
VP Chips(Blue) 50,
Monster Cards 55(A : 10, B : 20, C : 25)
Adena 70(1 Adena: 20, 2 Adena: 20, 5 Adena: 10, 10 Adena: 10, 20 Adena: 10)
Mercenaries 95(Small/1 10, Medium/5 6, Large/10 3 per races)
Inventory Board 5(Human, Elf, Dark Elf, Dwarf, Orc)
Race Token 5(Human, Elf, Dark Elf, Dwarf, Orc)
8-Sided Dice 7(Colored Dice 5, Numbered Dice 2)
Prestige Chip(Red) 21
Event Cards 29(Action Cards : 23, Quest Cards : 6)

Prestige Chips
Temple
Villages
Bank(VP chips, Prestige chips)

Monster Chips
Used Monster Chips
Event Cards
Used Event Cards

Player Mercenary Order
Victory Points Table for Castle Sieges
Bank(Adena)

Starting Village
Monster Race
Directions
Castle Markers

* Directions

Can move freely

Can move only in clockwise direction

1. Place the game board on the table.
2. Lay out the game components according to the image above.
3. Place the 7 dice near the game board.
4. Players put down their race tokens in the starting village.
5. Each player starts the game with :
 - 1) 1 inventory board
 - 2) 10 Adena
 - 3) 5 Mercenary tokens (either 5 small tokens or 1 medium token)
 - 4) 2 Event cards (shuffle the event cards, and draw 2 from the face down deck)
 - 5) 2 Castle Siege cards (1 offense card, 1 defense card)
 - 6) 3 VP chips(blue)

The Gameplay

Summary

1. The youngest player begins the game. The game proceeds in a clockwise direction.
2. On your turn, roll one numbered die. Move your token **exactly** according to the rolled number. Your adventure in this turn will be determined by the space you arrive.

1) Monster Hunting Ground : Choose a monster type between A, B, C. Roll the colored dice to hunt.

(see page 3 for monster hunting ground, see page 5 for monster hunting)

2) Monster Race : Roll 1 numbered die. You either receive or pay adenas on the basis of number 4.

(see page 3 for monster race)

3) Temple : Receive 10 adenas.

(see page 3 for temple)

4) Village : Get 1 event card from the event card deck on the game board. You can also hire mercenaries or sell your items to the bank.

(see page 3 for village)

5) Castle : If you're the first to arrive in the castle, you become the owner of the castle. If it already belongs to an opponent, a castle siege begins.

(see page 4, 6, 7 for castle)

3. You can trade your items freely with other players anytime during your turn, even if you are not in any village.

4. Once a castle siege begins, everyone who owns mercenaries **must** take parts. The winning side receives VPs.

(see page 6, 7 for castle siege)

5. The player who collects 10 VPs first, or the player with the most VPs at the end of the game becomes the winner.

* Note : The event cards in the village, or the prestige chips and adena you get as an owner of a castle will be forfeit if you forget to collect them.

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1. Start Of The Game : The youngest player starts the game. Play proceeds in clockwise direction around the table.

<Types of game turn and the player actions>

A game turn can be either an "Adventure" turn or a "Castle Siege" turn.

1) An adventure turn is a normal game turn where actions other than the castle siege take place. In his/her adventure turn, a player performs following actions.

– If you own a castle, add a prestige chip around the castle and get as many adenas as the number of prestige chips.

– Roll a numbered die.

– Move your race token according to the rolled number; perform the specific adventure according to the space you stopped in(monster hunting ground, monster race, temple, village and castle).

– During one's turn, a player can sell any item that he/she currently owns. Prices are freely determined.

– End your turn, and let the next player begin.

2) A castle siege round immediately begins when a player's race token arrives at opponent's castle. Each player take turns in castle siege turns, using mercenaries and action cards to gain VPs.

2. Roll 1 numbered die, move your race token and do the adventure.

1) Monster Hunting Ground : Pick a monster from the monster pile(A, B, or C). Roll 5 colored dice to hunt the monster. If you succeed, you get the specific item or the amount of adena marked on the back of the monster cards(see page 5 for more information).

2) Monster Race : Monster race is a racing ground where the monsters compete with each other. Roll 1 numbered die; you either pay or receive adenas according to the number you roll. If you roll higher than 4, you get [2 X difference between 4 and the rolled number] adenas. If you roll lower than 4, you pay [2 X difference between 4 and your rolled number] adenas.

Example)

If you roll 1, you pay $(4 - 1) * 2 = 6$ adenas to the bank.

If you roll 4, you neither pay nor receive adena.

If you roll 8, you receive $(8 - 4) * 2 = 8$ adenas from the bank.

3) Temple : you get 10 adenas from the bank.

4) Village : Various events take place in the village. You can sell your items or meet other people.

Things you can do in a village :

1. Receive event cards : draw 1 event card from the event card deck on the board.

2. Sell items : sell the items(weapons, armors or portions) that you do not use anymore to the bank at fixed prices.

(The sale price of items)

3. Hire mercenaries : pay 3 adenas per a mercenary to the bank to hire them.

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<Event cards>

* There are "Action" cards and "Quest" cards. Once used, event cards are discarded.

- Action Cards : Action cards are once again divided into Adventure cards and Castle Siege cards. Adventure cards can be used in any adventure other than castle sieges. Castle Siege cards can be only used in castle siege rounds, which begins when someone arrives at opponent's castle. A player can use only one event card during his adventure turn or castle siege turn respectively.

* Note : There is a hand limit of 5 event cards per a player. You cannot hold more than 5 event cards.

If you arrive at a village holding 5 event cards, you can discard one before drawing a new one. The discarded event card goes to the discard pile.

-Quest Cards : Quest cards have different background color from the event cards. You get VPs if you accomplish the quest written on the quest cards.

<Action Cards> <Quest Cards>

[Adventure] [Castle Siege]

5) Castle : If you arrive at an empty castle, it becomes yours. However, if you arrive at an opponent's castle, a castle siege round begins immediately. * Note : You cannot stop at opponent's castle unless you declare a castle siege.

You can enter your own castle freely. You can hire mercenaries when you are in your own castle. Pay 3 adenas per mercenary.

* Benefits for castle owners

- When you claim an empty castle, take a small(1) mercenary token from the bank and place it on your castle to mark the ownership. This mercenary will be used in the future castle sieges.

- Prestige chips and receiving adenas from the castle

1) In every turn, an owner of a castle place one additional prestige chip around his/her castle, and then receive as many adenas as the number of the prestige chips from the bank. However, you forego this action in the very turn when you claimed the ownership of the castle.

Example) You currently have 2 prestige chips around your castle. In your turn, place the 3rd prestige chip and get 3 adenas from the bank.

2) Once you accumulate 7 prestige chips around your castle, remove them all and get 1 VP in your next turn.

Example) You have just put down your 7th prestige chip to your castle. Receive 7 adenas from the bank. In your next turn, return 7 prestige chips from your castle and get 1 VP. You get no adena in this turn. In the next turn, you start over by placing the first prestige chip and receiving 1 adena from the bank.

3) Once you get a VP from collecting 7 prestige chips, start placing prestige chips around your castle again.

* Note : Prestige chips remain in their place even if the ownership of the castle changes.

3. Selling Items : On your turn, you can sell any of the items you own [to other players](#) at any price you want. You can follow the predetermined prices, or you can make deals with other players to determine new prices.

4. End your turn

- Once you end your adventure turn, the player left to you start his/her turn.

- At the end of a castle siege round, the player left to the one who initiated the castle siege continues his/her turn.

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Victory Condition

1. To be the first player with 10 VPs
2. To be the player with the most VPs at the end of the game

Game End Condition

If one of following three conditions are met, the game ends immediately.

1. One of the players have collected 10 VPs.
2. One of the players have no VP remaining.
3. There are no remaining monster cards(A, B, and C) that players can hunt.

Monster Hunt, Items & Castle Sieges

1. Monster Hunt

You can hunt monsters when your race token is in a monster hunting ground. [You have to hunt a monster when you arrive in a hunting ground.](#) Pick a monster from the A, B, and C pile and roll 5 colored dice to hunt.

- Hunting Succeeds : In order to succeed in hunting, you have to roll all the colors that the monster has. You can use your weapons, armors, and portions. Once you succeed, receive the monster card. Keep the item on the back of the monster card in your inventory. If the hunted monster gives you adenas, receive the specific amount of adenas from the bank and then keep the monster card in your inventory, with the monster side up to mark that it was paid. Portions are discarded after they are used.

Example) [When you are hunting a monster with G G G, you rolled G G Y R G.](#) Since the colors you have rolled include [G G G](#), you have succeeded in hunting. [A star\(*\) is a joker, X means miss.](#)

-Hunting Fails : If there's any missing color in the colors you rolled, you fail to hunt the monster. The monster you picked will remain where it is([that is, on the top of the card deck](#)) until other player succeed in hunting it. The failed player must drop certain amount of adenas in the hunting ground and move to the nearest village. The amount of adenas you need to drop is marked on the monster card with the skill sign(Level C Monster : 1 Adena, Level B Monster : 5 Adenas, Level A Monster : 10 Adenas)

Exception 1) If you do not have required amount of adenas, drop what you have and move to the nearest village.

Exception 2) If you do not have any adenas, drop one of your items and move to the nearest village.

* Note : You cannot drop used items by which you already received adenas. Nor you can drop mercenaries. [The dropped money or items remain there until someone else visits the hunting ground and collect them before beginning his own hunting.](#)

- When you visit the village due to the failure of the hunting, you cannot perform the usual village actions. In your next turn, you have following options.

- 1) Skip the die roll and continue your adventure in the village.
- 2) Roll the numbered die and begin your adventure anew.

2. Using Items

- Types Of Items : Items are shown on the back of monster cards. You receive the item when you succeed in hunting the monster. There are items like weapons, armors, and attacking portions

which help your hunting. There is also a movement portion which helps you travel faster.

– How to use : You can either store items in the bag in your inventory or wear them in one of the 5 slots in the left side of your inventory board. Items like weapons and armors become effective only when you wear them. Portion can be used only once; keep them in your inventory, use anytime during your adventure, and then discard.

Some items give you adenas. Once you receive adenas from an item, flip them to monster side up and keep it in your inventory to mark that it was paid. Some of the quests lets you use the already paid items.

The maximum weapons you can use at any moment is either two 1-hand weapons or one 2-hands weapon. You can wear helmets, armor suits and shoes. Unused items are kept in your inventory bag.

1) Weapons : There are 1-hand weapons and 2-hand weapons. The colors shown on a weapon functions as if you rolled the same color. That is, if an weapon shows yellow color, it will be counted as 1 yellow even if you did not roll any yellow. Add the colors shown in your weapons when you hunt monsters. If you have redundant weapons, you can change your weapon before the hunting begins so that you'll get better chance of hunting the specific monster.

2) Portions : There are attacking portions and movement portions. Portions are for one time use only. They are discarded after being used.

– Attacking portions(blue portions) show colors like weapons do. You can use the portion as the marked color then discard the portion. That is, a portion showing a green color is equivalent to rolling a green.

– Movement portions(green portions) lets you move twice the number you rolled in any directions you want.

Example) A player rolled a 4. If he/she uses the movement portion, he/she can move up to 8 spaces in any desirable directions(any number between 4 to 8).

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3) Armors : There are helmets, armor suits and shoes. When you're wearing armor, you can roll additional dice when you hunt monsters.

Example) You have rolled Y Y Y G R when hunting a "A" monster of Y Y Y Y Y. You have one Y in your weapon. Your armors let you roll 3 dice again. In this case, if you roll again(due to the armors) at least 1 Y(yellow), you succeed in hunting "A" monster. Otherwise you fail.

Monster = 5 Yellow

Player = 4 Yellow + 3 "Roll Again(Armors)"

In this case, you can roll 3 dice(out of the 5 you rolled) again. You only need 1 more yellow to succeed in hunting.

Example) If you're wearing a C-class helmet and a B-class armor suit, you can roll 3 dice again.

3. Castle Siege

Castle siege is a battle fought between players using mercenaries and numbered dice, over the ownership of a castle. Players who take part in a castle siege go through the battle after putting down a VP chip on the castle siege VP table on the board. After the victorious faction is determined, every player on the winning side gets 1 VP from the bank. Additionally, every player on the winning side gets 1 VP chip from the VP table, taking turns starting from the player who sent out the most mercenaries.

Sequence of a castle siege

1) Beginning the siege

- A castle siege round begins when a player with mercenaries moves into opponent's castle.

* The prestige of the castle owner : Players have to fight through the siege using only what mercenaries he/she has in inventory. However, the owner of the castle under siege can hire mercenaries immediately, regardless of the location of his race token. The owner can either use the mercenaries in the siege battle or keep them in inventory. But he/she cannot perform other village actions like selling items.

2) Taking sides

- Each player secretly chooses either the offense castle siege card or the defense castle siege card. Everyone reveals the chosen cards at once. Players who played offense cards fight on the attacking side. Players who played defense cards fight on the defending side. The player who started the siege must play **his** offense card. The owner of the castle under siege must play **their** defense card.

3) Using mercenaries and action cards

- Mercenaries and action cards are played **at the same time** with the castle siege card.

- Secretly decide the number of your mercenaries that you are sending out to the battle. Every player holds them in their hands and reveals them simultaneously.

- Any castle siege action cards(those marked as "Castle Siege" at the bottom) can be played with the castle siege cards. Players can use only one action card. Action cards remain hidden until you decide to reveal and use them. They will be discarded at the end of the siege whether you have used them or not.

4) Opening castle siege cards and placing mercenaries

- Every player opens his/her hand, showing the castle siege cards and mercenary tokens.

Players who have played offense cards will become the attackers. Players who have played defense cards will become the defenders.

- Place the mercenary tokens you revealed on the castle siege table on the board, according to your side(attacker/defender). The player who sent the largest mercenary army goes first(the order of placing mercenary tokens is marked on the castle siege table by octagonal shape).

- Players put down 1 VP chips on the castle siege table according to his/her side.

<Defenders>

<Attackers>

This is where you put down the mercenary tokens(from left to right, starting from the player with the largest army).

This is where you put down VP chips.

This is where you put down the mercenary tokens.

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5) The Battle

- The actual battle is fought by rolling dice. Each side rolls a die; the side with the higher number removes as many mercenary tokens as the difference between two dice from the castle siege table. Continue this until one side loses all of its mercenaries. There is no restriction on who rolls the die in both sides.

6) Sharing VPs

- The players on the winning side takes VP chips in the following manner.

1. The player takes back the VP chip that he/she put down on the board.

2. The player gets 1 VP from the bank.

3. Starting from the player with largest army, players take the VP chips from the losing side. If there is a tie in the size of the involved armies and there is only 1 VP chip remaining, no one gets that VP chip and the VP chip will get discarded(that is, VPs are rounded down).

* The size of players' armies are determined when players put down mercenary tokens [before](#) rolling the dice. Any changes by action cards will be ignored when determining the size of armies.

Example) Player A, B, C, D, E fight a castle siege.

Player A is the owner of the castle, and player D started the siege. Opening the castle siege cards, it turned out that two players(A and B) are on the defending side while three other players(C, D, E) are the attackers.

Defenders

A sent 5 mercenaries that he had to the castle siege board. He also moved 1 mercenary token that was on his castle to the castle siege table. B send 3 mercenaries.

Thus the defending side has a total of 9 mercenaries (5 + 1 from the castle + 3 from player B).

Attackers

C has sent 3 mercenaries; D has sent 4, and E has sent 7. Thus the attacking side has a total of 14 mercenaries (3 + 4 + 7).

The attacking side rolls first.

Player E on the attacking side rolled a 5, and player A on the defending side rolled a 3. Remove 2(5 - 3) mercenaries from the defending side, and repeat the battle.

Use of action cards

If any player had played action cards for this castle siege, he/she can use it now(during the battle).

Sharing VPs

1. When the attackers have won

VPs are shared in the following manner.

- 1) Players take back VP chips that they placed on the castle siege table
- 2) Players receive 1 VP from the bank
- 3) Starting from the player with the largest army, take the VP chips played by the losing

side

* In this example :

- [Player E with the army of 7 and player D with the army of 4 take 1 VP chip each.](#) That is, player A and B have lost the VP chips they played at the beginning of the siege. Players on the winning side gets : [3 VPs for player E, 3 VPs for player D and 2 VPs for player C](#)(including the chips they have played at the beginning of the siege). Since the defenders have lost, player D who started the siege takes a small(1) mercenary token from the bank and put it on the castle. The prestige chips accumulated by player A now belongs to player D. Every mercenaries that have fought in the siege will get discarded. Now the siege is finished. The player sitting left to player D, who started the siege, continues his/her normal turn now.

2. When the defenders have won

VPs are shared in the following manner.

- 1) Players take back VP chips that they placed on the castle siege table
- 2) Players receive 1 VP from the bank
- 3) Starting from the player with the largest army, take the VP chips played by the attacking

side

* In this example :

- [Player A with the army of 5 and player B with the army of 3 take 2 VP chips and 1 VP chip each.](#) That is, player C, D and E have lost the VP chips they played at the beginning of the siege. Players on the winning side gets : [4 VPs for player A, 3 VPs for player B](#)(including the chips they have played at the beginning of the siege). Since the attacking side has lost the battle, the ownership of the castle remains the same. The player sitting left to player D, who started the siege, continues his/her normal turn now.

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Questions About The Game

You can ask any questions about this game at Dagoy website or Lineage II : The Boardgame official website. Frequently asked questions are compiled under a FAQ board in the websites.

Lineage II : The Boardgame Official Website
www.L2boardgame.co.kr
www.L2boardgame.com

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We are pleased that our game could please gamers around the world regardless of their nationalities and races. Thank you very much for purchasing this game, which we have produced with sincere hearts.

* Any questions about this product can be directed to Dagoy Inc.
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* All the wooden component in the game was produced with the finest white birch, and painted with the safest, european EN71 qualified material.

* Small components may be swallowed by infants. Keep the game out of reach from children under age 3.