

The Kingdom quills over with threads and challenges. A candy land for any Sellsword who wants to earn and easy dime. But you strive higher. You want to lead the most famous and wealthy bunch of mercenaries, the land has ever seen.

## SELLSWORD

Short

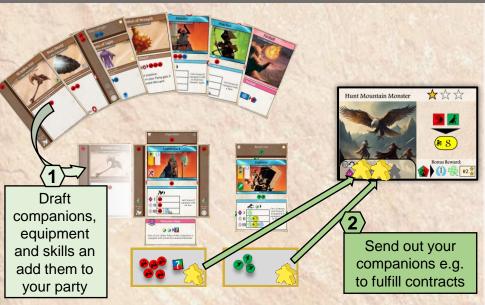
- Highly thematic heavy Euro in the flair of a DnD Adventure
- Challenging Closed Drafting meets Worker Placement
- Over 300 unique Cards allow many Engine Building Strategies

2-5 Player

2 h



## OVERVIEW GAMEPLAY



Each player represents the leader of a party of companions with the goal to gain the most fame. The game is played in 3 rounds with the following core mechanics:

- A closed draft of companions, equipment and skills that you add to your party
- The companions act as worker that can:
  - Fulfill contracts which may cause follow-up contracts, telling a different story of the Kingdom every game
  - Interact with the Kingdom and clear Side Quests near your destination
  - Acquire legendary companions and rare equipment to further strengthen your party.
  - Pay your companions to keep them in your party and earn additional fame.

## Components

- 278 Cards 63x88
- 32 Cards 41x63 40 Card 80x120
- Gold Token
- 15 Tria Token 2,5cm
- 60 Round Token 1,5cm 15 Square Tiles 3cm 20 Round Token 2cm 5 Hex Tiles 1,6cm
- 40 Square Token 2cm Starting Player Token
- 40 Hex Token 2cm
- · 20 Cubes 0,6cm

## Per Player:

- 1 Game Board
- 11 Meeple
- 11 Cards 88x63
- 7 Player Marker 3 Camp Marker



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