



For the people, there is nothing more respected than the state, however, in this state of world, there is nothing like a breath of health.

Kanuni Sultan Süleyman

Ottomans: Throne Wars

RULES



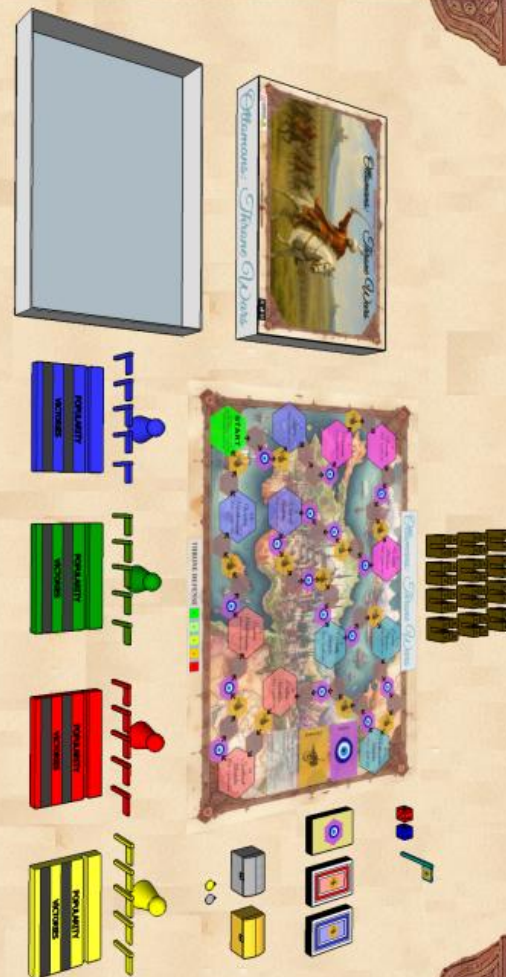
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GETTING STARTED:

Ottoman: Throne Wars is a military strategy and card game for 2-4 players. The goal is to outsmart your opponents and ascend to the throne. You can play in various modes: Lightning Game mode requires you to ascend to the throne, Classic Game mode requires you to ascend to the throne and defend it for 5 rounds, and Real Simulation mode requires you to defend it for 10 rounds. Of course, certain conditions must be met to ascend to the throne. This guide is designed to provide you with all this information.

BOX CONTENTS:

- 1 x Map
- 4 x Player boards (blue, green, red, and yellow)
- 12 x Castles
- 4 x Pawns (blue, green, red, and yellow)
- 20 x Flags (blue, green, red, and yellow)
- 1 x Throne flag
- 1 x Gold coin chest (with 100 gold coins)
- 1 x Silver coin chest (with 100 silver coins)
- 2 x Character card decks (2 x 54 character cards)
- 1 x Kismet card deck (1 x 54 destiny cards)
- 2 x Dice
- 1 x Guide (the guide you are currently reading)



MAP:

The map displays 12 geographical areas where castles can be built. These are grouped into threes and marked with the same colors. There are also designated spaces for character decks and the fortune deck. Players roll dice to move their pawns along the hexagonal spaces on the map.



PLAYER BOARDS:

Players are given a player board to store their cards, track their popularity and victory points, and store their gold coins.



PAWNS AND FLAGS:

The game includes pawns and flags in 4 different colors for 4 players (five for each player) and a throne flag.



DICE:

And of course, two dice, essential for every game, are also included. The difference in this game is that the dice are made of wood which is completely harmless to nature.



CHESTS AND COINS:

There is a gold-colored chest to store the gold coins used as currency in the game, and a silver-colored chest to store the silver coins used to track achievements.

CASTLES:





Twelve castles are included in the box, representing the total of 12 regions players can control. When a player establishes a castle in a region, they place a flag of their own color on it and place the four character cards that make up the castle's council on it. If they ascend to the throne with this castle, they also place the throne flag (the castle on the right) on the castle.



CHARACTER CARD DECKS:

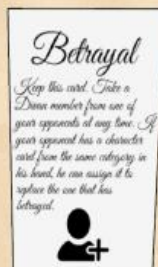
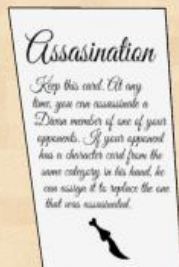
One of the key features that distinguishes Ottoman: Throne Wars from other games is its blend of strategy and card game logic. Furthermore, all the characters in the game's character decks are real historical figures. (Did you know that there was a person in charge of the sultan's throne in the Ottoman Empire?) There are a total of 108 character cards in two decks (2 x 52 character cards + 4 jokers).



Character cards consist of four categories: Social , Military , Political , and Administrative , and are numbered 1 through 13. You can compare them to a standard deck of cards.

KISMET CARDS DECK:

Another aspect that distinguishes Ottomans: A Game of Thrones from all other games is the central role played by fate and fortune. A Kismet card can instantly turn your bad luck around and propel you to victory, or your opponent can destroy your empire with a Kismet card just as you're close to victory.





HOW TO PLAY:

Ottomans: Throne Wars is a military strategy and card game that can be played by 2-4 players. Players are dealt 10 character cards, 10 gold coins, a pawn, and a player board of the same color. One deck of character cards and one deck of Kismet cards are placed on the designated area of the map for two players, and two decks of character cards and one deck of Kismet cards for more players. Players' popularity and victory count are set to zero at the start.

The objective of Ottomans: Throne Wars is to ascend to the throne and defend it for five rounds. (See Ascend the Throne.)

For the first turn, all players roll a single dice. The player with the highest roll starts first, and turns proceed clockwise. Players in their turns roll two dice.

If the player's pawn lands on one of the fortune squares

() they draw a fortune card; if it lands on one of the character squares () , they draw a character card.

If a player's pawn lands on an unoccupied geographical area, they can build a castle there (see Castle Building & Council).

If a player's pawn lands on another player's castle, they must either declare war on them (see War Rules) or pay 5 gold coins for rent.

If a player whose pawn lands on another player's castle cannot declare war (does not have a military character card in their hand) and does not have enough coins to pay rent, they can give their character cards to the bank for 1 coin each. If they cannot do this, they are considered bankrupt and are out of the game.

If they wish, a player can organize a festival by paying 5 coins to the treasury to increase their popularity score by 1 point. They can also buy victory by paying 10 coins to the treasury.

If needed, a player can draw a character card for 5 coins. During their turn, the player can use their fortune card(s).

If they wish, they can declare war on another player (a player can declare as many wars as they wish in a turn). If the conditions are met, the player can ascend to the throne (see Ascension to the Throne).

If no further action is taken, the player passes their turn to the next player.

Players receive coins from the treasury each time they pass the starting point. The number of coins they will receive is calculated as follows:

- 5 coins for transition aid
- +2 coins for each castle owned
- +2 coins for each victory won
- +5 coins for establishing castles in all geographical regions of the same color

CLAIMING THE THRONE:

Of course, there are requirements for ascending to the throne. First, only one player can occupy the throne at a time. If the throne is vacant, a player who meets the following requirements can ascend to the throne by paying 10 gold coins to the treasury:

- Owning at least 2 castles (see Building a Castle & Council)
- Having won at least 2 victories (see Battle Rules)
- Having at least 4 popularity points (see Popularity)

A player who meets these requirements ascends to the throne with a council whose total castle points are at least 25. A Sultanate Flag is planted on this castle to signify that the player owns the throne.

On the first turn a player ascends to the throne, the first of the Throne Defense boxes is closed with a silver coin. Each time the player on the throne's turn, another box is closed, and the player wins the game when all five boxes are closed.




A player may ascend to the throne multiple times, but must pay 10 gold coins for each such visit.


BUILDING A CASTLE & COUNCIL:

To establish a castle in a region, a player must first reach one of the 12 regions on the map where a castle has not been established. A player who lands on such an empty region pays 5 gold coins to the treasury to purchase a castle and erects a flag of their own color on it.


They also create a council with the character cards in their hand, placing these cards on the castle and assigning it to the castle.

The council is formed with one card from each of four

categories (Military , Political , Administrative ,

and Social ). The score of the council is the sum of the characters' points.

The player may optionally use the Joker/Jester character

() to add the character to the council by replacing a

character they do not have in their hand or a character with a low score. The Joker's score is equal to the score of the highest character in that council.



LOSS OF THE CASTLE:

A player can lose a castle in three ways: by returning the castle to the treasury, by non-battle, and by battle.

BY RETURNING THE CASTLE TO THE TREASURY:

If a player needs to develop new strategies, declare war on an opponent, or reorganize their character cards, they can return the castle to the bank and reclaim the cards from the council. They will not receive a refund of the 5 gold coins they paid for the castle.

LOSS OF THE CASTLE OUTSIDE OF WAR:

An opposing player can disrupt the council conditions in a player's castle by a non-combat action (for example, by using a fortune card to eliminate a council member). In this case, if the player cannot replace the missing council member, the castle falls. The castle is returned to the treasury, and any remaining cards are returned to the player. The player will not receive a refund of the 5 gold coins they paid to purchase the castle.

BATTLE RULES:

On their turn, a player with a military character can declare war on any castle of their opponent (in other game modes, war is declared only between castles and/or only against neighboring castles). War occurs as follows:

- The attacking player designates one of the military characters in their hand as a warrior and places it face-up in front of the castle they are attacking.
- First, the attacking player rolls two dice. The attacking power is determined by the sum of the numbers on the dice and the warrior character's score.
- The defending player also rolls two dice. The defense power is determined by the sum of the numbers on the dice and the military character's score in that castle's Council.
- If the defensive power is equal to or greater than the attacking power, the attacking side loses and the attacking side's warrior character is returned to the deck.
- If the attack power is greater than the defense power, the defending side loses. The military character in the Council is returned to the deck and replaced by the attacking side's warrior soldier.
- The winning side plants its flag on the castle, and the victory count is increased by one by filling one of the victory boxes with a silver coin.

Note: War cannot be declared with the Joker card.

ALTERNATIVE GAME MODES:

In case you want to try different modes to explore new ways of adventure, we have created a few alternative gaming modes.

BLITZ MODE:

In this mode the first player who claims the throne wins the game. They don't need to defend the throne for 5 rounds. This mode is especially fun when you want a quick action game

REAL SIMULATION MODE:

In this mode, rules are a little more difficult than the original game. First of all the player who claimed the throne has to defend it for 10 rounds instead of 5. In addition, in order to declare war on a castle a player must have a castle on a neighbouring region.

FOR OTHER ALTERNATIVE MODES AND RULES:

We welcome suggestions for new modes and rules. So if you have a great idea do not hesitate to contact us.



TIPS AND TRICKS:

Ottomans: Throne Wars is a game of both strategy and kismet. So we advice you to take into account that any time during the game kismet might affect you.

So you should carefully plan when to use or keep your kismet cards. Many players believe that keeping your defensive kismet cards to the end might be a good strategy.

Also, financially pressuring your opponents is a strategy that you shouldn't underestimate. Forcing your opponent to sell sell their castle might cause them to drop from the throne or prevent them to ascend in the first place.