

The Reign of the Mouse King

2-6 players

“In the old days of the Realms there was a tale of the great Mouse King. Once a little mouse like all others he played and run around the fields all day without a care in the world. The food was plenty and he had many friends so his life was like a fairytale. One day though, the skies turned dark and a weird bolt of purple magic struck the little mouse. He changed completely from that day started wanting and doing things unnatural for a mouse and was set aside by all others. He was sad and since the other mice did not want to be his friends anymore he joined the Dark Lords’ side. Since then, he created an army of Mouse Soldiers and along with Von Rothbart, he tried to take over the control in the Silver Kingdom more than once. Each time the Silver Kingdom was under attack there was always someone protecting the land, Robin Hood! Robin Hood and his allies were always preventing the Dark Lords from succeeding but one day Mouse King came up with a new plan!”

Setup

Do not use the crab variant, the buildings or the promo invaders. You can use however the black fortresses in order to increase the difficulty of the plot.

All base game set-up applies here.

You can use any realms you want.

One of the Heroes must be always Robin Hood!

Winning Condition

Defeat the Mouse King in all the Active Realms.

Gameplay

You follow the rules of the base game with the following changes:

Each time you place an Artifact in a realm you add 2 Mouse Soldier tokens in the same Area with that Artifact. These soldiers protect the Artifact and you must defeat them in order to collect it. Exception is the first round-the beginning of the game where you place 1 Artifact in each realm as basic game set-up.

Each time you place an Artifact in a realm (no matter what Realm) and there are no more Mouse Soldiers to add in that realm, move forward the Invasion Marker by 1 for each

Mouse Soldier token you did not add in the realms. Be careful there. You can avoid this threat by killing those mice on time. This is how you can have available tokens!

You can increase even more the difficulty of the game if one of the Active Realms you choose is the Silver Kingdom. Silver Kingdom's cards include the Mouse Soldiers. So if you play with that Realm and you draw such a card you must spawn in that Realm 4 Mouse Soldier tokens. Less tokens on the table increase the danger to move the Invasion Marker forward based on the previous rules. Example: If you choose this Realm, you draw a Mouse Soldier card but you have no Mouse Soldier tokens to add, you must move the Invasion Marker forward as exactly you would do with the Artifacts.

For this scenario players use only 1 Dark Lord regardless of the number of players and realms and this Dark Lord is the **Mouse King**.

For this scenario 1 player has to assume the role of Robin Hood.

Whenever, 1 Realm's Invasion Marker reaches 16 the Mouse King spawns as a normal Dark Lord would, following the same rules.

When the Mouse King is defeated the normal rules apply (with the only difference that the Mouse King can and will spawn again on another realm as if he belonged to that realm too. The heroes must collect each Realm's Artifacts in order to defeat the Mouse King on each realm.

For the entirety of this scenario the Mouse King can only be confronted and defeated by Robin Hood.

If the Mouse King ever has to spawn again while is already on the board, you lose the game. Example: if a second realm reaches 16 on the Invasion Marker and the Mouse King is already on the board.

