

# ORUGO

THE KING'S SUCCESSOR



## COMPONENTS

1 D6 dice

19 poker size cards

9 Hex tokens

Any color whiteboard markers

A4/letter size Player boards(Laminated)

### 1300 AD

As African chiefdoms begun to expand, Kingdoms emerged and all resources belonged to the King. It was the King's decision to give out Land for cultivation and grazing, to build armies that defend and conquer strategic resources, to trade with foreigners and to fortify their emerging civilization. You are one of the children borne by the King and Queen of ORUGO, an emerging Kingdom in the East of Africa. Your father, the King is ailing and has decreed in light of his succession.

### A ROYAL DECREE

The successor shall be declared from amongst the King's children as one who has shown great strength and resolve in contributing towards the Kingdoms growth. All shall be assigned areas to control with equal opportunity to expand and exploit. At the time of the King's demise, the Prince or Princess that will have achieved the highest RANK shall be named HEIR to the ORUGO throne.

### SET UP AND GAME PLAY

1. Each player has a Player board with two default resources and 15 yield points to begin with (Shaded plots in each of the livestock and crop fields resources). Players shall also place Resource Restriction Tokens (heads up "Scout Resource") on Lumber fields, Stone quarry and Mines to indicate further requirements players have to meet to occupy and control those resources.

2. Each player individually rolls die per resource under their control per round to determine their yield thereby earning points (yield points). Multiply number on die by number of shaded/occupied plots in each resource. example:  
If you have all livestock plots occupied(shaded), multiply rolled number by 3 and add to the other resources to get a total yield.

3. The King's Requests deck.

Once all players have rolled their turn, a random card is drawn from the King's deck to reveal the request. This will lead to a debit/ deduction on the yield score for each player that is able to submit to the request. For every 30 points you spend on the royal requests, you will earn 1 star.

Note:

- Use the bubble star tracker on left and right of player board to track your incremental King's Request spend by Crossing out a bubble for every 5 points spent. Every six dots are equal to one star. Do not, use this tool when you spend 30 Yield points in one go. i.e Support for the Kings's conquests.
- Some cards in the King's deck also reward players with certain abilities to overcome obstacles in their quest but can only be acquired when the players submit to those requests. i.e Negotiator ability (dove), Defence ability (shield & spears), Attack ability (lion)
- Once the King's deck is depleted, reshuffle the pile of used cards to replenish the deck.

4. Grow your resources by spending yield points (debit) to control more resource fields as follows:

Livestock- 15 yield points per plot

Crop fields- 10 yield points per plot

Lumber fields- 20 yield points per plot

Stone Quarry- 25 yield points per plot

Mines- 30 yield points per plot

A player will earn 1 star for every resource fully occupied.







5. Scout Resource deck (A co-op mechanism is the most viable solution at this level of play as players unite for a common goal)  
A card is drawn from this deck when a Player is ready to occupy one of three resources for the first time, i.e Lumber fields, Stone quarry and Mines.

- If the card drawn indicates "Virgin Resource", the scout resource tokens for that resource are discarded from all player boards.
- If the card drawn indicates "Resource Occupied", ALL Players will flip over the Tokens for that particular resource to state "OCCUPIED".
- The Scout Resource card will also reveal the abilities required to overturn the resource occupation and difuse any threats arising. If the players do not possess those abilities, the resource shall stay out of reach for all players until they are able to overcome the threat.

### END GAME

The first player to attain the Highest RANK(stars) wins. In case of a tie, Total Value of resources owned plus yield points balance shall be used.

# DRAFT CUSTOM RESOURCE DIE CHART

Number Rolled	Livestock	Crops	Lumbering	Stone Quarry	Mines
 1	2	1	2	0	0
 2	3	2	3	4	5
 3	4	4	5	6	10
 4	5	6	6	8	15
 5	6	8	9	10	20
 6	7	1	10	12	0

## JUSTIFICATION;

### Livestock die:

Live stock is a relatively stable resource, no drastic falls or sharp rises in yield or value. The reason for a 2 as the lowest multiplier is the fact that no matter how harsh things get, livestock shall always reproduce.

### Crop fields die:

Crops /horticulture is a not a stable resource but you can always manage to get by with a low yield as you wait for another planting season. The 2 lows of 1 multiplier are due to the uncontrollable factors such as weather parterns and over cultivated land. However, with the right mix of factors, crops will surly give a high yield probably more than livestock.

### Lumbering die:

Lumbering is a vital resource in the set era as it was the main source of construction materials, tools and weaponry. Accounting for the 2 as lowest yield isthe vast natural resource available at the time, whereas the only hinderances to yield were lack of control (ownership) of the resource and fear of over exploitation leading to a moderate maximum yield of 10.

### Stone Quarry die:

This resource was an important one when it came to advanced construction methods, cultivation tools and weaponry. This made it a vital and valuable resource for kingdoms to control thus the high yield of 12. However, due to the high skill required in quarrying and later forging whatever purpose it was needed, catapulted by the seasonal danger posed by bad weather, the resource could easily yield a zero.

### Mines die:

Minerals such as gold, silver, diamond and iron ore begun to be exploited after interaction with foreigners especially Arabs. Mining then became a lucrative venture accounting for the highest yield amongst the resources. It also influenced the raise and downfall of many kingdoms as major wars would be faught for control. The 2 zero lows are forced by that volatility combined with the risk of expensive mining processes that most times yielded little to nothing.



# ORUGO

*The KING'S Request*

SUPPORT FOR THE KING'S CONQUEST.

SPEND

30

YIELD POINTS

YOU EARN



STAR



# ORUGO

*The KING'S Request*

THE SEASONS ROYAL CELEBRATIONS.

SPEND

05

YIELD POINTS

SPEND 25 YIELD POINTS ON OTHER REQUESTS TO EARN A STAR

# ORUGO

*The KING'S Request*

A MONUMENT FOR THE KING.

SPEND

10

YIELD POINTS

SPEND 20 YIELD POINTS ON OTHER REQUESTS TO EARN A STAR



# ORUGO

*The KING'S Request*

FORTIFY THE KING'S ROYAL PALACE.

SPEND

25

YIELD POINTS

SPEND 5 YIELD POINTS ON OTHER REQUESTS TO EARN A STAR



# ORUGO

*The KING'S Request*

STOCK FOR THE KINGDOM TREASURY.

SPEND

15

YIELD POINTS

SPEND 15 YIELD POINTS ON OTHER REQUESTS TO EARN A STAR



# ORUGO

*The KING'S Request*

FORTIFY YOUR AREA COMMAND POST.

SPEND

20

YIELD POINTS

SPEND 10 YIELD POINTS ON OTHER REQUESTS TO EARN A STAR



# ORUGO

*The KING'S Request*

THE KING HAS NO REQUEST AT THE MOMENT.

SPEND

0

YIELD POINTS

YOU EARN

0

STARS

# ORUGO

*The KING'S Request*

THE SEASONS ROYAL CELEBRATIONS.

SPEND

05

YIELD POINTS

SPEND 25 YIELD POINTS ON OTHER REQUESTS TO EARN A STAR

# ORUGO

*The KING'S Request*

SUPPORT FOR THE KING'S CONQUEST.

SPEND

30

YIELD POINTS

YOU EARN



STAR



**ORUGO**  
*The KING'S Request*

THE KING HAS NO REQUEST  
AT THE MOMENT.

SPEND

0

YIELD POINTS

YOU EARN









0

STARS

**ORUGO**

*The KING'S Request*

**LEGEND**

	<i>Defence ability</i>
	<i>Attack ability</i>
	<i>Negotiator ability</i>
	<i>Livestock</i>
	<i>Crop Fields</i>
	<i>Lumbering Fields</i>
	<i>Stone Quarry</i>
	<i>Mines</i>
<b>T-Y</b>	<i><b>Total Yield</b> (sum of resource yield points)</i>
<b>R-R</b>	<i><b>Royal Request Spend</b></i>
<b>E-C</b>	<i><b>Expansion Cost</b></i>
<b>N-Y</b>	<i><b>Net Yield</b> (sum of resource yield points minus R-R minus E-C)</i>
<b>PREV.</b>	<i><b>Previous</b></i>



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RESOURCE

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**SCOUT RESOURCE**  
*Negotiate. Defend. Attack.*

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RESOURCE  
OCCUPIED

ABILITY

COST

NEGOTIATE



DEFEND



ATTACK



**THREAT**

*Negotiate. Defend. Attack.*

FRIENDLY SETTLERS OCCUPY  
THE AREA.

Negotiate with the Chief to exploit  
the resource.

RESOURCE  
OCCUPIED

ABILITY

COST

NEGOTIATE



DEFEND



ATTACK



**THREAT**

*Negotiate. Defend. Attack.*

A POWERFUL RIVAL KINGDOM  
WILL ATTACK.

Prepare your defences and army to  
avert the threat.

RESOURCE  
OCCUPIED

ABILITY

COST

NEGOTIATE



DEFEND



ATTACK



**THREAT**

*Negotiate. Defend. Attack.*

A WEAK RIVAL KINGDOM HAS  
OCCUPIED THE AREA.

Use the all abilities at your disposal to  
occupy resource.

RESOURCE  
OCCUPIED

ABILITY

COST

NEGOTIATE



DEFEND



ATTACK



**THREAT**

*Negotiate. Defend. Attack.*

HOSTILE SETTLERS OCCUPY  
THE AREA.

Negotiate with the Chief to exploit  
the resource.

RESOURCE  
OCCUPIED

ABILITY

COST

NEGOTIATE



DEFEND



ATTACK



**THREAT**

*Negotiate. Defend. Attack.*

RENEGADE MILITIA HAVE  
OCCUPIED THE AREA.

An all out assault on the militia camp  
will hand you the victory.

RESOURCE  
OCCUPIED

ABILITY

COST

NEGOTIATE



DEFEND



ATTACK



**THREAT**

*Negotiate. Defend. Attack.*

AN UNKNOWN THREAT COULD  
ARISE.

Use the ability at your disposal to  
occupy resource.

VIRGIN  
RESOURCE

ABILITY

COST

NEGOTIATE



DEFEND



ATTACK



**THREAT**

*Negotiate. Defend. Attack.*

NO THREAT AT THIS MOMENT.  
occupy resource un-hindered.

RESOURCE  
OCCUPIED

ABILITY

COST

NEGOTIATE



DEFEND



ATTACK



**THREAT**

*Negotiate. Defend. Attack.*

THE AREA IS A HOT SPOT FOR  
MILITIA RAIDS.

Set up adequate defences against  
raiders.

RESOURCE  
OCCUPIED

ABILITY

COST

NEGOTIATE



DEFEND



ATTACK



**THREAT**

*Negotiate. Defend. Attack.*

THE LOCAL CHIEF DEMANDS  
PROTECTION FROM YOU.

Set up defences and an army post  
to protect the chieftom.