



HEART
OF
CROWN

Six City Alliance

制作・著作 FLIPFLOPs 2011



Box Contents

- **82 Cards**
 - 1 Princess Card
 - 1 Rare Card
(Oasis City Nefertili)
 - 80 Common Cards
(16 Types)
- **20 Calamity Cards**
(Misfortune)
- **16 Randomizer Cards**
- **17 Dividers**
- **1 Rulebook**

Table of Contents

| | |
|------------------------------------|---|
| Contents..... | 1 |
| Story..... | 2 |
| Introduction..... | 3 |
| Using Six City Alliance Cards..... | 3 |
| FAQ by Topic..... | 5 |
| Recommended Card Sets..... | 9 |

Story

Across the Southeast Sea, in the Southern Domains of the imperial capital, there is a great economic union of cities known as the Six City Alliance.

Before it came under imperial rule, it was a simple trade alliance, but it now includes the Oasis City Nefertili as its capital, ruled by a family descended from the imperial bloodline.

It remains to be seen how the ruler of this vital focal point of trade, Emshielé Janus Kreuger, will react to news of the Emperor's demise.

Soon the conflict will spread to the south!



Introduction

Heart of Crown: Six City Alliance is an expansion to the *Heart of Crown Deck Building Card Game*. *Six City Alliance* is not playable by itself. In order to play, you will need the *Heart of Crown: Fairy Garden* or the original *Heart of Crown Base Set*.

Using Six City Alliance Cards

Add the new Oasis Princess Emshielé card to the Princess Cards from the base set (and other expansions).

To use the 16 new types of Common Cards, combine them with your other Common Cards, then choose them in the usual manner to create a set of 10 types of Common Cards for the Supply Pile. See the following for information on the new Misfortune cards.

Oasis City Nefertili

When you include Oasis Princess Emshielé in the game, you will also need to include the special Oasis City Nefertili Rare card as well. It goes in a special area that is not part of the Market, and players cannot buy it normally.

Contraband Tokens

When you back Oasis Princess Emshielé, you have to immediately place 3 Contraband Tokens on any stacks in the Market. Each Contraband Token on a stack increases the Cost to buy a card from that stack by +1 Coin.

Misfortune Cards

Put the 20 Misfortune cards face up in their own area when you set up the game.

FAQ by Topic

Oasis Princess Emshielé

Q. Does a player who backs Oasis Princess Emshielé also have to pay more due to their own Contraband Tokens?

A. Yes. They affect ALL players.

Q. When someone buys a card from a stack that has a Contraband Token on it, what happens to the Contraband Token?

A. Unless the stack has run out completely, it stays where it is.

Q. When someone buys the last card from a stack that has a Contraband Token on it, what happens to the Contraband Token?

A. Temporarily put it on top of Oasis Princess Emshielé. The player who backed Emshielé can put the token on any Market stack they wish during their next Main Phase.

Q. Can I put multiple Contraband Tokens on the same stack?

A. Yes, and they are cumulative.

Misfortune

Q. Can I use Scholar Princess Bergamotte's ability to discard a Misfortune card?

A. Yes. Misfortune does not count as a Curse.

Independent City

Q. If I only get 4 Coins during a Main Phase when I play an Independent City, can I then decide to back a princess during my Second Phase, using the additional 2 Coins to get up to the 6 Coins required?

A. Yes.

Archduke

Q. Do the Succession Points needed for victory increase by +10 every time an Archduke is set in a player's Domain?

A. No. It does not cumulatively increase the requirement by 10 points, but rather sets the requirements at 30/40 Succession Points.

Artillery Battery

Q. What happens when I play Artillery Battery and the player to my right used Princesses Lain and Shion to take another turn?

A. It only yields Coins based on the most recent turn, which in this case is the additional turn.

Crusaders

Q. When I use Crusaders' ability to remove a Conquest Counter and acquire a card, is it possible to remove 4 or more Counters and acquire multiple cards?

A. No, it is not. You can only remove 1-3 counters at a time, and you can only acquire 1 card at a time.

Magic Lamp

Q. Do I acquire 2 Misfortune cards every time I play a Magic Lamp?

A. That is correct.

Ninja Master

Q. What happens if I use Ninja Master to get the ability of Secret Stash?

A. Secret Stash has a Hand Activation Ability, so you cannot get its ability this way. Ninja Master cannot copy Hand Activation Abilities.



Recommended Card Sets

The Journey Begins

Six City Alliance: Development Order,
Estate Sale, Fishing Village,
Independent City, University City

Fairy Garden: Fairy of the Spring Breeze,
Merchant Fleet, Peddler, Pilgrim,
Traveling Entertainer

Six City Alliance

Six City Alliance: Artillery Battery,
Development Order, Estate Sale,
Fishing Village, Independent City,
Magic Lamp

Fairy Garden: Fairy of the Spring Breeze,
Peddler, Pilgrim, Traveling Entertainer

Intercontinental Trade

Six City Alliance: Estate Sale, Fishing Village,
Girls' College, Magic Lamp,
Mercenary Company

Fairy Garden: Crossbow Regiment,
Harvest Festival, Peddler, Spy,
Traveling Entertainer

Church and War

Six City Alliance: Artillery Battery, Crusaders, Independent City, Mercenary Company, University City

Fairy Garden: Guild Master, Librarian, Merchant Fleet, Messenger, Spy

The Inquisition

Six City Alliance: Conjuror, Crusaders, Indulgence, Magic Lamp, Mischievous Fairy, Ninja Master

Fairy Garden: Blessing, Guild Master, Hearth Spirit, Leaf Fairy

The River is a Circle

Six City Alliance: Development Order, Fishing Village, Girls' College, Indulgence, Ninja Master, Secret Stash

Fairy Garden: Butler, Merchant Fleet, Nymph, Pilgrim

Absolute Power Corrupts Absolutely

Six City Alliance: Archduke, Conjuror, Development Order, Estate Sale, Independent City, Indulgence, Secret Stash

Fairy Garden: Harvest Festival, Messenger, Pilgrim

Credits

Original Version

Box Illustration

大出リコ

Card Illustrations

大出リコ/高畑ゆき/

葉庭/medilore

結城辰也/6624

Game Design

gingko

Graphic Design

Kyo Satomura

Development/Writing

FLIPFLOPs 2013

<http://www.flipflops.jp/>

<http://www.hatokura.>

flipflops.jp/

Japanime Games

Executive Producer

Eric Price

Producer

Cherise Wilson

Translation

Ewen Cluney,

Simon Lundstrom

Editing

Rich Gain,

William Niebling

Graphic Design

Amanda Khoury

Remember! This expansion set and all of its contents will fit right into the *Heart of Crown: Fairy Garden* base game box.