



REALMS OF DESTINY

GAME RULES



COMPONENTS

The game includes 3 decks of cards:

- The largest deck of 44 cards must be opened before your first game; it contains the main game material.
- The small deck of 50 mini cards must also be opened; it contains the **Destiny** and **Tokens** you'll need during play.
- The final deck (Advanced mode!), contains 12 additional cards marked with the  symbol, that should only be discovered after playing a few games with the other cards.

56 game cards*

Cards in your hand represent both your life points and your currency. They have no powers while they are in your hand.

Cards are placed in play in front of you when acquired through an auction. Most cards in play have a power described below the illustration.

Each card is linked to a family (**Kingdom** , **Shop** , **Necromancy** , or **Magic** ) and some also have an additional type that affects certain powers or victory conditions (**Fighter** , **Field** , or **Book** ).

**Note: The game only includes 44 cards until the  deck is opened.*



14 Destiny mini cards

Destiny cards show the objectives that must be achieved to win the game. **Shared Destiny** cards are available to all players, while **Secret Destiny** cards are known to only one player.



Shared
Destiny

Secret
Destiny

36 Token mini cards

Token cards are collected by using certain card powers. A player cannot hold multiple identical Token cards.

Each Token card has an effect, described below the illustration.



GAME CONCEPT

Each player has a hand of cards, representing both their life points and their currency.

The first player to complete an objective (whether secret or shared by all players) wins the game. But be careful: you're eliminated if you run out of cards in your hand.

Acquiring cards from auctions will grant you powers that make it easier to achieve your objectives.



SETUP

① Sort these 3 types of cards and shuffle them separately to form 3 face-down draw piles:

- Shared Destiny mini cards
- Secret Destiny mini cards
- Game cards

If you are new to the game or playing with new players, we recommend first removing the 12 cards marked with the ✘ icon, which make the game more complex.



Shared Destiny
draw pile

①



Secret Destiny
draw pile



Game card draw pile

② Reveal 2 Shared Destiny cards in the center of the playing area. These are the objectives that all players can achieve.

③ Each player receives 1 Secret Destiny, an objective which only that player knows and can achieve.

Put the unused Destiny cards back in the box without revealing them; you will no longer need them for this game.

④ Each player draws 6 game cards into their hand.

⑤ The Token mini cards are gathered in the center of the playing area.

⑥ Designate the first player (the player to the left of the youngest player), and the game can begin.

2 Shared Destiny



②



Shared Destiny



Secret Destiny

Tokens



⑤



Game card



1 Secret Destiny



5



COURSE OF THE GAME

Starting with the first player, the players take turns in a clockwise direction.

A player's turn is as follows:

- 1. Start of turn:** The player draws 1 card and resets all of their cards in play by rotating them upright (except cards).

Note: If the draw pile is empty, shuffle all discarded cards and re-form the draw pile.

- 2. Auction:** The player chooses a card from their hand and reveals it to put it up for auction (see details on the next page).

- 3. Effects:** Once the auction is resolved, the player can activate the powers of their , and cards in play by rotating the card to the side.

Warning: powers are mandatory; they must be activated.

Reminder: A player cannot hold multiple identical Tokens.

- 4. End of turn:** The player to their left begins the next turn.



ENDGAME

Victory

A player wins the game as soon as they complete the objective of a Destiny card or if all other players are eliminated.

Note: If multiple players complete an objective at the same time, the player whose turn it is wins; otherwise, they win together.

Defeat

A player is eliminated and leaves the game when they have no more cards in their hand.

Note: Paying for an auction with your last card would eliminate you, so this is prohibited.

Auctions

In clockwise order, players can bid to win the auction card.

The first bid must be for at least 1 card, and a player cannot bid more cards than they have in their hand.

When a full round has passed without a higher bid, the card is sold and the winning player places it in play in front of them.

- **If no one bids**, the seller can place the card in play in front of them for free or discard it if they don't want it.



Example: If no one bids for the Judge card, the seller can then acquire the card for free or discard it if they don't want it.

- **If the seller purchases their own card**, they distribute as many cards from their hand as their winning bid to the other players (starting with the player to their left).



Example: By purchasing their own Spy card for "3," the seller must distribute 3 cards from their hand, one at a time, starting with the player to their left.

- **If another player purchases the card**, that player gives the seller as many cards from their hand as their winning bid.



Example: By purchasing the Clairvoyant card up for auction for "2," the buyer must give the seller 2 cards from their hand.



2-PLAYER VARIANT

The setup is identical to the normal game mode.

The main difference is that during each turn, both players will each place 1 card up for auction. The player who loses the auction will receive the card left by the winner but must place it in a new play area (see below).

Each player has 2 play areas in front of them:

- **The acquisition area**, where the cards they win in auctions are placed. These cards count toward objectives, and their powers are active (as in the normal game mode).
- **The support area**, where the cards received from losing auctions are placed. These cards do not count toward objectives, but their powers are active.

Acquisition area



2 cards won
at auction.

Support area



3 cards obtained
from lost auctions.

The turns are played as follows:

1. **Start of the turn:** Both players draw 2 cards and the first player resets all of their cards in play (except cards).
2. **Auction:** Both players offer 1 card for auction simultaneously (see details on the next page).
3. **Effects:** Once the auction is resolved, the first player can activate the powers of their , , and cards in play.
Warning: powers are mandatory; they must be activated.
4. **End of the turn:** The other player becomes the first player and a new round begins.

Auctions

Players take turns bidding, starting with the first player, who may bid as in the normal game mode.

The first bid must be at least 1 card, and a player cannot bid more cards than they have in their hand.

The auction ends when a player decides to pass without raising the bid.

If no one bids, the first player wins the auction.

I bid 3 cards.



So, I pass.



The winner of the auction chooses 1 card (from the 2 offered) and places it in front of them in their **acquisition zone**. They discard the cards they bid to win the auction (they are not given to their opponent).

The loser of the auction returns the cards they bid for the auction to their hand and places the remaining card in their **support zone**.

I win the auction
and place **The Queen**
in my acquisition
zone.



I place **Immortal**
in my support
zone.





F.A.Q.



MASTER NECROMANCER / MASTER MERCHANT / THE KING / ARCHMAGE / KING'S JESTER / ENCHANTRESS:

These powers allow you to activate a card's  power even if it has already been activated. You do not activate the targeted card by using its power.



DRUID / TAX COLLECTOR:

If a player has the **DRUID** in play and puts up for auction a face-down card that is not , then they must give a card to the player who has the **TAX COLLECTOR**.



THE QUEEN / CEMETERY:

When you activate a card's power a second time, you can choose a different target.



VAMPIRE / APPRENTICE:

These powers count as an additional draw for the **RENTER** Destiny.



SPY / CLAIRVOYANT:

You can tell other players about the Secret Destiny card you saw, but you must not show it to them.



RING OF VALUE / ACCOUNTANT:

The card is then placed with the other cards acquired from the other player.



lich:

This power only applies if you haven't already activated any other powers during your turn. This power allows you to activate the  effects of all the other player's cards and your  cards, but prevents you from activating the powers of your other cards.



fire mage:

Adjacent players are those who are not yet eliminated and who play one after the other. If there are only 2 players left, then you must target yourself.



ALCHEMIST:

You can trade 1 of your cards for 1 of another player's cards, the **ALCHEMIST** can be targeted by his own power.



IMMORTAL:

This power allows you to avoid being eliminated when you discard the last card in your hand.



MAYOR:

If the targeted player cannot auction the requested card, they can then offer any card they choose. If multiple players have targeted you with the **MAYOR**, then you choose the card up for auction.

GUARDIAN ANGEL (DESTINY):

This objective is achieved even if you yourself are the cause of the elimination of the player who was supposed to be eliminated. This Destiny allows you to counter the **ASSASSIN** Destiny.

ASSASSIN (DESTINY):

This objective fails if the player who was to be eliminated is saved by the effect of a card or a Token.

Golden Rules

- During the game, players may consult their Secret Destiny card, the cards in the discard pile, and every player's cards in play.
- During the game, players may not consult other players' Secret Destiny cards, the cards in the draw pile, or the cards in other players' hands.
- If a card's power contradicts a rule, the card's power takes precedence over the rule.
- If multiple Token effects activate at the same time, the powers apply according to the Token numbers (from lowest to highest).
- Good faith is essential; we're counting on you when resolving cards like **MAYOR** or **APPRENTICE**.



GAME AID

Card Power Icons:

- ⌚ **Permanent:** This power applies as long as this card is in play.
- 🎥 **Activation:** This power applies when you activate the card during your turn. The card is reset at the start of your turn.
- 👉 **Mandatory Activation:** This power must be activated during your turn; you cannot end your turn without activating it. The card is reset at the start of your turn.
- 💡 **One-Time Activation:** This power applies when you activate the card during your turn. The card is not reset at the start of your turn; this power will normally apply only once per game.



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Published by Don't Panic Games - www.dontpanicgames.com

Don't Panic Games, 38, rue Notre-Dame de Nazareth, 75003 Paris, France

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