

The Medieval "KINGDOM" Playing Cards BASIC RULES

The King of Idleland has died. Who wants to be the successor, King Idle II ?

There are a number of versions to play, but these are the Basic version rules, **the Advanced rules are in Bold**, or see <Hard Rules> for more levels of play.

There is 70 cards in the deck. Most of the deck is divided into 4 Territory's (suits), Royalshire, Castledom, Smithbria, or Archester. There are 13 cards in each Territory, a REALM, a KING, a QUEEN, a KNIGHT, a SOLDIER, a VASSAL, a FARMER, two PEASANTS, a MONK, a TRADER, a COMMONER, and a BEGGAR. The rest being sixteen Event cards, two FATALITY, two DISEASE, two DEATH, two ASSASSIN, two EXECUTE, two HANGING, a PLAGUE, STORM, CARUCAGE, and a WITCH, and lastly two Wild cards, a WIZARD and a BENEFICE.

WINNING PLAY

The object of the game is to be the first to collect a "Kingdom", a set of five cards in any Territory. But, you cannot have any Event cards in your hand when you declare. A "Kingdom" consists of Land in a REALM card, a Ruler which is either the KING or QUEEN card, a Warrior as either a KNIGHT or SOLDIER card, a Serf as either a VASSAL or a FARMER card, and one PEASANT card,

Then you can declare, ... "**Kingdom**"!

That's the basics, but there are **Advanced rules** regarding each card if you wish.

SET UP OF PLAY

To start, shuffle the deck and each player selects one card. The highest card holder reshuffles the deck and deals out three cards to each player, with one face up in the middle. This is the Discard pile. Neither the WITCH, PLAGUE, STORM or CARUCAGE can be dealt out in the first hand. The remainder of the pack is placed beside the middle card, but face down. This is the Pickup pile. Now, the second highest card picked goes first, by selecting a card from the pickup pile, and choosing to play any card in their hand, or not. Event cards determine actions for or against yourself or other players. But, you only get one chance to play a card per turn. Each player then goes in turn picking up and playing a card or not, in turn rotating clockwise, until there is a winner.

If you lose all of your cards because of Events, **you are out of this game or**, you select three more from the pickup pile, but that's your turn ended.

CARDS TO WIN



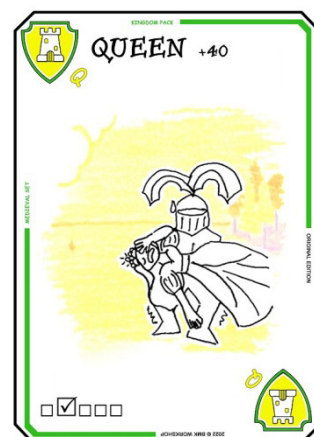
With the object of the game being the first to collect a set of five "Kingdom" cards in any Territory (suit), the REALM card is the Land card needed for the "Kingdom" set, over which to rule.

You can only have one REALM at a time, and it can be destroyed by the STORM card, or if it is your last card and so deserted (reshuffled). If you collect a second, you can't simply discard one of the REALM cards, it must be Auctioned first. It should be considered worth

at least two cards by any or all of the players open bidding.

All REALM cards are subject to the CARUCAGE card, and are reshuffled into the pickup pile. And any REALM can be substituted by the BENEFICE card.

The KING and QUEEN are Ruler cards, and part of the "Kingdom" set but only one of them is needed. **If playing Advanced, while the KING can stop the two executions demanded by the EXECUTE card but is sacrificed to the discard pile for his action, the QUEEN can stop the dual HANGING card but is sacrificed to the discard pile for her action.**



The KNIGHT and the SOLDIER are Warrior cards, and part of the "Kingdom" set but only one of them is needed. **The KNIGHT can also be used to force a Ransom upon another player, one card from your hand for any random Territorial card demanded. And, whether that player has one of the demanded**

cards or not, the KNIGHT is discarded for his impertinence.

As for the SOLDIER card, along with a MONK, it can also be used to destroy a WITCH and lift her curse from your "Kingdom", freeing you to actually declare your "Kingdom !" the next turn, if you have it ready. When you destroy the WITCH, the SOLDIER and the MONK are sacrificed to the discard pile, as is the WITCH.

The VASSAL and FARMER cards are Serf cards and necessary to make up a "Kingdom" set, but only one is needed. And although the Serf cards are the skilled labour, working and dying to supply and protect the KING and his lands and kingdom, they have no benefits in the game otherwise.



Two Serf cards can symbolize one Soldier card in the Advanced game.



The PEASANT card is the last compulsory card needed to make up a "Kingdom" set, but only one is needed. The PEASANT card is merely a peasant, again, working and dying to supply the KING with workers and populate the kingdom. But, they have no benefits in this game.

Two PEASANT cards can symbolize one Serf card in Advanced game.

CARDS TO HELP OR HINDER

The MONK card is there for the health of body and the saviour of the spirit. He can protect you against the DISEASE card, but is placed on the discard pile once used for this. The MONK, along with a SOLDIER card, can also be used to destroy a WITCH and lift her curse from your "Kingdom!". But, they are also sacrificed to the discard pile for this action, along with the WITCH.



?? HINTS . .

- * Collecting cards in the beginning helps sustain your kingdom for longer.
- * Be prepared for the STORM and PLAGUE, or the WITCH cards, they can be nasty.
- * Keeping one MONK, a KING or a QUEEN in the hand, can benefit you greatly.
- * Be careful as to when you would use your TRADERS or COMMONERS.


 CHRONOS PACE
TRADER +12




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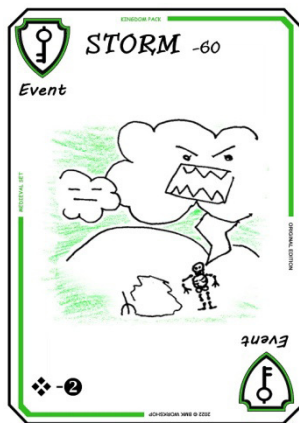


Or, you can select two cards from the top five (5) discard pile cards.

Once an Agent card has been used they are placed on the discard pile.

another player, but his power is used up in this task and so placed on the discard pile afterwards.

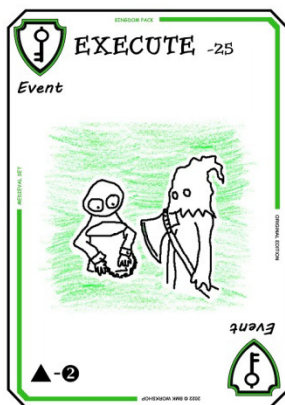
THE EVENT CARDS - AGAINST EVERYONE



The STORM card is a large weather event which causes a natural disaster, or the PLAGUE is a mass pestilence, throughout all Territories, and so affects all players and therefore must be announced immediately upon selecting the STORM or the PLAGUE during your turn. Everyone selects two random cards from the player on

their left, which must be removed and placed on the discard pile.

THE EVENT CARDS – FOR OR AGAINST SOMEONE ELSE



The EXECUTE card is an attack Event card used to execute another player's people in their hand. The recipient has the choice of which two is to be discarded. **In the Advanced game only a KING can stop the executions of a EXECUTE sentence card, but is sacrificed for his effort.** Then the EXECUTE card is placed on the discard pile once used.

The ASSASSIN card is an attack Event card used to execute one Ruler or Warrior class card from another player's hand. The recipient must gather them together, and the attacking player randomly selects one card. Both the selected card and the ASSASSIN card are placed on the discard pile.



The HANGING card is an attack Event card used to execute another player's person. The recipient has the choice of which person is to be hung and discarded. **In the Advanced version only a QUEEN can stop the executions of a HANGING sentence card, but is sacrificed for her effort.** And then the HANGING card is placed on the discard pile.

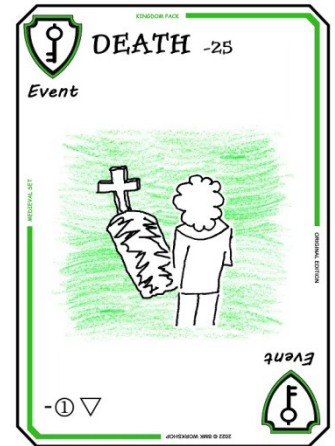
THE EVENT CARDS – FOR OR AGAINST YOURSELF



The DISEASE is an Event cards which affects the people cards in your hand. You have the choice of which cards are to be discarded. The DISEASE card is also placed on the discard pile once used.

If you are playing the Advanced version a MONK can prevent the two people from the DISEASE, but is sacrificed to the discard pile for his effort.

The FATALITY card or DEATH card are Event cards and must eventually be used by yourself, that is, before you can declare "Kingdom!". Choose one person from your own hand and place them on the discard pile.



If circumstances have warranted you to incur the CARUCAGE, it must be immediately declared and placed face up in front of you. An outstanding debt is being called, and so your REALM is forfeited, and both cards are placed on the pickup pile. Although, if you are fortunate and have the BENEFICE card, your debt has already been settled, and only the CARUCAGE is discarded.

When you have been unlucky enough to discover the WITCH, she must be immediately declared and placed face up in front of you. The WITCH has now put a curse on your "Kingdom", and you cannot declare "Kingdom!" until she and her curse are removed.

If you are prepared and have a SOLDIER and MONK in your hand, you are unaffected. The WITCH and her curse are dealt with, and the WITCH, the SOLDIER and the MONK are placed on the discard pile. Or, if you are playing the WIZARD in your game, he can banish her and the curse to another player.

In the Advanced game, the WITCH is reshuffled back into the pickup pile.

