Kingmaker Beta 6/16

A Texas Hold 'Em / Stud Poker "experience" for 8 blinks and 4 players.

Additional items needed include pen and paper for scorekeeping, and a "first player token" to signal to all players who started the round. As this token will change possession frequently, it needs to be small enough to pass between players. All of this to say that a ninth (inactive) blink works incredibly well!

Our king is dying.

While this would be sad news on it's own, our king has an additional hardship, in that he has no heir. One of the kings scholars has devised a cunning plan to set forth a series of war games for the four top promising candidates to participate in. The war games will take place in The Commons, a field of grassland that is right outside the kings window. Through these simulated trials, the king will be able to gain enough information to determine who should become his heir. History would later remember these collected scenarios as the Kingmaker campaigns.

The object of Kingmaker is to score the highest number of points over a series of games, called Years. Each Year, as you may expect, is further broken down into rounds, called Seasons. At the end of each Year, the highest scoring player for that year receives one overall point. Points scored within Years themselves are not carried over. Kingmaker is played until a player reaches an agreed upon number of overall points. (The rumors of the King's death were greatly exaggerated.)

After the Kingmaker Blink has synched, and the trail has gone from blue to green on all Blinks in play, the game is ready to begin.

Break up the eight blinks, and leave them separated on the table in the middle of all players. After this is done, determine through any process that the players agree to, who will start play in the first season; Winter / Development . The starting player for Winter takes the first player token.

Winter / Development

Starting with the player who has the first player token, and proceeding clockwise, each player chooses a blink from the eight blinks currently scattered in the middle of the table. At this point, players are simply collecting a blink, and

not clicking it. This process will leave four blinks on the table. Leave them there, as they will be needed where they are in Summer / Development.

After each player has selected a blink, each player then long presses their blink in secret from all other players. Long pressing a blink at any point in the game fully reveals a blink. The faces at 0 and 3 will remain off throughout the game. Each blink has two sets of lit faces, a left "pip pair" and a right pip pair. Each pip pair represents two separate skill units. You will be motivated to show your best talents to the King and other competitors later in the year, … but you may just want to keep your ulterior motives to yourself…. For now.

Long press your blink to show both pip pairs. A Single click on any blink, at any point in the game, will turn on the left pip pair and turn off the right pip pair. A Double click on any blink, at any point in the game, will turn on the right pip pair, and turn off the left pip pair. It may help to consider the number "12" when remembering what number of clicks lights up which half of your blink. Long pressing reveals both sets of pip pairs. Once a blink has been single or double clicked, a long press is the only way to get both sides to light up at the same time again.

Each player, with their blink still in secret, must select which one of the two pip pairs they currently plan to eventually reveal to all other players. This is a preliminary choice, and players will be given the option to switch over to the other pair before finally revealing their pip pair selected in this way.

After a player has made this selection, they place their blink face down in front of them on the table. After all players have done put their blink face down on the table, pass the first player token to the next player, in a clockwise manner, to end Winter / Development.

Spring / Growth

Each player will now select a blink from the four remaining unclaimed blinks. These four blinks at present are called the "scattered commons". Unlike in Spring / Growth, the blinks selected here are not collected. Quite the opposite. Blinks in the commons become communal blinks that will be shared by all players.

Starting with the player who currently has the first player token, each player will decide to either single or double click a blink in the scattered commons. Doing this will help predict the results of this years Kingmaker campaign. While each player is free to decide to single or double a click a blink, blinks that have already been chosen, must be long pressed in order for the blink to fully

illuminate. Each player must reveal pip pairs in this manner, and their first choice of blinks in the scattered commons may not be available. Each blink in the scattered commons may only be selected in this manner a maximum of two times.

After all players have revealed pip pairs in the scattered commons, each player returns to their personal blink they placed face down in front of them, at the end of Spring / Development. They must now finalize their decision on which pip pair to reveal to all players. After each player has made their final decision on which pip pair to reveal, they put it face down in front of them again, and then the first player token is passed to the next player, in a clockwise manner, to end Spring / Growth.

Summer / Exploration

The scattered commons will now be assembled to form "The Commons". The resulting groundwork here will set up the ultimate conflict for the candidates.

Starting with the player who currently has the first player token, each player first reveals their face down blink, and announces what colors are showing on that blink. Then, after this is done, that same player chooses a blink from the scattered commons, and moves it over to a new area on the table to build The Commons. Each player, in a clockwise manner repeats both of these steps in order. However, there are rules that govern how The Commons are built.

Building the Commons :

The first blink into the commons is on it's own. There are no specific rules that govern it, other than the fact it has been removed from the scattered commons.

The second blink in to the commons must connect to the first blink in the commons.

The third blink must connect to the other two blinks in the commons.

The fourth and final blink must be inserted into the commons exactly opposite the third blink.

After this is done, the first player token is passed, to the next, and final player.

Harvest

Starting with the player who currently has the first player token, each player, in turn, inserts their personal blink into The Commons. Each blink inserted in this way must connect to two common blinks. The common blinks are not separated during this process. When this process is completed, The commons take on a 3-2-3 layout of columns (or rows, depending on orientation)

Once each player has inserted their blink into The Commons, long press every blink in The Commons to end the game.

Scorekeeping.

Score in Kingmaker is calculated by counting the total number of faces, in each color on the blinks in your triad. A triad is a set of three blinks that includes your personal blink, and the two blinks that your blink is connected to. Once you have the total number of each color in your triad, you multiply these numbers together. A player may choose not to include a color, if they have zero faces of that color.

There are four colors in Kingmaker; Red, Yellow, Green, and Blue.

The player who has the highest score for the Year, gains one point for the overall game. That player gets to decide who starts the next game with the first player token.

Play as many years as the group wants to play.

To reset the game, break apart the commons into eight separate blinks, and finally triple click each blink to "shuffle" the blinks.