

RANK



Ages 8+



3-6 Players



30 Minutes

Objective: The objective of the game is to be the first player to collect 5 Royal Tokens by getting out of cards and being crowned King.

Contents: 120 cards: seven (7) of each card numbered "1" through "12"; two (2) "Crown" cards; two (2) "Crown + Draw 2" cards; three (3) "Rank-Up" cards; three (3) "Rank-Down" cards; four (4) "Wild" cards; six (6) character cards; and sixteen (16) Royal Tokens.

Before You Start:

1. Choose one player to shuffle the deck and be the dealer.
2. The dealer distributes 15 cards, one at a time, face down to each player. Any extra cards are placed in the center of the table, which creates a draw pile.
3. Gather the six (6) character cards. If less than six (6) players will be playing, remove the needed number of Knight cards so that you have the King, Queen, Beggar, and Knight cards to match the number of players. Shuffle the character cards and deal one to each player. The player to get the King will go first. The King does not get to choose a benefit in the first round (more on that later).

Terms to Know:

- Round: A sequence of plays until all but one player has passed.
Hand: A sequence of rounds that ends when all players have played all cards and a Beggar is determined.
Play Pile: The area in the middle of the table where all players play cards.
Value: The number listed on each card.

Playing the Game:

Play starts by leading (face up) any single card or any set of cards of equal value (for example three (#5 cards). Each player in turn must then either pass (i.e. not play any cards), or play face up a card or set of cards which beats the previous play. A single card is beaten by any higher single card. A set of cards can only be beaten by a higher set containing the same number of cards. So, for example, if the previous player played two #6 cards, you could beat this with two #7 cards, or two #10 cards, but not with a single #12 card, and not with three #8 cards (though you could play two #8 cards and hang onto the third).

It is not necessary to beat the previous play just because you can - passing is always allowed. However, passing does prevent you from playing the next time your turn comes during the round. A passed player cannot play again until a new round is started.

The round continues as many times around the table as necessary until someone makes a play no one else is willing to beat. After a round is won, all cards played are then turned faced down and put to one side, and the player who played the last card/cards gets to start a new round by leading any card or set of equal cards.

The first player to get rid of all cards becomes the King. The remaining players continue the hand to determine each player's Rank. The first player out of cards becomes the King. The 2nd player out of cards becomes the Queen. The last player with cards becomes the Beggar. All players to go out between the Queen and Beggar become Knights. Character cards are then awarded to all players.

Note: Character cards are not required for gameplay, but they add to the enjoyment of the game. Card color is also not significant during game play, but colors help player recognize number variation.

Playing the Game (cont.)

Once Rank has been assigned, the King is awarded two (2) Royal Tokens and the Queen is awarded one (1) Royal Token. The Beggar will collect all cards, shuffle, and deal 15 cards to each player. The rest of the cards are placed in the middle to create a draw pile.

Once each player receives their hand, the King is able to choose a benefit to begin the next hand.

King Benefits: (Choose one)

1. Go first in the next round.
2. Steal the highest numbered card from the Beggar. The King is then required to return a card of their choosing to the Beggar.

If the King chooses to steal a card, then the Queen will go first in the next round.

How to Win:

The first player to obtain 5 Royal Tokens wins the game.

Special Cards:



Rank-Up: Allows a player to increase the value of the card they are playing by one, no matter the quantity. (e.g. if a player were to play three #12 cards AND a Rank-Up card, all three #12 cards would be 13's.) A player may also use a Rank-Up card to increase only one card to create a new set (e.g. a player has two #8 cards and one #7 card. They may use a Rank-Up card to increase the #7 card to become a #8 card and now play triple #8 cards.



Rank-Down: Allows a player to reduce the value of the play pile to the value of the card played with the Rank-Down card. (e.g. the play pile is currently a single #12 card. A player may play a single Rank-Down card with a #3 card to reduce the value of the play pile to 3. If the play pile requires doubles or triples, then the player must play doubles or triples along with the Rank-Down card. Play then continues as normal; however, if a player has already passed during the round, they are not allowed to play again until a new round is started, even if they would now be able to play.



Crown: Allows a player to immediately win the round and start the next round. Only one Crown card is required to win any round, even if multiple cards are currently required by the play pile.



Crown + Draw 2: Allows a player to immediately win the round and start the next round. Only one Crown card is required to win any round, even if multiple cards are currently required by the play pile. After clearing the cards, the player must now draw two (2) cards from the draw pile.

Note: Use Crown + Draw 2 cards wisely as you don't want to get stuck drawing two (2) low cards at the end of the hand.



Wild: Can be played as any number, when played with a matching numbered card. (e.g. if a player has two #4 cards, they can utilize a Wild to play three #4 cards). If played by itself, a Wild becomes one value higher than the last card played, but cannot be valued higher than a 12 unless played with a Rank-Up card. If the play pile requires multiple cards, the same number of wild cards would be required if played without other numbered cards. (e.g. two #2 cards are leading the round, a player may play two Wild cards, which would have the value of two #3 cards, or the player may also play one Wild card and one #3 card.)

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Characters and Tokens:



King - The King is awarded to the player who played their heart out and got rid of all their cards first. In addition to having a clearly superior mind, the king gets a few additional benefits. The King gets two (2) Royal Tokens and at the beginning of the next hand they get to choose between these two (2) benefits:

1. Go first in the next round.
2. Steal the highest numbered card from the Beggar.

If the King chooses to steal a card, then the Queen goes first in the next round.



Queen - The Queen is awarded to the player who almost played a perfect hand, but stumbled just a tad and came in second. In addition to becoming Queen, the player gets one (1) Royal Token.

At the beginning of the next hand, if the King chooses to steal a card from the Beggar, the Queen gets to go first.



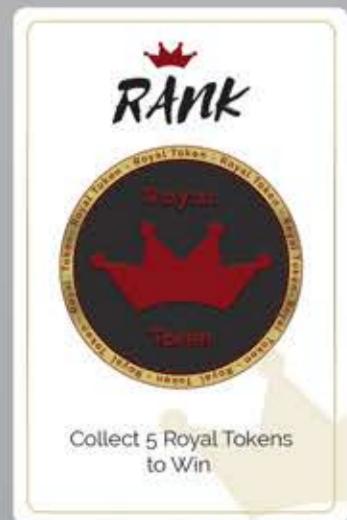
Knight - The Knight cards are awarded to the players who didn't get out of cards fast enough to be King or Queen, but they aren't as slow as the player who went out last. Knights don't get any Royal Tokens, but they also don't have to give away any cards or shuffle and deal. Enjoy the middle and your cool character card.



Beggar - The Beggar card is awarded to the player who either didn't understand the game or clearly isn't very good at card games and went out last. Buck up little guy, next hand if your time to shine. Unfortunately, you have to pick up all the cards and get ready for the next hand. If the King wants a card, you have to give them your best numbered card. Don't get down, your bad luck can only last so long.



Passed - On the back of each character card is a PASSED card. During the hand, when players pass they will flip their character card to let other players know they have passed for that round. When a new round starts, flip your character card face up again. This step is not required for gameplay, but it helps players remember who is still in the round.



Royal Tokens - Royal Tokens are awarded to the King and Queen at the end of each hand. The King gets two (2) and the Queen gets one (1). Collect five (5) Royal Tokens to win the game.

Note: There are sixteen (16) Royal Tokens included in the game, which will almost always be enough to declare a winner, but if for some reason a game is drawn out and there are not enough Royal Tokens for a player to obtain five (5) tokens. Keep track on a separate piece of paper.

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Game Variations:

Classic President: The King will receive the two (2) highest cards (which includes Crown cards) from the Beggar as well as go first. The King will provide the Beggar with any two (2) cards. The Queen will also receive the highest card from the 2nd to last person to go out on the previous hand. The Queen will then return any card of their choice.

Endless: Play without Royal Tokens and try to remain King as long as possible.

King Hand: If playing with five (5) or less players, deal an extra hand of 15 cards. If the King doesn't like what they were dealt, they may choose to take the King's hand. Once they trade for the extra hand, they can't go back to the original hand and must play with the new hand.

FAQ:

Who wins if 2 players get 5 Royal Tokens at the same time?

The player who received the highest Rank in the final round is the winner.

Are Crown cards traded as part of the King benefit?

No, only a numbered card is traded if requested by the King.

What do I do if I only have a Rank-Up or Rank-Down card left?

You may play the Rank-Up or Rank-Down card by itself. A Rank-Up card will increase the value of the play pile by one (1). A Rank-Down card will lower the value of the play pile by one (1).

Can I play a Crown + Draw 2 card as my last card to go out?

You may play a Crown + Draw 2 card for any of your turns, but you must still draw and play the two (2) new cards to go out.

How many matching cards can I play in one turn?

There is no limit to the number of cards that can be played. The player starting the round may play as many matching cards as they have. If a player were to have all seven (7) cards and it was their turn to lead the next round they could play all seven (7) cards. However, if another player lead the round, all players must play the same number of cards.

Who plays next when someone goes out?

Play continues as normal. If all remaining players pass on the last card played by a player, then the player to the left will get to lead the next round.

Playing with 2 decks?

If you want to play Rank with more than six (6) players, just add another deck. There won't be enough character cards for all players who will be Knights, but you just need to keep track of the King, Queen, and Beggar. All other rules apply.

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