

King's Favor Rulebook

Overview

In *King's Favor*, you are one of several adventurers tasked with bringing the king a Treasure. To do this, you must travel from the castle at the Starting Space to one of the Treasure Spaces, get a Treasure, and return to starting castle with it, all while avoiding pitfalls and fighting off other adventurers. The first player to return to the Starting Space with a Treasure wins.

Included is the Board, one copy of the rules, a Deck of Cards, one six-sided die, 6 Player Pieces, and 6 Treasures.

Recommended for 6 Players. Playable with minimum of 2 players.

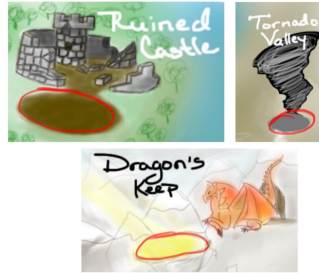
Setup

- 1) All players place their Player Piece on the Starting Space.
- 2) Shuffle the deck of cards and place it face-down by the side of the board. The discard pile will be face-up right next to the deck.
- 3) There are two copies of each of the three types of Treasures. Place each Treasure by it's corresponding Treasure Space (the Sceptres for the Dragon's Keep, the Crowns for the Ruined Castle, and the Grails for Tornado Valley)
- 4) Players roll a die to see who goes first.

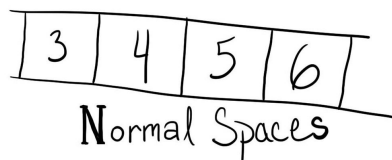
The Board

Start

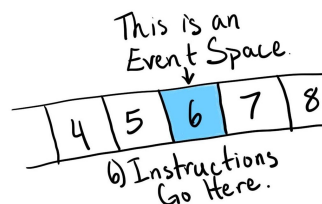
There is one Starting Space on the board. Each player begins the game with their Player Pieces on that space. You win the game by returning to that space with a Treasure.



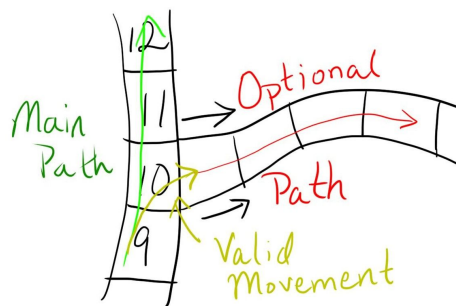
There are three Treasure Spaces on the board. If a player lands on one while there is a Treasure next to it, that Player gets a Treasure.



White spaces with numbers on them are Normal Spaces.



Shaded spaces with numbers on them are Event Spaces. If a player lands on one, that player must follow the the instructions printed on the board next to that space.



White spaces with arrows are Branches. Players may travel along these paths when they pass them.

There are some spaces that may only be accessed by landing on specific Event Spaces.

Steps in a Turn

Every turn, the player follows these steps before the next player starts their turn:

Step 1) The player rolls a six-sided die and move a number of spaces equal to their roll. If the player lands on an Event Space, that player follows the instructions on the space. See Movement for more details.

Step 2) The player draws a card from the deck (not showing it to other players). If it is an **Event card**, show it to all other players and all players follow the instructions on the card. If it is an **Ability card**, add it to your hand (still not showing it to other players).

Step 3) The player has the option of using an **Ability card** from their hand by showing it to other players and then following the instructions on the card. This is the only time **Ability cards** may be used unless otherwise specified on the card. See Cards for more detail.

Movement

Direction of Movement

The direction players can move depends on who does and doesn't have a Treasure:

*If no players have any **Treasures**, all players may only move toward the **Treasure Spaces** (from lower numbered squares to higher numbered squares).*

If at least one player has a Treasure, the movement rules change. Players who have a Treasure may only move toward the Starting Space (from higher numbered squares to lower numbered squares). Players who do not have a Treasure may choose which way to move when they roll, but are not allowed to split a dice roll.

Branches

When a player reaches a branch, they are allowed to move along that path. Players do not need to reach the branch by exact roll to travel along it.

Landing on an Event Space

If a player lands on an Event Space either due to a dice roll or due to a card effect, regardless of whose turn it is or how they got there, that player must immediately follow the instructions on the space.

Landing on another Player

*If a player lands on another player due to a dice roll or by the effect of an **Ability card** used by the first player, the player that was landed on is moved to where the first player was before moving. If the player that was landed on has a **Treasure** and the first player does not, he first player takes that Treasure.*

*If a player lands on another player due the effect of an **Ability card** used by the player that was landed on, the player that was landed on is moved to where the first player was before*

moving. If the first player has a **Treasure** and the player that was landed on does not, the player that was landed on takes that Treasure.

If two players wind up on the same space due any other circumstances, and one player has a Treasure but the other does not, the other player takes the Treasure.

*NOTE: If you are to move forward x spaces and the **Treasure space** is within that range, your movement ends when you reach the **Treasure space**.*

Cards

When there are no more cards in the deck, the discard pile is shuffled and it becomes the new deck.

There are two types of cards in the deck: **Event cards** and **Ability Cards**.

Event Cards



Event cards are Red.

Event cards have special effects that affect all players when they are drawn, regardless of who draws them.

When an **Event card** is drawn (regardless of how or when), it is shown to all other players and all players immediately follow the instructions on the card.

If multiple **Event cards** are drawn at the same time, follow the instructions in the order they were drawn.

After the instructions are followed, the card is immediately sent to the discard pile.

Some **Event cards** say “*Remove this card after drawing.*” After the instructions on those cards have been followed, they do not go to the discard pile, and are not reshuffled into the deck when the deck runs out of cards. Instead, place them in another pile away from the board.

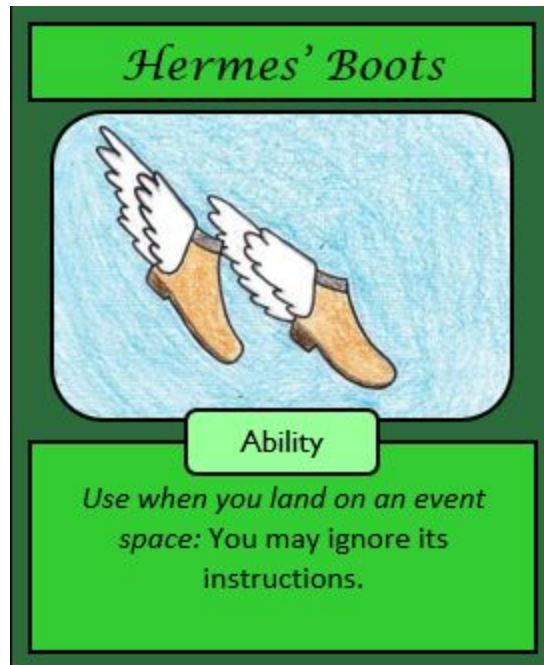
Ability Cards



Ability cards are green.

When a player draws and **Ability card**, it is not shown to other players and is added to that player's hand.

An **Ability card** is used by revealing it to all other players from the hand. Then, the instructions on the card are followed.



Some **Ability cards** specify when they can be used in *Italics*. If it does not, then a player can only use that card during Step Three of their turn.

You may only use one **Ability card** per turn. If you use an **Ability card** during someone else's turn, you may not another **Ability card** until after your next turn.

After an **Ability card** is used, it is sent to the discard pile.

Some Event cards say "*Remove this card after playing.*" After the card has been played from someone's hand and the instructions on those cards have been followed, they do not go to the discard pile, and are not reshuffled into the deck when the deck runs out of cards. Instead, place them in another pile away from the board.

NOTE: If all players draw cards at the same time, what happens next depends on who places their card down first.