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## AIM OF THE GAME

Regicide is a co-operative game where 2 to 4 players work together to defeat 12 powerful enemies. The players win when the last King is defeated. If any player dies, all players lose the game.

## SETUP

- Shuffle the 4 Kings (**K**) and put them facedown in a pile on the table. Shuffle the 4 Queens (**Q**) and put them facedown on top of the Kings. Shuffle the 4 Juggernauts (**J**) and put them facedown on top of the Queens. This is the Castle deck.
- Place the Castle deck in the centre of the table and turn the top card face up to reveal a Juggernaut. This will become the current enemy.
- Shuffle together all the cards numbered 2 - 10 with the 4 Animal Companions (**A**) and a number of Jesters () based on the number of players (see below) to form your Tavern deck. The Tavern deck is where cards are dealt and drawn from. During the game place any discarded cards into a shared discard pile beside the Tavern deck.
- Deal cards to each player up to their maximum hand size
- The player to have most recently committed regicide goes first.

No. Players	No. Jesters	Max. Hand Size
2	0	7
3	1	6
4	2	5

## HOW TO PLAY

On their turn a player will play cards from their hand to deal damage to the current enemy in order to defeat it. The values on the cards determine damage, while the suit provides a special power. Each turn has four steps:

**Step 1: Play** a card from hand to attack the enemy

**Step 2: Activate** the played card's suit power

**Step 3: Deal damage and check** to see if the enemy is defeated

**Step 4: Suffer damage** from the enemy by discarding cards

### Step 1: Play a card from hand to attack the enemy (or yield)

Play a card from your hand onto the table in front of you. The number of the card determines the attack value. So if a 7 of hearts is played, the attack value is 7.

### Step 2: Activate the played card's suit power

Playing a card to damage the enemy also grants a power associated with the suit of that card. Powers from red suits are resolved straight away, powers from black suits take effect in later steps.

♥ *Hearts - Heal from the discard pile:* Shuffle the discard pile then count out a number of cards facedown equal to the attack value played. Place them under the Tavern deck (no peeking!) then return the discard pile to the table, faceup.

♦ *Diamonds - Draw cards:* The current player draws a card. The other players follow in clockwise order drawing one card at a time until a number of cards equal to the attack value played have been drawn. Players that have reached their maximum hand size are skipped. Players may never draw cards over their maximum hand size.

♣ *Clubs - Double damage:* During Step 3, damage dealt by clubs counts for double. The 8 of clubs deals 16 damage for example.

♠ *Spades - Shield against the enemy attack:* During Step 4, reduce the attack value of the current enemy by the attack value played. The shield effects of spades are cumulative for all spades played against this enemy by any player, and remain in effect until the enemy is defeated.

### Step 3: Deal damage and check to see if the enemy is defeated

Enemy	Attack	Health
Juggernaut	10	20
Queen	15	30
King	20	40



Damage equal to the attack value of the played card is now dealt to the enemy. Check to see if the total damage dealt by all players is equal to or greater than the enemy's health. If so, do the following:

- Discard the enemy (or place it facedown on top of the Tavern deck if the players have dealt damage **exactly equal** to the enemy's health)
- Discard all cards played by players against the enemy.
- Turn the next card of the Castle deck face up.
- The player who has just defeated the enemy skips Step 4 and **begins a new turn against the enemy just revealed**, starting at Step 1

#### Step 4: Suffer damage from the enemy by discarding cards

If not defeated, the enemy attacks the current player by dealing damage equal to that enemy's attack value. Remember to reduce the enemy's attack value by the total value of spades that players have played against the enemy.

The current player must now discard cards from their hand with a total value at least equal to the enemy's attack value. Discard cards one at a time, faceup to the discard pile. **It's ok to have an empty hand**. Then, the next player takes their turn, starting at Step 1. Animal Companions (**A**) have a value of 1 and the Jester a value of 0 when discarded to cover damage. **If the player cannot discard enough cards to satisfy the damage, they die and all players lose the game.**

### ENEMY IMMUNITY

Each enemy is immune to the suit powers of cards played against them which match their suit. For example, players will not draw cards when a diamond is played against the Juggernaut of diamonds (however the number is still added to the damage total). The Jester can be played to cancel an enemy's immunity.

### PLAYING THE JESTER [🃏]

In Step 1 when playing a card the Jester may be played (always on its own).

The Jester has an attack value of 0. The power of the Jester is that it negates the immunity of the enemy meaning the suit powers of cards with the same suit as the enemy will now take effect when played. After playing the Jester, skip steps 3 and 4 then, instead of play moving to the next player the player of the Jester chooses any player to go next.

Players may not discuss specific cards in their hand at any time during the game however they can express their desire (or reluctance) to go next in a general way after the Jester is played.

If the Jester is played against a spades enemy, spades played prior to the Jester will begin reducing the attack value of the enemy however clubs played prior to the Jester against a clubs enemy will not count for double.

### ANIMAL COMPANIONS [A]

In Step 1, Animal Companions can be played on their own, but may also be paired with one other card (except the Jester). Animal Companions count as 1 towards the attack total and their suit power is also applied. For example, when playing the 8 of diamonds with the Animal Companion of clubs the attack value is 9 and the effects of both suit powers are applied for 9: 9 cards are drawn and 18 damage is dealt. Any time where both a hearts power and diamonds power are resolved together, resolve the hearts healing before drawing with diamonds. Animal Companions can also be paired with other Animal Companions.

### COMBOS

In Step 1, instead of playing a single card, players can combine cards together in sets of 2, 3 or 4 of the same number **as long as the combined total of the cards played equals 10 or less**. So players can play a pair of 2s, 3s, 4s, or 5s, triple 2s and 3s, or quadruple 2s. When these cards are played together all suit powers are applied at the total attack value. For example if a player plays the 3 of diamonds, spades and clubs together, players will draw 9 cards, reduce the enemy's attack value by 9 and deal 18 damage.

### DRAWING A DEFEATED ENEMY

Juggernauts in hand count as a 10, Queens in hand count as a 15 and Kings in hand count as a 20. These values are applied when either playing them as an attack card or discarding them from hand to satisfy damage. Their suit power is applied as normal when played.

### YIELDING

During step 1 it may be beneficial to yield instead of playing a card. To yield simply say "Yield" and move directly to Step 4, skipping Steps 2 and 3. All players are not allowed to yield consecutively.

### GAME END

The game ends when the players win by defeating the last King or when the players lose because a player is unable to satisfy the damage dealt by an enemy.