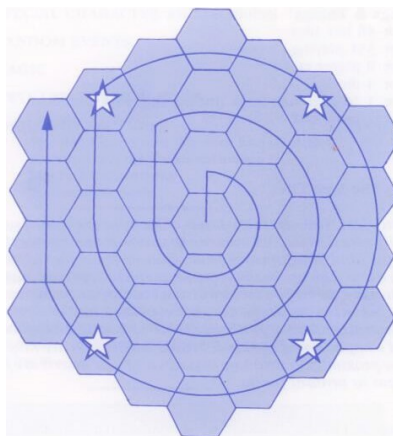


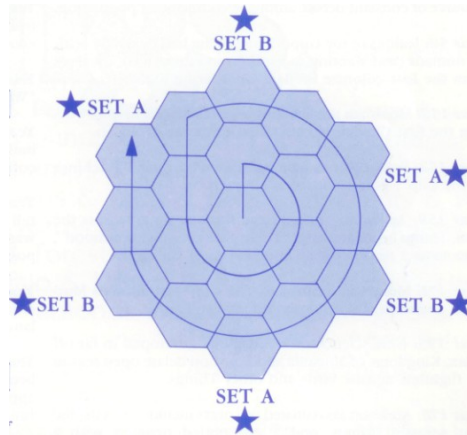
# Kings & Things Rules

## Setup

- The game can be played with 2, 3 or 4 players
- There are 48 hex tiles and 351 playing pieces
- Hex tile types are jungle, frozen waste, forest, plains, swamp, mountain and desert
- Counters with blank backs called 'things' start the game placed in a cup, which players later draw from
- Counters not stored in the cup are sorted by type and placed near each other in an area called the 'bank'
- Each player has a rack to store 10 things that other players are not allowed to see
- Special characters, gold counters and forts can never be placed on a rack (note that none of these pieces are stored in the cup either)
- Special character counters have different characters printed on each side, and it must be randomly determined before the game starts, which side will be face up to start with
- For a 4 player game, take 4 sea hexes out of the deck and set them aside, shuffle the remaining hexes into a deck, and use it to lay out the board, face down, as follows (arrows indicate layout order, stars are the starting positions):



- For a 2 or 3 player game, take 2 hexes of each terrain type and five sea hexes out of the deck and set them aside, shuffle the remaining hexes into a deck, and use it to lay out the board face down, as follows (arrows indicate layout order, stars are the starting positions):



- In a two player game the second player must start opposite of the first player
- Everyone rolls two dice to determine the 'player order', the highest roll chooses their starting position first
- After all starting positions are chosen, flip all board hexes face up
- Any player that has a sea hex on their starting position or 2 or more sea hexes next to their starting position can remove the sea hexes and replace them with something else, drawn from the shuffled deck, until they have a starting position on land with at least 2 land hexes next to it
- Every player uses control markers to mark that they own their starting hex
- In player order everyone chooses a second hex to take control of, and then a third, the hexes chosen must be adjacent to another hex that the player controls and can not be adjacent to a different player's hex
- Every player gets 10 gold and 1 tower from the bank
- In player order each player places their tower in a hex they control
- In player order each player draws 10 things from the cup
- In player order each player places as many things as they want onto the board, and puts the rest on their rack
- Magic items and treasures are not placed on the board, they go in your rack
- You can not have more than 10 friendly creatures in the same hex, unless there is a citadel in that hex, creatures are typically played face down

- Special income counters increase the income collected from a hex, are always played face up, and players can not have more than one in the same hex
- Some special income counters can only be placed on certain terrain types
- Village and city counters count as special income counters
- In player order, each player is allowed to place any number of their remaining things off to the side and draw replacements from the cup before putting their things back in the cup (this can be done only once)
- In player order, anyone who drew replacement things can put as many things as they want onto the board, and puts the rest on their rack
- All unused terrain hexes, and the hexes placed off at the side earlier are shuffled together into the same deck and placed face down near the bank

### **Regular play begins**

- Turns are divided into phases, during a phase, all players take action in player order
- In a 3 or 4 player game, once the final phase of a turn is complete player order shifts before a new turn begins, so that the player who went second now goes first
- Treasure counters can be played during any phase to gain additional gold, after use they are returned to the cup
- Special income counters can be voluntarily removed from the board and returned to the cup by the owner at any time other than the combat phase

### **Gold collection phase**

- The gold you collect is equal to: the number of land hexes you control + the combat value of all fortifications you control + the gold value of all special income counters you control (and have placed on the board) + the number of special characters you control
- A player's gold is always visible to all other players

## **Recruit special characters phase**

- Pick an unowned special character from the bank and roll 2 dice, if the total on the dice is greater than or equal to, 2 times the character's combat value then the character is recruited
- You can spend gold before rolling to increase the number you roll at a rate of 5 gold for 1 point
- You can spend gold after rolling to increase the number you rolled at a rate of 10 gold for 1 point
- Special characters can not be put on your rack, you must place them on the board immediately after recruitment
- Special characters are always played face up
- Before rolling you can return any number of special characters you control to the bank and (optionally) flip them over
- You can only have 1 terrain lord under your control at any given time
- Special characters killed in battle return to the bank and may be flipped over by the player who lost them

## **Recruit things phase**

- You get to draw a number of things from the cup equal to 0.5 times the number of hexes you control, rounding up
- Before drawing things from the cup, you can spend a maximum of 25 gold to draw more things from the cup at a rate of 1 thing for 5 gold
- Also before drawing from the cup you can remove things from your rack to draw more things at a rate of 1 new thing for every 2 that you discard
- You are not allowed to have more than 10 things on your rack at any given time, but upon acquiring more than 10 things, you can immediately play something to free up room
- If you are discovered to have more than 10 things on your rack, the player to your right picks some at random for you to discard, until you have only 10
- If the cup runs out of things, then from that point on, treasures, magic items, and events are not returned to the cup, and are removed from play instead
- Players are not allowed to know how many things are left in the cup

## **Deployment**

- Deployment rules are the same as at the start of the game
- A creature is called a bluff if you don't own a hex of it's native terrain type, and there is no terrain lord of it's terrain type in the same hex
- Bluff creatures behave the same as regular creatures until they are flipped face up, at which point any player can demand it's removal
- If no one notices a bluff creature it does not have to be removed
- Once a bluff creature is turned face down again, no one can demand it's removal until it is once again flipped face up

## **Random events phase**

- During this phase you can optionally choose to play random event cards

## **Movement phase**

- All creatures and special characters have a movement speed of 4
- Swamps, mountains, forests, and jungles require two movement points to cross, all other hexes require one
- When calculating move distance exclude the hex a creature starts in and include the one it finishes in
- You can not end movement with more than 10 friendly creatures in the same hex, unless there is a citadel in that hex (special characters count towards the creature limit)
- Your land creatures must stop moving as soon as they enter another player's hex that contains either face down counters or face up counters with combat values
- Your creatures must stop moving if they enter an uncontrolled hex
- If you start the movement phase with creatures in a hex with another player's counters, you can ask the other player to reveal at least one supported creature, if they do (they may refuse) your creatures are pinned and can not move
- Only flying creatures can pass over sea hexes, if for any reason, a creature ends the movement phase on a sea hex, it is returned to the cup
- Flying creatures can only have their movement stopped by other flying creatures

- When moving into a hex with another player's counters you may reveal your flying creatures and announce that you wish to continue moving
- The other player may choose to reveal his own flying creatures in the hex to block your flying creatures, if he does you must leave back 1 flying creature for each one he reveals that is not a bluff
- If you end your movement phase with creatures in another player's hex and that hex has no face down counters and no counters with combat values then you gain control of the hex

## **Combat phase**

- In player order pick one battle or exploration involving your counters to resolve before proceeding to the next player, this wraps around as many times as needed to resolve all the battles and explorations one at a time
- In combat magic creatures attack first, ranged second and melee last
- When a creature type is attacking both attacker and defender roll for all creatures of that type before any hits are taken
- When rolling for a creature you roll one die for regular creatures and 2 for a charging creature
- If you roll less than or equal to a creature's combat value it hits an enemy, for charging creatures the two dice rolled are treated individually (they can hit twice)
- Players do not choose targets to attack with their creatures, instead, the other player chooses which creatures will take the hits generated during the roll phase
- Creatures and special characters return to the cup after taking a hit
- Cities, villages and fortifications can take as many hits as their combat value, but when they do take hits, their combat value is reduced until it reaches 0 (neutralized)
- After a round of fighting the attacker and then the defender each have the opportunity to retreat from the hex
- You can only retreat to a hex you control adjacent to the combat hex that does not contain enemy counters
- You must retreat the entire army at once into the same hex, if that hex then contains more than 10 creatures and does not contain a citadel, the extras are returned to the cup

- Cities, villages and fortifications can not retreat, but may continue fighting on their own
- If all attacking creatures are killed or retreat ownership of the hex does not change, even if all defenders were killed
- If all defenders are killed, neutralized or retreat and the attacker still has at least one counter remaining in the hex, then the attacker takes control of the hex
- After combat roll a die for each special income counter and fortification in the hex, if the roll is 1 or 6 then the special income counter is returned to the cup, or the fortification is reduced 1 level unless it is a citadel (towers are destroyed)
- After taking a hex you can immediately place counters from your rack on that hex
- If more than two armies are involved in a battle you must designate a player target for your army for one round of combat, and can switch targets the next round, retreat opportunity starts with the player left of the defender and goes in player order
- If multiple armies occupy an unowned hex, player combat must happen before the hex is explored, the attacker is the one who chooses to resolve that combat

### **Exploration** (part of combat phase)

- When exploring a hex, roll a die. If the result is 1 or 6 the hex is taken without a fight and exploring counters do not need to be flipped over
- If the result is 2 to 5, the player to the right of the explorer draws a number of things from the cup equal to the number rolled to place in the hex
- Special income counters that can not be placed on the hex are returned to the cup
- Random events are also returned to the cup
- If more than one place-able special income counter is drawn, the lower value ones are returned to the cup, the player to the right of the explorer picks one if there are more than one of equal value
- Any treasure drawn goes to the explorer if they manage to capture the hex

- Magic items also go to the explorer if they manage to capture the hex and the defenders in the hex have not used up the item
- If there are defenders in the hex or a city or village, then the player to the explorer's right can have the defenders use any magic items drawn and also controls the defending creatures during combat
- In the special case of exploration, no one can demand the removal of defending bluff creatures, exploring bluff creatures can be removed when they are flipped over for combat
- The explorer can bribe some (but not all) of a hex's defenders by paying gold equal to the combat value of the defender being bribed
- Bribed creatures return to the cup, bribed cities/villages become neutralized
- If the defenders have treasure, special income counters, or magic items, bribery cost is doubled for all defenders
- If you bribe all (this seems to conflict with a bullet point above, clarification needed) creatures, cities and villages in the hex, you get the treasure and unused magic items they were guarding
- If you fight the defenders for at least one combat round and then retreat, the defenders remain in the hex and can no longer be bribed
- If both armies die the hex reverts to an unexplored state

### **Construction phase**

- There are four levels of fortification: tower, keep, castle and citadel
- If a hex has no fort you can build a tower for 5 gold
- If a hex has a fort you can upgrade to the next level for 5 gold
- You can not build more than one level of a fort in the same hex in the same turn
- A hex can never contain more than one fort
- If there are not enough fort counters of a particular level, you can not build forts of that level until counters become available
- To be eligible for building a citadel, you must have an income of at least 20 (or 15 for a 2 or 3 player game), and you must have no citadel currently under your control
- Once built, a citadel can only be lost through conquest



- If there is only one citadel on the board, it's owner will win the game at the end of the construction phase of the turn following the one in which they gained ownership of the citadel (it can trade hands through combat)
- If more than one citadel is on the board, the first player to take ownership of 2 citadels wins instantly

### **Special powers phase**

- During this phase special characters can use certain special abilities