

Kings & Things

Rules summary

Phase 1 – Income

Each player simultaneously collects gold:

- 1 per hex controlled
- 1 per Hero owned
- Sum of combat value of your Forts
- Sum of numbers on your Special Income tiles on the map

Fort type	Tower	Keep	Castle	Citadel
Combat value	1	(2)	(3) R	(4) ★

Phase 2 – Recruit Heroes

In turn order, once around, each player may:

1. Choose a Hero off the side of the map.
2. Roll two dice and sum the result. You may add 1 to the sum for each 5 gold spent *before* rolling and for each 10 gold spent *after* rolling.
3. If the final sum is greater than or equal to double the chosen Hero's combat value, take the Hero and place it in any controlled hex.

Phase 3 – Recruit Things

In turn order, once around, each player must take tiles from the bag. Do not look at the tiles you draw until you have drawn all your tiles. Draw one tile for every two hexes controlled (round up). Also draw a tile for every 5 gold spent (max. 25 gold). Also draw a tile for every *two* tiles traded in from behind screen. Draw all your tiles before returning trade-in tiles to the bag.

After drawing, you may either leave any tiles behind your screen or place them on the map. No more than 10 tiles may be kept behind the screen. Any tiles in excess of 10 that you cannot or do not want to place on the map are put back in the bag.

After returning any trade-ins and excess tiles to the bag, give it a shake and hand it to the next player.

If the bag is ever emptied, a special true elimination rule is invoked: No tiles are ever returned to the bag. Instead, when a tile would be returned, it is set aside out of play for the rest of the game.

Phase 4 – Random Events

In turn order, once around, each player may play a random Event. The Event tile is returned to the bag after playing.

Tile types

Hero tiles (purple) never go behind screens or in the bag. Heroes are a type of Creature.

Treasure tiles (pink) are kept behind screens. They may be discarded into the bag at any time in exchange for an amount of gold equal to the number on the tile.

Magic and **Event** tiles (pink) are kept behind screens. The Magic tiles reference specifies when each may be played. Event tiles are only played in Phase 4 – Random Events.

Special Income tiles (gray) may be kept behind screens or placed on the map. Place them face up. Any hex may contain only one Special Income tile. Cities and Villages may go on any. Others specify the terrain they can be placed on. Special Income tiles may be removed to the bag voluntarily at any time except during Phase 6 - Combat.

Creature tiles (color keyed to terrain) may be kept behind screens or placed on the map. Place them face down. Once on the map, Creatures may not be removed voluntarily.

Phase 5 – Movement

In turn order, once around, each player may move any or all of his Creatures. Each may move up to 4 hexes. Swamp, Mountain, Forest and Jungle hexes count as two hexes for movement.

There is a strict stack limit of 10 *friendly* Creatures in a hex. The limit may not be exceeded even temporarily, except in hexes with a Citadel. On a Citadel hex, there is no stack limit.

A Creature must stop if it enters a hex:

- a) without a control marker *and* without opposing Forts, facedown tiles or faceup tiles with a combat value.
- b) with an opponent's Fort, facedown tile, or faceup tile with a combat value.

Then, place a Battle marker there if there isn't one already.

If you enter a hex with either an opponent's control marker or an unowned Special Income tile *but* empty of any Forts or tiles with a combat value, you may keep moving. If you stop in such a hex, take control of it.

Your Creatures may not leave a hex if an opponent has already moved even one Creature into that hex. Your creatures are said to be pinned. Bluff creatures cannot pin. If the opponent refuses to reveal a supported creature, you may leave the hex.



Flying creatures may move up to 4 hexes regardless of terrain. Only flying creatures may move onto Sea hexes, and they may not stop there.

If a flying creature enters or wishes to leave a hex with enemy creatures, it may keep moving if it reveals itself. However, if enemy creatures are also revealed to be flyers, they pin an equal number of your flying creatures in that hex. The same flying creatures also pin any non-flying creatures.

Phase 6 – Combat

In turn order, each player with a control marker in the same hex as a Battle marker must select one of those hexes to resolve. After resolving Exploration or Battle, remove the Battle marker. Continue until all Battle markers have been removed.

EXPLORATION

In hexes with neither a control marker nor any opposing tiles or Forts, your Creatures are said to be exploring. Roll a die. On a 1 or 6, the hex is conquered without a fight. Place your control marker there. On any other result, the player before you in turn order draws a number of tiles from the bag equal to the number on the die. This player is the Acting Opponent.

If any Creatures are drawn, place them in the hex face up.

If any Special Income tiles are drawn that are permitted in the terrain of the hex, place the one with the highest number in the hex. In case of equal value, Acting Opponent decides. Other Special Income tiles are put back in the bag.

If a Treasure is drawn, set it aside. The exploring player may collect it as spoils if he wins the battle.

Bluff creatures

A bluff creature is one that you cannot support. To support a creature, you must own a terrain hex matching the terrain type of the creature. Without support, a creature is only an apparition, a mirage.

Bluff creatures may move, attack, and explore just like they would if they were real. Bluff creatures are put back in the bag if they are called out while revealed.

Bluffing here refers only to existence, not creature type. A non-flying bluff creature may not pretend to be a flying creature.

Revealing and hiding

A facedown tile must be revealed

- a) to move past enemy creatures with a flying creature
- b) to pin opposing creatures
- c) to begin a battle.

Creatures are turned facedown again after resolving the issue due to which they were revealed.

If a Magic tile is drawn and there are no other defending *tiles* with combat values, the explorer may collect the tile as spoils. However, if there are other defending tiles with combat values, the Acting Opponent may use the Magic tile. If he does not and the exploring player wins the battle, the exploring player may collect it as spoils.

If an Event is drawn, return it to the bag.

No replacement tiles are drawn for tiles put back in the bag.

Next, the exploring player may bribe any or all defending tiles with combat values. To bribe a tile, spend gold equal to its combat value. If Treasure, Magic or Special Income tiles are present, the cost to bribe any tile is doubled. Bribed Creatures return to the bag. Bribed Cities and Villages are flipped face down. Bribing all defending tiles counts as winning and allows you to collect any Treasure and Magic tiles as spoils.

If defending tiles remain after bribes, conduct BATTLE.

BATTLE

In hexes with opposing tiles, a Battle is fought. Reveal all facedown tiles in the hex. Remove any bluff Creatures called out.

Battles are fought in a series of rounds. If more than two players are involved, each round players must simultaneously declare which single opponent they inflict hits on. Each round, the players involved follow these steps:

1. Magic: Roll a die for each **★** thing. Apply hits.
2. Ranged: Roll a die for each **R** thing. Apply hits.
3. Melee: Roll two dice for each **C** thing and one die for each thing left that has not yet been rolled for. Apply hits.
4. Retreat: Players may retreat. Attackers decide first in turn order, then the defender. In Creatures, Forts, Cities or Villages belonging to only one player remain in the hex, the Battle ends. Otherwise, return to step 1.

To retreat, move your all your Creatures in the Battle to a single adjacent hex you control which is not currently occupied by enemy Creatures. If no such hex is available, you may not retreat.

In hexes with neutral tiles, Battle is conducted as above. The defending tiles are controlled by the player before you in turn order. Neutral tiles may not retreat. If they win, they are left in the hex.

In hexes with no control marker, the player who initiates the Battle is the attacker. The player closest to his right involved in the Battle is the defender.

Next, roll a die for each Fort and Special Income tile in the hex. On rolls of 1 or 6, Special Income tiles are removed, a Tower is removed, and a Keep or Castle is demoted (Citadels are unaffected). Then, flip any remaining neutralized Forts, Cities or Villages back up.

After a Battle, determine ownership. If all defenders have been removed or flipped over *and* the attacker has at least one Creature remaining, the Attacker takes control from the previous owner and may place any tiles from behind his screen on the hex. Otherwise, the defender retains control. If the hex was previously unowned, conduct EXPLORATION.

Hits

Each die roll that is equal to or less than the combat value of the thing rolled for counts as one hit. Make all rolls in a given step first. Then, apply hits. The player receiving hits decides which of his things in the hex the hits are applied to.

Each Creature is eliminated by one hit. Tiles and Forts with their combat value in parentheses can take multiple hits. Each hit to these also reduces their combat value.

Eliminated Creatures go in the bag. Heroes go off map, and the former owner may decide to flip the Hero over. Forts, Cities and Villages are flipped over and remain in the hex.

Creatures with a combat value of 6 hit automatically, but the die must still be rolled to allow for certain spells.

Phase 7 – Construction

Each player simultaneously (or in turn order if requested) may add one level of Fort to any hexes he controls. The cost of each level of Fort is 5 gold. In addition, to upgrade a Castle to a Citadel, a player must show an *income* of 20 gold (2/3 player game: 15 gold). This income is computed according to current holdings.

If a Fort piece is unavailable, that level of Fort may not be built until pieces become available. No hex may ever have more than one Fort.

Phase 8 – Special Powers

Master Thief and Assassin Primus may use their powers.

Phase 9 – First player

Shift First Player marker one person to the left.

Game end and winning

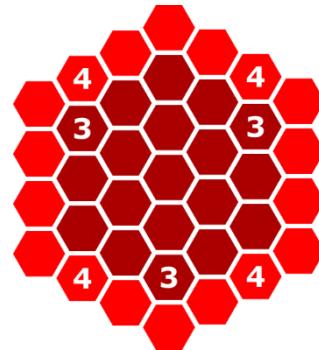
Once a Citadel is built, the game ends at the end of the next Phase 7 – Construction.

At that time, of all players with Citadels, the one with the highest income is the winner. Ties are broken in favor of most land hexes. Further ties are broken in favor of most Creatures and Heroes. Further ties remain.

Each player may build only one Citadel. If you lose it, you may build another. If you capture a second Citadel, you win immediately.

Setup

1. Select First Player.
2. Randomize which Heroes are available.
3. Set aside four (five for 2/3 players) Sea hexes. Shuffle the rest.
Lay hexes out in circular pattern, face up. For three players, use only the dark red area, see right. Starting positions, see right.
4. If your starting position is a Sea hex or is adjacent to two or more Sea hexes, you may remove the Sea hexes and replace them with hexes from the deck.
5. Shuffle the remaining tiles together with the four Sea hexes set aside.
6. Place a control marker in your starting hex. Then, in turn order, each player places a control marker in a second hex. Repeat this process again so everyone has a kingdom of three hexes. A player's second and third hexes must be adjacent to at least one of his previous hexes and may not be adjacent to the hex of another player.
7. Place a Tower in one of your hexes.
8. Take 10 gold from the bank.
9. Draw 10 things from the bag.
10. In turn order, once around, place any or all of your things on the board.
11. In turn order, once around, you may exchange tiles from behind your screen for new ones. Decide which tiles you will trade in, draw a replacement for each tile you will return, and then drop the trade-ins in the bag.
12. In turn order, once around, place any or all of your newly drawn replacements on the board.



Variants

Turn order is too big a factor!

With four players, alternate direction of play: On odd rounds, play proceeds from first player clockwise. On even rounds, play proceeds counterclockwise. All rules remain the same, including passing First Player token to the left.

I can't remember what tiles are where!

Keep revealed tiles exposed. All other game rules remain the same. If revealed tiles remain exposed, the element of surprise is reduced. If revealed tiles may be hidden, the element of chaos is increased. Each option leads to different tactics.