

INHERITANCE

Five Crowns



CONTENTS

- 54 game cards
- 4 score cards
- 3 rules cards
- 3 reference cards

2

Players

30

Minutes

SETUP

Shuffle the game cards and deal out 5 to both players. Place the remaining cards face-down in the center of the table as the draw deck. Choose a player to decide who goes first.

RULES - 1

GAMEPLAY

On your turn, you may either play a card or pass.

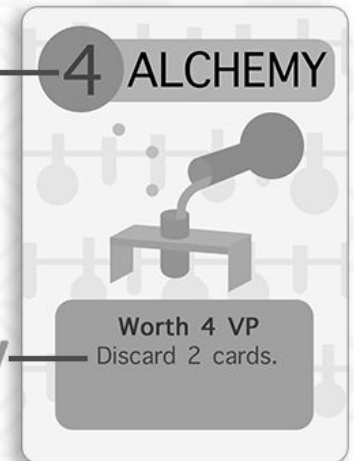
- Playing a card:

Choose a card from your hand of *equal or lower level* than the previous card played by your opponent. Place the card face-up in front of you, following its ability. Your turn is now over.

On the first turn of a round, play a card of any level.

Level — 4 ALCHEMY

Ability — Worth 4 VP
Discard 2 cards.



RULES - 2

A lot of cards are **Worth VP**, which contributes to your score at the end of the round.

Whenever you *draw* cards, take them from the top of the deck and add them to your hand. If the deck runs out of cards and either player needs to draw, shuffle the discard pile to form a new deck.

Whenever you *discard* cards, put them from your hand into the discard pile, face-up. Players may inspect the discard pile at any time.

RULES - 3



Cards placed onto other cards (with *Bank* or *Law*) are discarded at the end of the round unless otherwise specified.

Also, cards are “controlled” by the players who play them.

- Passing:

Instead of playing a card, you may pass. When you pass, draw a card from the deck, then your turn ends. Your opponent may now play a card of any level.

You may not pass directly after your opponent has passed, including the first turn of a round, unless you cannot play any cards.

RULES - 4

End of round:

When a total of two passes have been made, the round ends.

1. The player with more total **VP** wins the round, scoring a crown. If players have equal **VP**, no one scores.

You can keep track of crowns using the included score cards, or any method.

2. Place all cards that were played into the discard pile.

3. Each player with more than 10 cards in their hand discards down to 10.

Start the next round, with the player who didn't pass last playing a card of any level.

RULES - 5

GAME END

When a player has 5 or more crowns, they win!



CREDITS

Game Design: Peter Reifenstein

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Big thanks to everyone else who helped with playtesting and feedback!



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RULES - 6