

## The Game of Kill

1. Kill is a two player game that consists of using the cards in a player's deck to assassinate the other player's king in the castle.
2. The goal of the game is to play your cards in the right way to survive long enough to keep your king safe while defeating the other player's king. However because the game can be quick it is best played in 3 rounds with the first player to win two rounds wins.
3. Each player will receive a deck of 41 cards to play with consisting of
  - a. 1 King card
  - b. 12 Court cards
  - c. 15 Intrigue cards
  - d. 14 Defense cards
4. At game start all cards are put together in a players deck and shuffled sufficiently. Then each player will sift through their deck without looking at the cards to select 9 Intrigue Cards, 8 Court Cards, and 8 Defense Cards all of which are icon and color coded. The rest of the cards will go into a reserve deck on the side.
5. When a player's turn begins they are allowed to choose between multiple actions to take. A player may choose to play a card from their hand onto the game board, reveal a facedown card (if it does not have its own trigger), or make an attack against the opposing player. A player is only allowed to make two actions during the scope of their turn.
6. Players are able to place any card in their hand onto the table at the beginning of their turn. Some cards will have the ability to play multiple cards in one turn.
7. Character cards are placed in the front row, while object/"event" cards are placed in the 2nd row.
8. All cards are able to be played face down and can be revealed using an action immediately triggering their effect. Some cards have the ability to be revealed on a trigger for another card.
9. Most cards have different abilities that are automatically used when a card is played onto the board unless it has been placed face down. For example, the Spymaster card automatically triggers the Spy Network card to be placed onto the board without using a separate action.
10. If there are any family cards (Sister, Wife, Decoy) on the board they must be destroyed before the king can be attacked or harmed.
11. On the first turn of play for both players the king may not be directly attacked. Players must wait until the beginning of their 2nd turn to even try to attack the King.

## **Actions to Play**

### **Playing a card:**

On a players turn they can choose between 3 actions to take to play the game, one of the actions is to play a card from their hand and place it onto the board. For example: At the start of my turn I could play my Spymaster card from my hand onto the board. This would also activate any abilities on the Spymaster card if specified on the card.

### **Revealing a Card:**

On a turn a player can also reveal a facedown card they had placed previously. Only non agent cards can be played facedown. Once a facedown card is on the board it cannot be destroyed unless specified by another card. Using an action a facedown card can be revealed to immediately activate its ability onto the board.

### **Attacking an opponent:**

Finally a player can choose to attack their opponent with one of their agent or intrigue cards. The way combat plays out is based on power and defense levels. If a card has a higher power level than the card it is choosing to attack said card wins barring any special abilities. If a card has a power level of 5 and the attacking card has a power level of 6 then the weaker card is discarded from the board.

## **How A Round Plays Out**

At the start of the round player 1 can play any of his cards onto his “game board”, player 2 will do the same at the start of his turn.

Beginning with the start of player 1’s second turn, attacking moves can be made. In order to attack a player must select one of their cards and then choose an opposing card to attack. If player 1’s card has a higher attack level than the opposing players defense level then the card is destroyed for player 2. Player 2 is allowed to flip a face down card as a reaction to the attack however which may alter the outcome of the battle.

For example:

Claimant brother would beat Court Chaplain if it was played.  
However, if Court Chaplain then played a facedown card such as “Gold Coins” they had placed during their last turn then they could counter Claimant brother and remove him from the board.

