

Game setup

Player:

Each player places a King in front of him.

Each player receives one Queen and places it in the "Queen" space on the defense row 0. (This defense row will never be used again after the Queen has been defeated once)

Each player receives two 2's, two 3's, two 4's, two 4's, shuffle those cards to make their starting deck.

The first player draws 3 cards, the other player will draw 4.

Market:

The rest of the cards are shuffled and placed between the players, this is the market deck.

Place 6 cards from the marked deck face up next to the marked deck to create the marketplace.

Gameplay

Each player takes turns one by one, play turn based.

Turn overview

1. **Command phase**
2. Draw a new hand
3. Update market

1: **Command phase**

You declare which command your card will carry out, and its **value** will be used for either; **attack, defend or recruit**. Once a card has done the given command, it cannot be commanded again.

You can give different commands to different cards, i.e., one to attack, one to defend and two to recruit.

Attack:

The chosen unit(s) will be able to deal damage to the enemy defense.

When a unit is finish dealing damage, it retreats and go to the discard pile.

If no enemy defense is present, you may place a card an attacking card under the enemy king.

If the enemy king has 5 cards under him, you win the game. - Picture cards (Jacks, queens and kings, counts as two cards in this case)

Defense rows and dealing damage:

A card can deal damage to multiple enemy cards of the same defense row, given it has enough damage, however “leftover” damage can’t carry over from one defense row to another.

Multiple units can attack together to defeat enemy cards on a defense row.

Recruit

The chosen card(s) will generate authority, which you need to recruit new cards.

When you have enough authority, you can recruit one or more card from the market by paying their value. Recruited cards are placed in your discard pile.

Defend

The chosen card(s) will be placed in your defense to defend your King.

Cards must be placed according to the pyramid row rules (See the board setup). 3 at the bottom first, the 2 in the middle and the last at the top.

When a defending card is given damage equal to its power, it retreats and goes to your discard pile.

No commands

All cards that have not been declared will go to the discard pile at the end of your command phase.

2: Draw new hand

After the command phase, the player draws 4 new cards from his deck.

If there are no more cards to draw, shuffle the discard pile to make a new draw pile, and the player keeps drawing until he has 4 cards in hand.

In some cases a player will be unable to draw a total of 4 cards, in that case the player will only draw as many cards as he can.

3: Update market

Place cards from the market deck on the marketplace until there are 6 cards present.

After each player has had one turn each; if a player has not recruited any card on his turn, the next player may remove any unit from the marketplace and place a new unit from the top of the market deck.