

# TAKE THE KINGDOM

**Game objective:** Be the last, or the strongest kingdom standing after all the cards have been played. Attack other kingdoms, add defences to yours, and control the fate of you and your opponents.

## Getting Started

First, remove the four Damage cards and place them to one side.

**Four-player game:** Deal each player a Fort card, a Mercy card, and three Land cards. Put the remaining Fort cards to one side; Shuffle the remaining three Land cards and one Mercy card into the pack.

**Three-player game:** Deal each player one Fort card, one Mercy card and four Land cards. Put the remaining Fort cards to one side; Shuffle the remaining three Land cards and one Mercy card into the pack. Discard the fifth Mercy card.

**Two-player game:** Discard the two Misfortune cards. Deal each player one Fort card, one Mercy card and five Land cards. Put the remaining Fort cards to one side;

Shuffle the remaining five Land cards and two Mercy cards into the pack. Discard the fifth Mercy card.

**All games:** Deal 2 cards to each player. Place the remaining cards face down in the middle of the table – this is the Deck.

On their turn, a player takes three cards from the deck, and can then play up to three cards from their hand. You cannot end a turn with more than 6 cards in your hand – if you have more, you must discard cards onto the used pile to get back to your maximum of 6.

On your first two turns, you can only play Defend cards: so only Land, Hills, Moat, Walls, Battlements, Archers, Knights and Trap. No Attack cards can be played, and the only Action cards permissible are Fortune and Spy (and then, only to take a card from the Deck, not from an opponent). If you pick up a Penalty card (Disease, Famine, Plague) in your first two turns, place it back into the Deck and take another.

Once all the Deck cards have been used, players continue to play in turn until no more cards can be played. If yours is the only Kingdom standing, you win! If more than one Kingdom remains, the player with the highest score is the winner, eg Fort (+3) plus Knights (+5) plus Land (+1) plus Walls (+2) scores 11, minus any Damage taken. Traps do not have a points value; Mercy scores +1 if used as Land.

If you eliminate another player during the game, you can claim Bounty from them – take a card from their remaining hand (don't look at the cards first) and add it to your hand; discard the rest.

When attacking, you choose what to attack, but remember that you must destroy defences before you can attack Land, you must destroy all Land cards before you attack the defences surrounding a Fort, and can only directly attack a Fort once its Defences have been removed. It is up to you whether to fortify your Land, your Fort, or both. So: Land Defences, then Land, then Fort Defences, then Fort.

### **Defend Cards**

Hills, Moat, Walls, Battlements, Archers and Knights can all be used to strengthen your Kingdom. Play them onto a Fort or Land card and they will add Defensive points to that card. Defend cards remain there until destroyed or otherwise removed. A Fort or Land card can only have a maximum of two Defend cards, plus one Trap, at any one time.

**Traps:** A Trap can be placed underneath a Fort or Land card so that only the word "Trap" is visible. If that Fort or Land is attacked, that attack is reversed back onto the attacker – but only if the Trap is real. Two Traps are real and two are decoys, although both will look the same until sprung (make sure your opponents can't see

the card text when you are placing it under your Fort or Land).

Once a Trap has been attacked, whether real or decoy, it is removed from play. Damage that is reversed onto an attacker cannot itself spring a Trap. Action cards such as Earthquake and Sabotage remove a Trap, but do not spring it. If a Land card with a Trap is taken through Conquest, the Trap remains part of that Land for its new owner, and is not sprung by Conquest.

### **Attack Cards**

Soldiers, Pikemen, Siege Tower, Battering Ram, Trebuchet, Cannon, Spread and Morale are all used to attack your opponents' Fort, Land and Defend cards. They do the amount of damage stated on the card. Normally an Attack card can only be played against a single Fort or Land (with its Defences) at once, but Spread allows you to spread the damage across multiple cards. Morale doubles the value of any Attack (so Siege Tower + Morale would do 4 damage, but would constitute two of your three cards played on that turn).

As attacker, you decide what to attack, remembering the rule of Defences - then Land – then Defences – then Fort.

If an attack has only damaged, not destroyed, a Fort or Defences, use the Damage cards to indicate the damage so far sustained – tuck the Damage card partly under

the affected card. You cannot replace a partially damaged Defence – it remains in play until fully destroyed.

### **Action Cards**

With Action cards you can affect the fate of your Kingdom and your opponents - Fortune, Misfortune, Conquest, Earthquake, Sabotage, Mutiny, Disrepair, Deny, Spy and Freeze.

**Conquest:** Take one opponent's Land card with all its Defences and Traps, and move it to your Kingdom. If your opponent has no Land cards left, you may take one of their Fort Defences (but not the Fort itself) and move it to your Kingdom.

**Earthquake:** Remove and discard all Defences and Traps from an opponent's Fort or Land card. Any Traps are removed, not sprung.

**Mutiny:** Used against people - remove an Archers or Knights card from an opponent's Land or Fort, or block an attack from Soldiers or Pikemen (including if used with Morale and/or Spread).

**Sabotage:** Used against mechanical weapons – block an attack from a Cannon, Trebuchet, Siege Tower or Battering Ram, including if they are used with Morale and/or Spread. Sabotage can also be used to safely remove a Trap.

**Disrepair:** Used against structural defences. Remove all Hills, Walls, Moats and Battlements from a single Land or Fort card. The Land or Fort card itself remains unaffected. Disrepair cannot defend against attacks.

**NB:** Earthquake, Conquest, Mutiny & Sabotage do not spring Traps.

**Fortune:** Play this as the last action of your turn to immediately have an extra turn; draw three new cards and play again as normal.

**Misfortune:** Force an opponent to miss their next turn.

**Freeze:** Play this onto an opponent's Fort or Land card; that card cannot have any defences or traps added to it for the rest of the game (unless Unfrozen by a Mercy card). Deny can be used to block a Freeze, as long as Deny is played as soon as the Freeze is played.

**Spy:** This can be used in one of three ways:

(1) Take an extra card from the deck and either play it as part of the same move, or keep it;

(2) Take a card from an opponent's hand (without looking at the cards), and either play it as part of the same move, or keep it;

(3) Secretly check an opponent's Trap to see if it is real or a Decoy. It is up to you whether you tell other players what you discover.

**Deny:** Play this, including when it is not your turn, to block any Action or Attack made against you, or to negate a Penalty card you have picked up. Deny cannot be cancelled by another Deny card.

### **Penalty Cards**

There are three Penalty cards in the pack – Disease, Famine and Plague, where Fate can deal **you** a blow. If you pick one of these up, you must play it immediately, as the first card played in that turn. For Disease, you may not then play any Defend cards that turn. For Famine, you may not play any Attack cards that turn. For Plague, you may not play any Action cards that turn. You can cancel the effects of this by playing a Mercy or Deny card.

Important – if you pick up a Penalty card in your first two turns, shuffle it back into the deck and draw another card.

### **Mercy**

Each player starts the game with a Mercy card, which can be used in a range of ways to get you out of trouble. Additional Mercy cards can be picked up during the game. Mercy provides you with a lifeline – each can be used only once, and in any one of the following defensive ways:

- To block an Attack or Action played against you (like Deny);
- To block a Penalty card that you draw (like Deny);
- To remove a Freeze card from your Fort or Land;
- As an extra Land card that can be built upon and Defended as usual;
- To take an extra turn (like Fortune).

### **Tactics**

There's more than one way to play Take The Kingdom. Here's some things to think about during the game:

- Will you use your best Action cards straight away or save them for a winning move towards the end of the game?
- Will you fortify your Fort to make an impenetrable centre for your kingdom, or build up your Land cards so your opponents never reach your Fort?
- Will you attack the strongest opponent to keep them in check, or finish the weaker ones and collect the Bounty?
- Think about how you use Fortune and Mercy cards. Played at the right time, they can help you

build a devastating combination later in the game – if you survive that long.

- Morale and Spread can help you build an attack to finish your opponents – but remember that they might have a Deny or Sabotage card to stop you.
- Towards the end of the game, start to think about your points score – a well-played Soldiers or Hills card could be the difference between glorious victory and ignominious defeat...

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