

Official Rulebook v 1.1



A game that drastically changes as you play. Cards are powerful when possessed in numbers, but only the first player to discard them all wins the game.

Age: 10+ - Players: 4 to 8 - Time: 20 to 30 minutes

The game of Kingship uses an 80 card deck ranging in card values from **Ace** to **King** and contains 3 various suits (**Light, Dark, and Terra**). To determine which player will go first, players are dealt cards face up until an **Outlaw** is revealed. The player that obtained the **Outlaw** is the dealer. They will then shuffle the deck and deal out a certain number of cards to each player depending on the number of players there are: **[4players-12cards, 5players-11cards, 6players-10cards, 7players-9cards, 8players-8cards]**. The undealt cards are then placed face down on the table, and the top card of the deck is turned face up and placed beside the deck to start the played cards pile (which is referred to as the pile). At the beginning of the game, all 6 title pieces are placed in the center.

Starting with the dealer, and continuing clockwise, each player must play a legal card or combination of legal cards face up on top of the pile. If the player is unable to do so, they must draw a card from the deck. If the card they drew enables them to play a legal card(s), the player may then choose to play them. The player also has the option to draw a card from the deck even if they do initially have a legal play as long as they have not already drawn and it is before they play any card(s). To make a legal play, a player must either follow the same suit of the card currently on the top of the pile or follow the same value. These mechanics are very similar to the well-known card game '*Crazy Eights*'. If a player attempts to draw a card from the deck and there are no cards left to draw, take the top card from the pile and set it aside. Shuffle the pile and create a new deck. The card that was set aside becomes the new pile. If there are not enough cards available to make a new deck, nothing happens.

Every card has an ability that changes depending on whether the card was played as a single or as a pair of two or more. **(Refer to page 6 or visit kingshipcards.com to view a list of all the cards and their abilities)** There are 3 phases to a players turn: before a card is played, when a card is played, and after all abilities resolve. The objective of the game is to have no cards in your hand. A player wins the game if it is their turn and they possess no cards during their **3rd** phase.

- HOW TO READ KINGSHIP CARDS -



THE TOP LEFT OF THE CARD DISPLAYS THE CARD VALUE AND SUIT. IN THIS CASE, THE CARD IS A **[LIGHT ANGEL]** OR **[LIGHT ACE]**.

THIS IS THE ILLUSTRATION. EACH CARD NUMBER/VALUE HAS ITS OWN CHARACTER ASSOCIATED WITH IT.

THE LEFT SIDE OF THE CARD CHANGES COLOR DEPENDING ON WHICH SUIT THE CARD IS.

EACH CARD IS RANKED WITH A SYMBOL TO DETERMINE HOW GOOD THE CARD ABILITY IS.

MOST CARDS IN THE GAME HAVE TWO DIFFERENT ABILITIES. THE FIRST ONE **[#1]** TRIGGERS IF THE CARD WAS PLAYED AS A SINGLE. THE SECOND ONE **[#2]** TRIGGERS IF THE CARD WAS PLAYED AS A PAIR OF TWO OR MORE. WHILE TRIGGERING A CARD ABILITY, EACH SENTENCE MUST RESOLVE IN ORDER. IN THIS CASE, THE PLAYER MUST FIRST CHOOSE A VALID OPPONENT.

SOME CARDS HAVE CERTAIN CONDITIONS THAT NEED TO BE MET BEFORE THE ABILITY CAN RESOLVE. IN THIS CASE, FOR THE FIRST SENTENCE TO TRIGGER, A **KING** MUST NOT BE CURRENTLY IN PLAY. IF THIS CONDITION IS MET, THE SENTENCE IMMEDIATELY AFTER THE **[KING/NO]** WOULD TRIGGER.



Titles

There are 6 different titles in the game that grant players various active and passive abilities. Titles are obtained by playing certain cards. At the start of the game, all title piece cards are placed in the center. When a player acquires a title, they will receive the respected title piece. If a player attempts to acquire a title that another player already possesses, the title is given up to the new player trying to obtain it. Titles that are lost or removed are placed back into the center. A player may possess more than one title at any given time.

Exile & Graveyard

The graveyard is a separate stack of cards that is comprised of only exiled cards. Cards that are exiled are no longer in play. The only way for these cards to re-enter play is through the **Demon** title ability.

Specifying

Some cards require the player to specify a card. When specifying a card, the player may be as detailed and specific as they wish. For example, the player may say either: "A **Light Farmer** card, or a **Farmer** card, or a **Light** card and even a Kingship Card".

Exact Copy

Playing a **Wizard** will copy the card(s) directly below it. If the card ability is a legal play, the ability is triggered. If the ability is not applicable or is an illegal play, nothing happens. After the player that played the **Wizard** card(s) completes their turn, the **Wizard(s)** are returned to their normal form.

Blocking

If player **A** targets player **B** with a card ability, player **B** has the option to block the ability from triggering by playing a **Knight** card from their hand. If the **Knight** card is played in response to player **A's** actions, it is temporarily player **B's** turn while they place the knight on the pile and draw a card. After player **B's Knight** ability is resolved, it is then back to players **A's 3rd** phase.

Laws

In a standard game of Kingship, the **King** title enables players to create new rules for the game. When a player is proposing a law, they have only one chance to propose it and are unable to revise the law if it gets denied by the **Queens**. When creating a law, the player is able to create anything they can imagine. For example, the **King** may propose laws like: "All players must exile a card, or all players must draw two cards except for the **King**". It is unlikely however that the **Queens** would approve such a law that only benefits the **King**. Therefore, it is wise to propose laws that benefit all members of the royal family to ensure the law is approved by the **Queens**. However, it is possible for there to be no **Queens** in play during the time a **King** is proposing a law. If this occurs, the **King** may propose any law and it is guaranteed to be approved. Creating laws that target people specifically and proclaim that they are unable to win the game (or that they instantly win the game) are allowed.

Outlaw Redirects

The **Outlaw** is a wild card without a designated suit and can be played at any time. This card is extremely flexible and can redirect almost anything. If a player plays the **Outlaw** card, it automatically becomes the end of their turn and they acquire the **Outlaw** title. Despite obtaining the **Outlaw** title after playing this card, the redirect is only triggered when you initially play it. If another player chooses to play an **Outlaw** in direct response to yours, your redirect is void and the other player's redirect is resolved. The first player to play an **Outlaw** in a situation like this however retains the **Outlaw** title, not the player who played the **Outlaw** in response to yours. Below are legal ways to utilize the **Outlaws** redirect ability:

[Players are not required to redirect something in order to play the **Outlaw** card].

[The **Dark Queens** ability may be utilized on all **Outlaw** redirects as if they were targeting a player].

[The player that played the **Outlaw** card is unable to target themselves for the redirect unless the holder of the **Dark Queen** permits them to or there is no **Dark Queen** in play to oppose them].

- ❖ Whenever a player targets another player including themselves, before the ability resolves, you may choose a different target.
- ❖ Whenever a player is about to obtain a card, you may redirect which player obtains it.
- ❖ Whenever a player is about to acquire a title, you may redirect which player obtains it.

Kingship Pro

Laws in the original game of Kingship can get out of hand, and some players might find this frustrating instead of entertaining. If you, or the people you are playing with would prefer to play Kingship in a more concrete and purely strategic way, consider using the Kingship Pro law rules. In this version of the game, the **King** and anyone else proposing laws, must choose one of the predetermined laws from this list:

[The **Light Queens** title ability cannot be utilized on Kingship Pro laws].

- ❖ All members involved in the approval of this law must exile a card.
- ❖ All members not involved in the approval of this law must draw a card.
- ❖ Whenever a player plays a [**specify** a card, you may be as detailed as you wish], they must [choose to either **draw a card**, or **exile a card**].
- ❖ All players are unable to win the game. If a player possesses zero cards anytime during their **1st** or **3rd** phase, they must draw a card.
- ❖ The objective of the game is no longer to be the first player without any cards in their hand but the first player to possess exactly [choose a **number**] cards in their hand at any time.
- ❖ All players must exile cards until they have no more than **3** cards in their hand.

Silenced

Playing a **Witch** card enables players to silence other players including themselves. Being silenced is represented though one of the 6 obtainable titles. Generally, only one person can be silenced at any given time, however, laws can enable multiple players to become silenced. When more than one player is silenced in this way, they should receive some sort of physical item to signify that they are silenced. The card abilities of Silenced player(s) have no effect (except for **Witch** cards) and can be played normally without any conditions. Silenced players are also unable to utilize their respected titles abilities, but they may still possess them and approve and deny laws as per usual. Additionally, laws that are specific to Silenced players, or are triggered by their actions, will have no effect.

The FAQ

Should you find yourself asking questions like: “What are the limitations for trading cards with the single **Merchant** ability?” or “What happens when you play a **Wizard** on top of a **Wizard**, does it copy whatever’s below the **2nd Wizard**?” Visit kingshipcards.com/faq for a full comprehensive list of all the answers to questions just like these and others that you may encounter during play.

Playing With Poker Decks

One of the best things about Kingship is that it can be played with a pair of standard playing cards from a poker set. Although it is better to use the official Kingship cards, some people might prefer to use a standard deck of cards for added difficulty and professionalism. Either that, or they just don’t feel like buying the official game cards. Whatever the case may be, **Amethyst Games** will be honored just by the simple fact that you are interested in playing our game! Below are instructions on how to set up your two standard poker deck playing cards for a game of Kingship.

- ❖ 1. Combine two standard poker decks of 52 cards into one single deck.
- ❖ 2. Remove all the **Diamond** suit cards (except for one **Queen of Diamonds**) and remove one **Queen of Clubs** from the deck.
- ❖ 3. Use the **Queen of Diamonds** as a **3rd Queen of Hearts** and use the **Queen of Clubs** as a **3rd Queen of Spades**. The respected poker-to-Kingship suits are as follows:
[Hearts-Light, Spades-Dark, Clubs-Terra].
- ❖ 4. Add two **Joker** cards into the deck. There should now be a total of 80 cards in the deck. The **Joker** cards will act as the two **Outlaw** cards.
- ❖ 5. Use various objects or write down names on separate pieces of paper to represent the 6 different titles in the game.
[Kingship, Dark Queen, Light Queen, Outlaw, Demon, Silenced].
- ❖ 6. Go to kingshipcards.com (mobile friendly) to view a list of cards which players can navigate through in order to see what the card abilities are, or refer to the list below.

Kingship Card Abilities

A / The Angel - Mother Azeyla

Target an opponent. Give the chosen player a card from your hand. Reveal this card to all players.
Choose an opponent. The chosen player loses all of their titles. This ability cannot be blocked.

2 / The Messenger - Herald Drake

[Next-Player/Un-Silenced] Skip the next players turn. If the skipped player has more cards than you, draw a card.

Reverse the direction of play. Draw a card. If you drew a card, remove a card from your hand and place it on the pile.

3 / The Farmer - Peasant Johnny

Look at the top card of the deck. You may choose to put the card in your hand or reveal the card to all players and place it back on top of the deck.

You are not permitted to play more than one [farmer] card at a time

4 / The Poacher - Huntress Rahai

Player must choose to exile either the top two cards from the deck or the top card of the pile. *below this card*

Specify a card. All players who possess the specified card in their hand may choose to exile it. *just one card*

5 / The Priest - Sister Euphema

Target a Player. Revive the top card of the pile *below this card* and place the card in the chosen players hand.

Revive any card from the pile and place the revived card on top of the deck. You may then choose to draw a card.

6 / The Demon - Count Zeraxxus

[Demon/No] *you are not permitted to play the [Demon] card* [Demon/Yes] take a random card from the [Demons] hand.

[Demon/No]-OR-[Demon/Silenced] become the new [Demon]. [Demon/Yes/Un-Silenced] Target an opponent to swap hands with.

7 / The Merchant - Treasurer Ucas

Player can propose to trade a card or title. Any opponent can accept the offer or propose a counter offer.

Target an opponent to reveal their hand. Take one card from their hand and give them a card in return.

8 / The Wizard - Prophet Xerox

When this card is played, it becomes an exact copy of the card below. Trigger any card abilities, if applicable.

All [Wizard] cards played become an exact copy of the card below. Trigger any card abilities, if applicable.

9 / The Witch - Sorceress Leah

Target a player to become silenced. You cannot choose an opponent who is already currently silenced.

Specify a card. Exile all copies of the specified card from the pile. All players then become un-silenced.

10 / The Knight - Sir Barristan

This card can be played anytime an opponent targets you directly Block an opponent's ability from triggering. Place the [Knight] on the pile and draw a card.

All opponents must draw two cards. Do this in turn order.

J / The Prince - Lord Viserys

[King/Yes] If you are not currently the [King], you may propose a new law. Only the [Kings] approval is required.

[King/No] Player can choose to obtain any title except for the [King]. [King/Yes] Player becomes the new [King].

Q / The Dark Queen - Lady Xiandra / The Light Queen - Lady Meranda

Player becomes the new [Queen] of light or dark depending on the type of [Queen] played.

Player may choose to become the new [Queen] of light or dark. [King/yes] Remove all currently active laws.

K / The Emperor - King Ramsey III

[King/no]-AND-[Queen/yes] Become the new [King]. [King/Yes] Target a Player. Search the deck for a card and place it in the chosen players hand. Shuffle the deck.

[King/Yes] Player may choose to have another turn when their turn ends.

Joker / The Outlaw – Salvatore Gee / Octavia Rose

This card can be played anytime The [Outlaw] card is extremely flexible and can redirect almost anything. After all abilities resolve, place this card on top of the pile. It is now automatically the end of your turn and you become the new [Outlaw]. *Redirect triggers once*

Kingship Title Abilities

Kingship

Whenever a player acquires this title, remove all currently active laws. At the beginning of your turn, you may choose to pass a new law. If all available [Queens] approve the request, it immediately comes into effect.

The Dark Queen

Whenever a player attempts to target another player directly, *not themselves* you may prevent them from targeting that player. The player must then choose a different target. If a player is unable to choose a valid target to give a card to, the card is then exiled instead.

The Light Queen

Whenever a player *including yourself* attempts to draw a card, you may choose to prevent them from drawing.

The Demon

Whenever a player acquires this title, all their holding titles are removed. At the beginning of any player's turn, you may choose to remove your demon title and take any amount of cards from the graveyard. Place them into your hand.

Silenced

Your card abilities and titles have no effect. *except for witch cards* Laws that are specific to you, or are triggered by your actions have no effect.

The Outlaw

You do not have to follow suit and may play cards from your hand as if the top card of the pile was a wild card.