



KNIGHTS & KINGS

Trading Card Game
OFFICIAL GAME RULES

2 Player

Duration: 30+ mins.

Age: 10+

Objective:

The objective of this game is to do **ONE** of two possible things.

1. Reach a Control Score of 40
2. Bring your opponent's Control Score to 0

Game pieces needed:

1. Each Player will need a minimum of 30 cards in their deck. There is no maximum limit. You may only have two of the same card in your deck with the exception of the 'Foot Soldier' card. You may have as many 'Foot Soldier' cards you would like. We recommend having plenty to spare.
2. (Optional) Each Player will need two 20-sided dice and three standard 6-sided dice.
3. (Optional) Each Player will need their own Knights & Kings TCG Mat.

Setup:

Each player will thoroughly shuffle their deck of 30+ cards and place the deck on the draw indicator in the bottom right corner of their playing mat.

Each player will receive their dice.

- Two 20-sided dice
- Three 6-sided dice

Each player begins with 20 control points. Control Points are indicated by the two 20-sided dice. To start the game, each player will set one 20-sided dice to have the number '20' facing up. This represents how many control points that player currently has.

As the game progresses, each player will need to adjust the dice to accurately indicate that player's Control score. **Example** (If the player who started out with 20 control points, gains 2 more points on their way to 40, then that player will add their second 20-sided dice and orientate the dice so that the sum of the two numbers equal their current control score of 22. This would be indicated by one 20-sided dice with the number '20' facing up, and the other 20-sided dice with the number '2' facing up.)

Each player will then draw 7 cards for their opening hand. We are ready to begin.

Turn Sequence:

1-a. Reset - If this is the first turn, you will not do this action. This action is for all subsequent turns in the game.

Resetting is simply setting up to perform the rest of your turn. This includes:

- Retrieving any cards that are in the action squares and returning them to the field portion of the mat.
- Rotating any spent coin cards back to the unspent orientation.

1-b. Draw - At the beginning of each turn, the player will draw one card. Except for the player that goes first; they will not draw a card on their first turn.

2. Field or Treasure - A player can now choose to field or deposit into his treasury. At the beginning of the game only one option is available to the player. This is because fielding knights and nobles is expensive and at the beginning, each player has no treasury. Fielding is only an option when enough coins are in the treasury to pay the expense indicated at the top right corner of each card.

- **Treasury:** To make a deposit into the treasury, the player can select up to two cards per turn from their hand and place them face down in the treasury portion of the mat. The amount of cards face down in the treasury area indicates the amount of coins in the treasury. Once this action is played, those cards will remain in the treasury as coins for the remainder of the game.
- **Field:** Fielding a card is how the coins are spent in any particular turn. If there are enough unspent coins in the treasury to pay the coin number in the top right hand corner of the card desired to field that is in your current hand, the player may now field that card from their hand by rotating the amount of coin cards 90 degrees to indicate that they have spent those coins this turn. And then the player will place the fielded card in the Field portion of the mat.

3. Attack, Patrol, or Noble Action - Any of these actions can only be done with **fielded** cards. Also you can not use a fielded card on the same turn that it was fielded. Once a card is fielded it must wait until the next turn to be available for any action.

- **Attack Action:** The attack action can be used in two ways. First and primarily, it can be used to attack the opponent's kingdom. Doing so will result in subtracting from the opponent's Control Score. Secondly the attack action can be used to attack specific cards to get them off of the table. When choosing to do the second option, the card that you are attacking must be vulnerable to attack by being in one of the action slots from the opponent's prior turn. You may not attack fielded cards.
- **Combat:** In the upper left hand corner, every card has their attack/defense points. These tell the players how each card interacts with the opponent. Example (If a player chooses to attack their opponent's kingdom to decrease their opponent's Control Score, the opponent can choose to block or allow the attack. If the opponent chooses to allow the attack, when the attacker places their attacking card in an empty action slot, the number on the left side of the attack/defense points is deducted from the opponent's Control Score. If the opponent chooses to block the attack, then no matter what happens to each player's card, the opponent's Control Score is safe from deduction. But now we have to reconcile what happens with each player's cards.
 For this example let's say the attacker's card has 3/2 in the left hand corner. The 3 indicates that card's attack points - how much that card can dish out, and the 2 indicates that card's defense points - how much that card can take. The opponent blocks with a card that has a 3/4. The result of this would be the following: The attacker's card would deal 3 damage to the opponent's card leaving their new defense points at 1. This is indicated by placing a 6-sided dice with the number of damage points received facing up on the card. But the opponent's card also landed damage points on the attacker. 3 damage points is given to the attacker's card, but the attacker's card has only 2 defense points. The damage dealt is greater than the attacker's defense points therefore their card has been killed and is discarded into the graveyard. The blocking opponent's card is injured but lives to fight another day. The exact inverse of the points would result in much the same, except the opponent's blocking card would be killed and discarded in their own graveyard.)
 There is no spill over of points if the damage dealt is greater than the opponent's defense points. Once a card is used to block, there will never be a deduction from the player's Control Score.

- **Patrol Action:** The patrol action is used to gain control points. Directly below the attack/defense point indicator on each card, there is either 1, 2, 3, or even on the most rare occasions, 4 golden chevrons that indicate the amount of control that card gains when played for a patrol action. When a fielded card is played for a patrol action, the amount of chevrons present on the card is added to the player's Control Score.
- **Noble Action:** The noble actions can only be played by Noble Action Cards. Each Noble Action card has its own unique instructions that can present some surprising twists to the game. There are two kinds of Noble Action cards. Single-Turn Noble Actions or Multi-Turn Noble Actions.
 - The Single-Turn Noble Action is played when the player spends the amount of coins needed for that card, the prescribed Noble Action is carried out and then the card is discarded to the graveyard.
 - The Multi-Turn Noble Action cards can be active as long as the player continues to pay the amount needed every turn. As soon as the player discontinues payment for the Noble Action card to stay active, it is discarded to the graveyard.
 - Multi-Turn Noble action cards can also be attacked and removed off the board. To do so the opponent would use any card to attack the active Noble Action card, using that card for that turn. To successfully remove the Noble Action card the opponent attacking will roll one dice, the owner of the Noble Action card will roll two dice. The attacking dice must be higher than both of the defending dice individually (Not Combined). If the roll is successful for the attacker the Noble Action card is discarded to the graveyard and the attacking card can not be used again for that turn. If the roll is unsuccessful, then the Noble Action card stays where it is and the attacking card also stays where it is not to be used again that turn. Noble Action cards can only be attacked once per turn.

4. End of Turn - Once everything that can be done or is desired to be done is exhausted the turn can be declared over and it is now the opponent's turn and the sequence begins all over for their side.

Special Abilities:

Evasive Cards - Evasive cards are a special kind of card that is indicated by a golden 'E' on a red banner below the coin expense on any given card. If the card does not have this 'E' indicator it is not a special card and should be played according to the rules above. If the card does have the 'E' indicator, that means this card is what is referred to as "Evasive". When this card is played for an attack or patrol action, only another Evasive card can block or attack it. Every other card fails to do this.

King Special Ability - When this Special Ability is used the player can select two other fielded knight or foot soldier cards for a stacked army attack. With this sort of attack, this is the only time where spill over points will affect the opponent's Control Score. If the opponent blocks the attack with a single card, then the damage dealt will be calculated on both sides, but the residual damage points of the remaining army in the stack will deduct from the opponent's Control Score. The only way to block this attack from affecting the Control Score is to block with a King Stack of your own. The only way to do this, is if you happen to have a FIELDED(Not Active) King and two other FIELDED(Not Active) knight or foot soldier cards to perform this Special Ability block.

Queen Special Ability - Queen cards have high attack points but none or very low defense points. Going into battle alone is a suicide mission for a Queen. But if the Queen is used for her special ability, the player can select one fielded knight card to escort her into battle and protect her with the knight's defense points. If this noble action is played the attack points dealt will be that of the Queen's card, but the Knight will take the hit to its defense points in the battle. There is no spill over damage if the attack is blocked in any way.

Bishop Special Ability - On its own, a Bishop card is harmless and defenseless. But its potential is displayed when used for his Special Ability. When this Special Ability is used the player may select a fielded knight, king, or foot soldier card to go to battle with. The result of this is that the bishop card heals the combatant of any damage received in the attack. The downside is that if attacked by the opponent while in the vulnerable active state of being in the attack slot, the bishop absorbs all of the attack and automatically dies and goes to the graveyard.

Rook Special Ability - Rook cards have low attack points but high defense points. Playing them alone would be inconsequential to the game as they can not deal very much damage. But if their Special Ability is used, the player may select any one fielded knight, king, queen, or foot soldier card to attack with. When this happens all attack points and all defense points are added up between the two cards to deal the most damage possible in the attack. Once again there is no spill over damage if the attack is blocked in any way.

End Game:

Winning & Losing - The end of the game is declared when either the winning player has reached the Control Score of 40, or the winning player has caused their opponent's Control Score to reach 0.



KNIGHTS & KINGS

Enhanced Chess Game

OFFICIAL GAME RULES

2 or 4 Player

Duration: 30+ mins.

Age: 12+

Objective:

The objective of this game is to capture your opponents King.

Game pieces needed:

1. Regular Chess Board and Pieces
2. Regulation 64 card starter deck of Knights and Kings Trading Cards
 - 32 Knight Cards
 - 16 Pawn Cards
 - 10 King Cards
 - 2 Rook Cards
 - 2 Queen Cards
 - 2 Bishop Cards

Setup:

Divide the 64 card deck into 2 decks, one for each player. The decks must be equal in personnel.

- 16 Knight Cards
- 8 Pawn Cards
- 5 King Cards
- 1 Rook Card
- 1 Queen Card
- 1 Bishop Card

Shuffle the 2 decks well and place face down in front of their respective players.

(In the event you have four players it is at this time you would deal face down a 16 card deck to the other player of the team out of the respective team deck of 32.)

Inactive Chess Pieces: All pieces will start as inactive chess pieces. The color you are playing as will line up on your respective side off of the board.

Captured Chess Pieces: When a piece is captured in the course of the game, it is no longer active and can not be brought back into the game unless it is resurrected. (See Noble Actions below) When a piece is captured it is lined up on the opponents side off of the board.

Each player places their king chess piece on the empty chess board. It may be placed on any square of their respective back-rank, but can not be placed in any corner. Then each player will place their knight chess pieces on either side of the king on their respective back-rank.

We are now ready to play! Remember white goes first.

Turn Sequence:

1. Draw - At the beginning of each turn, the player will draw as many cards off of the top of their player deck to complete a hand of 8 cards.

2. Play Cards - The player will then discard/play a single card or a legal combo.

3. Move a Piece - The player will then take the action the played/discarded card(s) allow on the chess board. That is the end of the player's turn.

The discard pile will not be used until the player has exhausted his/her player deck, at which time the discard pile will be shuffled and reused as the player's deck.

Card Play:

When playing/discarding a single card a player can do one of three actions; a **place action**, a **move action**, or a **noble action**.

1. Place Action - Place action is the simplest to understand. This is how a player builds his/her army. The player may select a card from their hand that represents a chess piece and place that chess piece on the board. *The piece must be available in order to place it.* If you select a pawn, you must place the pawn anywhere on the second rank of your respective side. Any other piece must be placed on the back rank of your respective side. Once you have discarded the representative card and done the place action, your turn is complete.

2. Move Action - The move action can be triggered by only one of two cards, the pawn card and the knight card. The pawn card can move only a pawn in a way that is consistent with standard chess rules. The knight card can play **ANY** piece in a way that is consistent with standard chess rules.

3. Noble Action - The noble action can be triggered by any of the other back-rank cards. Each card has its own noble ability.

King Card: When the king card is played for a noble action, the player can move any back rank piece(not a pawn) to any open adjacent square(one square forward, back, sideways, or diagonal). You can not capture with this noble action.

Rook Card: When the rook card is played for a noble action, the player can swap the position of any two back rank pieces(not pawns) with each other.

Queen Card: When the queen card is played for a noble action, the player may move any piece(including pawns) in a way that is consistent with regulation chess rules, but then the player is awarded another turn sequence directly following this action.

Bishop Card: When the bishop card is played for a noble action, the player may do one of two things.

- **Resurrect:** instantly resurrect a captured back-rank piece(Except a King) and place it on their respective back rank. This does not apply to inactive pieces only captured pieces. If no piece has been captured you may want to hold on to this card for a better time.
- **Block Check:** The player who uses this noble action when currently in check can move their king out of check in a way that is consistent with regulation chess rules. And then can move any piece in a way that is consistent with regulation chess rules.

Legal Combos:

A legal combo must consist of one knight card and any other back-rank card. Pawn cards are ineligible for combos.

Knight-Knight Combo: When two knight cards are played for a noble action, the player may move a single knight piece in a way that is consistent with regulation chess rules twice or the player may move both knights one time in a way that is consistent with regulation chess. This includes capturing.

Knight-(Any Other Back-Rank Piece) Combo: When a knight and any other back-rank piece card is played for a noble action, the player may do one of two things. The player can choose to move one of his knights in a way that is consistent with the regulation chess rules for the other back-rank piece. (For example: if a knight-bishop card combo was played, then the player's knight can move diagonally as a bishop does, for one turn. This includes capturing.) Or the player can choose to move the back-rank piece in a way that is consistent with the regulation chess rules for the knight. (For example: if a knight-king card combo was played, then the player's king can move in an "L" shape as the knight does, for one turn. This includes jumping over pieces and capturing.)

End Game:

Check, Checkmate, & King Capture - This game is a little different than traditional chess. What looks like checkmate in standard chess may not be the end of the game in Knights and Kings. When a player is put in check that player's turn must accomplish their king no longer being in check. The game is not over until a player successfully capture's a king through strategic card play. Even if a player looks to be in checkmate according to traditional chess, that player still has a turn to use their cards tactically to save their king from being captured. If their hand of cards does not contain the correct cards to accomplish this, then the game is over. Otherwise a quick blindside King capture utilizing strategic card play is the only other way to win Knights And Kings.