

Welcome to the fun, educational, exciting 4-9 player game filled with Strategy, Laughter, and the trading of Ruler-ship!

Object:

Successfully maintain a Rulership throughout the game by being the first to get rid of the cards in your hand. In this Kingdom, the winning player has the fewest points.

Card Hierarchy:

The lowest card value is 3 and increases in value through 14, then 1 (Silver), 2 (Gold), Queen and then King.

Card Deck:

The full deck consists of:

- 10 cards for each value 3-...-14-Silver-Gold.
- 2 Queens
- 1 King

The deck is adjusted for the number of players before dealing the hands:

- 6-9 players – use the full deck.
- 5 players – remove one each of 3-...-14-Silver-Gold cards from deck.
- 4 players – remove two each of 3-...-14-Silver-Gold cards from deck.

Must have at least 4 players:

King, Queen, Pauper-1 and Pauper-2.

Seating:

King sits at the head with the Queen to the right and Pauper-2 to the left. Pauper-1 is to the left of Pauper-2. Commoners sit between Queen and Pauper-1. See seating arrangement card.

Initial Seating:

Using one each of the King, Queen, Gold, Silver, 14-...-3 cards (only use as many cards as there are players), randomly mix them up and spread out face down on the table. Each player picks one card. Pauper-2 is the lowest valued card and Pauper-1 is the next. King and Queen are as picked. Follow above seating arrangement.

Dealing the Hands:

Shuffle the deck and deal out the hands counter-clockwise starting with King, Queen and ending at Pauper-2. Pauper-2 (and some other players) may have one fewer cards than the King.

Taxes:

Taxes must be payed before play begins.

- Pauper-2 pays their two best cards (3-...-14, 1 or 2) to the King.
- King gives two of their worst cards to Pauper-2. King may choose which two are the worst!
- Pauper-1 pays their best card (3-...-14,1, or 2) to the Queen.
- Queen gives one of their worst cards to Pauper-1. Queen may choose which is the worst!
- Commoners pay no taxes and receive no gifts.

Note: King and Queen cards are not used in the above exchange.

Playing the Hand:

Pauper-2 begins the play by placing a card (or set of cards of same value) face up on the table. Play continues clockwise (to the left).

The next player may PASS or lay down the same number of cards of higher value (all cards must be of the same value).

If all players PASS then the last player to lay down starts a new pile by laying down a card (or set of cards of same value). The previous pile is moved off to the side.

The Queen may top any single card set. Both Queens are needed to top a double card set.

Only the King card may top any size card set.

Consecutive Mode:

If the second player to lay down on the pile lays down a card set only one value up, then all subsequent players must PASS or lay down a card set only one value higher than the top of the pile. Example: Player 1 lays down three 5's and Player 2 lays down three 6's, then the next set of cards must be three 7's, then three 8's, etc. This continues until all players PASS (as above).

The Queen and King cards may be played at any time.

Scoring:

First to play out receives 1 point. They become King for the next round.

Second to play out receives 2 points. They become the new Queen.

Third to play out receives 3 points.

Continue in this manner until **one player remains**. They become Pauper-2 and the next to last is Pauper-1.

The scores from this round determines positions for the Next Round.

Accumulate the points across multiple rounds for the end-of game status.

Next Round:

The players take their new positions (see **Seating**) based on their score. Follow instructions for **Dealing the Hand, Taxes, Playing the Hand**, etc.

The Game:

Multiple Rounds are played until a pre-determined score (or number of rounds) has been reached. Suggest high scores based on number of players:

- 4 Players – 15 points
- 5-6 Players – 20 points
- 7-9 Players – 25 points

After adding up all the points from each round:

- King is player with fewest accumulated points.
- Queen is the next fewest.
- Pauper-1 and Pauper-2 are the two highest scorers.

Tournament Play:

When multiple decks are in play (one deck per Game), you may want to set a Game at 5 rounds. Take the top four players from each game (or take the King, Queen, Pauper-1, and Pauper-2 from each game) and have them play off in a final Game of 5 rounds. You can expand on the concept for how ever many decks are in play at the same time and do an elimination series.

We Believe that:

- Learning happens best when it is fun.
- Fun at its best is educational.
- Families that laugh together stay together.

Laugh again with family and friends.

Inventory:

- Deck of 143 playing cards
- Seating arrangement card
- This rule sheet
- Box that contains the above

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