



FOR CROWN & KINGDOM

**A GAME OF STRATEGY, INTRIGUE,
AND SUCCESSION**

By Dave Mansell

2-4 players | 14 years and up | 45 mins.

The king lies weakened on his deathbed. His Majesty has but days to live, and has failed to produce an heir. Any of the local dukes or duchesses could be next in line, as long as they are able to gain the approval of the people. Each has set off on a heroic campaign. They vie for fame, for glory, for crown and kingdom!

In *For Crown & Kingdom*, players must use their teams of specialized emissaries to travel the kingdom, raise funds, obstruct opponents, and gain the support of the people. The first duke or duchess to gain support in every region will become the new monarch!

RULEBOOK

CONTENTS

6 region tiles (double-sided)
20 character discs
48 support tokens

18 coin tokens
4 player reference cards

OBJECT

The first player to add a support token of her color to every region (thus gaining the approval of its citizens) is the winner and new monarch!

SETUP

Before playing for the first time, apply the character stickers to the character discs, placing the male sticker on one side, and the female sticker of the same color on the opposite side, as shown below. During the game, players may choose to use the male or female side of their character discs however they prefer; there is no gender difference in gameplay.



Place all six region tiles in the center of the table, creating a circle. Each region tile has two sides - a “large” side with one large region on it, and a “small” side with two small regions. The tiles may be arranged in any random order, but should be flipped to the large or small sides as detailed below.

No. of Players	Region Layout	No. of Support Tokens per Player
2	6 large regions	6
3	3 large regions, 6 small regions	9
4	12 small regions	12

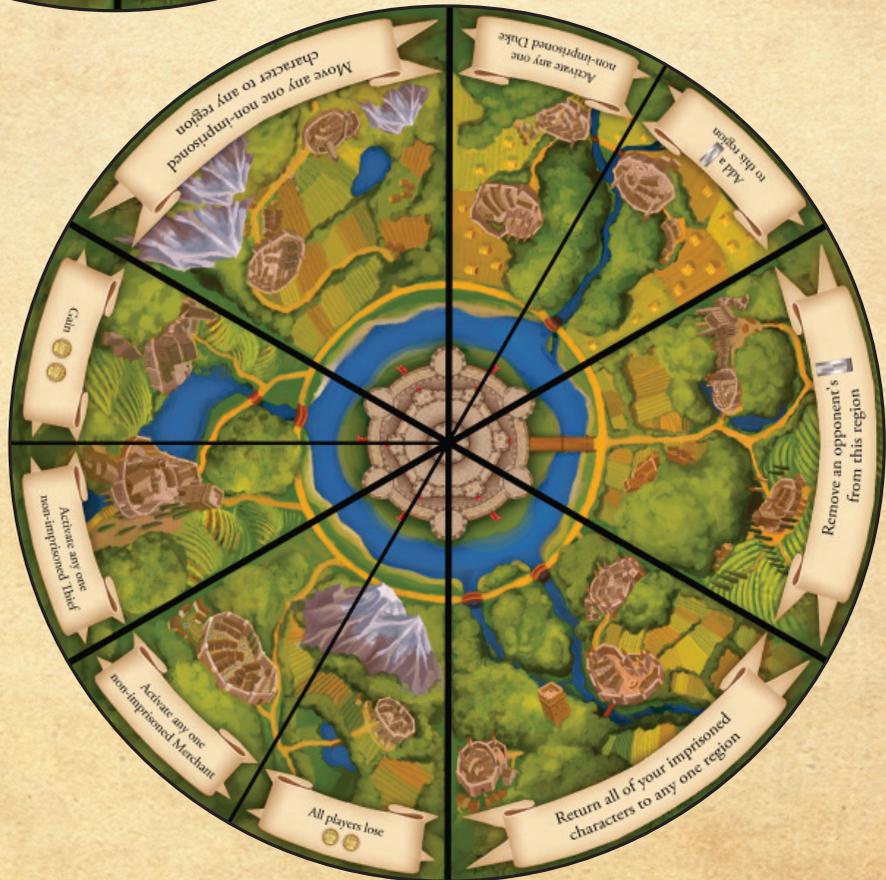
NOTE: When using mixed region sizes in a 3-player game, the pattern of larger and smaller regions does not matter, as long as there are three large regions and six small regions.

Examples of board layouts



2-Player Game

3-Player Game example 1



3-Player Game
example 2



4-Player Game

Place the coins in a supply pile accessible by all players.



Each player selects a color, then takes the following and places them in front of her (her play area):

- the five character discs of that color
- a number of support tokens (as shown in the table on page 2) of that color
- a player reference card
- 2 coins



NOTE: Be sure to flip the reference card to the appropriate side, based on the number of players.

The first player to make a trumpet sound and announce herself as the starting player becomes the starting player. That player selects one of her characters and places it in any region. The next player (clockwise) does the same, and so on, until all players have added all of their characters to the kingdom. Multiple characters may be put in the same region, even by the same player. Players then begin their regular turns, beginning with the starting player and continuing clockwise.

PLAYER TURN

Each player turn is broken into three steps:

Step 1: Purchase a Bribe (optional)

Step 2: Move a Character (required)

Step 3: Use that Character's Ability (required)

NOTE: When learning the game, it is important to understand Steps 2 and 3 before learning about Step 1. For that reason, it may be beneficial for players to skip over the Step 1 explanation below until after they have read about Steps 2 and 3. During play, the steps are always sequential.

STEP 1: PURCHASE A BRIBE

Before moving a character during Step 2, the current player may spend coins to purchase a bribe, immediately returning spent coins to the general supply. Only one bribe may be purchased per turn. The effect of that bribe only lasts until the end of the current player's turn.

Dependable Mount: 1 coin

During Step 2, the current player moves her selected character one region less than the standard amount she would normally move it. This can result in a move of zero regions, causing the character (as part of Step 3) to activate its ability in the same region in which it started.

Private Roads: 2 coins

During Step 2, the current player moves her selected character counter-clockwise, instead of the usual clockwise direction.

Increased Influence: 3 coins

Before taking Step 2, the current player selects any of her characters and uses its ability immediately in its current region. This does not have to be the character she will choose to move and activate during Steps 2 and 3.

*EXAMPLE: At the beginning of **Nicole's** turn, her Knight is in a region with **Dan's** Duke. **Nicole** pays 3 coins to the supply and uses the Knight's ability, imprisoning that Duke. She then continues to Steps 2 and 3 as normal, possibly moving and using the Knight again.*



Example of the Increased Influence bribe

Royal Treatment: 4 coins

During Step 3, the current player ignores majorities when using the Duke's ability.

Bail: 0-3 coins

The current player selects one of her imprisoned characters and returns it to any region in which she already has a character. (If she has no characters in any region, she adds the newly freed character to any region of her choice.) If she currently has 1/2/3/4/5 imprisoned characters, this costs 3/2/1/0/0 coins, respectively. The freed character does not have to be the one she will choose to move and activate during Steps 2 and 3.

EXAMPLE: Emily has three imprisoned characters - her Merchant, her Scholar, and her Knight. It will therefore cost her one coin to return any one of them to the kingdom. She pays one coin and returns her Merchant to a region where she already has a character. On her next turn, she may use her bribe in Step 1 to return another of her imprisoned characters to the kingdom. Assuming her Scholar and Knight are still her only imprisoned characters, doing so will cost her two coins.



Example of the Bail bribe

STEP TWO: MOVE A CHARACTER

The current player selects one of her characters on the board and counts how many characters are in its region, including her selected character. She moves her selected character that many regions, clockwise. (Region size does not matter; each region, large or small, represents one movement.) All characters move in this manner, regardless of their type.

*EXAMPLE: **Sabrina** wants to move her Duke. She counts the number of characters in its region, including itself, as three. She moves her Duke three regions, clockwise.*



Example of character movement

STEP THREE: USE THAT CHARACTER'S ABILITY

After the current player moves one of her characters, she must use its special ability in its new region. Each character a player controls has a different ability, detailed below.

DUKE/DUCHESS

The Duke adds support tokens to regions. After a player moves her Duke to a region, she may add a support token of her color (by placing it on the table next to that region), as long as both of the following conditions are met:



1. She does not already have a support token in that region.
2. She has majority in that region, meaning there are **more** characters of her color in that region than **all other colors combined**.

The presence of an opponent's support token does not affect the current player's ability to place a support token. Once she has a support token in every region, she immediately wins the game, and her duke or duchess is crowned the new monarch!

EXAMPLE: Aaron has just moved his Duke into a region containing his own Thief, Cody's Knight, and Karen's Thief. Aaron cannot activate the Duke's ability to add a support token to that region, because his two characters do not have majority against Cody and Karen's combined two characters (Scenario One). If another of Aaron's characters had been in the region (Scenario Two), he would have three characters vs. his opponents' combined two, and would be able to add a support token to that region, as long as he did not already have one there.

Scenario One

Scenario Two



MERCHANT

The Merchant earns coins. After a player moves her Merchant to a region, she counts the number of characters in that region, including the Merchant itself, and takes that number of coins from the general coin supply. If fewer coins are available in the supply than she is allowed to take, she takes only those available.



THIEF

The Thief steals coins from other players. After moving her Thief to a region, a player may steal up to two coins from each other player with at least one character in that region. She may only steal a maximum of two coins from each player, regardless of how many characters that player has in the region. If the other player has fewer coins than she is allowed to take, she takes only those available.

NOTE: In the 2-player game, the Thief steals three coins instead of two. Players should use the “2-players” side of the reference card to reflect this.



KNIGHT

The Knight removes opponents' characters from the kingdom. After moving her Knight to a region, a player may choose a character in that region, remove it from the kingdom, and set it on the table in front of its owner. That character is “imprisoned” and cannot be used until its owner pays to have it bailed out (as detailed previously in Step 1).

NOTE: The Knight's ability is the only one that is optional. If a player so chooses, she may use her Knight to imprison her own characters, including the Knight itself, but is not required to do so.



SCHOLAR

The Scholar's ability depends on its current region. After moving her Scholar to a region, a player immediately executes the action written there. If the action moves one or more characters to a region (whether from another region or from being imprisoned), those characters' abilities do not activate as they would after standard movement.



Activate any one
non-imprisoned Merchant

GAME END

When any player has a support token in every region of the kingdom, the game ends immediately, and that player wins!

ADDITIONAL RULES

In the event that the coin supply runs out, players are simply unable to take coins (except from other players, via the Thief) until coins are spent and returned to the supply.

A character can never move all the way around the kingdom as part of its movement. If it is about to do so, it must always stop in the region just before the one in which it began.

All of the Scholar's abilities that activate characters (e.g., "Activate any one non-imprisoned Merchant") are mandatory. In this example, if the current player's Merchant is imprisoned when her Scholar activates this ability, she must choose another player's Merchant to activate (provided they are not all imprisoned), even if it causes that other player to gain coins.



CREDITS

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