A REIGN OF KINGS

QUICK START

Everything you need for your first game

THE GOAL

15

INFLUENCE

Be the first player to control fifteen.

YOUR DECK

- 1 faction card
- 1 destiny
- A 7-card quest deck
- A draw deck of 60+ cards (max 3 copies of each)

Cards from other factions cost extra Wealth equal to their Loyalty value.

THE GOLDEN RULE

If a card contradicts these rules, **follow the card.**

Cards outrank the rulebook. Simple as that.

BEFORE YOU BEGIN

SETUP

1. Put your faction and destiny cards face up and your quest deck facedown.
2. Shuffle your draw deck and draw 7 cards. You may mulligan once.
3. Place up to 8 Wealth worth of units, locations and attachments facedown.
4. Draw back up to 7 cards, then all players reveal their facedown cards together.

SEVEN PHASES

A ROUND OF PLAY

1. **QUEST** Each player secretly picks a quest and reveals it. Your quest sets four numbers for the round:

WEALTH	MOMENTUM	SPOILS	LEVY
Money to spend	The highest wins and chooses the first player	Your payoff for winning a struggle	Your hand size at the end of the round

2. **DRAW** Each player draws 2 cards.
3. **KINGDOM** Starting with the first player, each player in turn collects Wealth and spends it to play units, locations and attachments. This is the only time you can play those card types. Deeds can be played any time their timing allows, even on an opponent's turn.

Struggles & the End of the Round

4 STRUGGLE Starting with the first player, each player may start up to one struggle of each type:

- Exhaust ready units with the matching icon to attack.
- The defender may exhaust ready units with that icon to defend.
- Compare total power. The higher total wins, and the attacker wins ties (except 0–0).
- If the attacker wins, they collect Spoils. If the defender had 0 power, the attacker also gains **+1 influence** for an unopposed win.

STRUGGLE	IF THE ATTACKER WINS…
 COMBAT	Defender kills units equal to Spoils
 GUILE	Defender discards cards at random equal to Spoils
 SORCERY	Attacker places sorcery emblems equal to Spoils on the defender's cards, blanking their text
 FAITH	Attacker takes influence equal to Spoils from the defender's faction card

5 AUTHORITY Each player adds the power of their *ready* units to their unspent Wealth. The highest total gains **1 influence** and the Authority emblem, which gives +1 power when attacking. If the top total is tied, nobody gets it.

6 REFRESH Ready all exhausted cards. Each player may remove one sorcery emblem.

7 TOLL Return unspent Wealth, then discard down to your Levy.

Then start a new round with the Quest phase.

THREE THINGS TO REMEMBER

EXHAUSTED UNITS DON'T COUNT FOR AUTHORITY.
Every unit you attack with is one that can't defend or help you claim Authority.

QUESTS COME BACK.
After your 7th quest is revealed, your used quests return to your quest deck.

RUNNING OUT OF CARDS LOSES THE GAME.
If you need to draw and can't, you're eliminated.

Choose Your Faction


KINGDOM OF CAMELOT


THE ELEVEN


LE FAY'S CIRCLE


KEEPERS OF THE OLD WAY


THE SUMMER COURT


THE WINTER COURT


THE SARRAN ENVOY

Multiplayer rules, keywords, and full timing details are in the complete rulebook.