I'm the King, and my word is the law! You want my job? Be my guest... but only by winning 13 Crowns you will be worthy!



Couronies

EQUIPMENT

52 KING CARDS

Each card represents a King defined by its colour (A) and law (B). A different character amongst the cards of each colour, it's stilled considered a King









3 SPECIAL CARDS

Special cards (yellow cards) are played as King cards but can also be used as jokers (see page 7)



The **1st King** card is used at the game start















65 CROWNS

HOW TO PLAY

SETTING UP

- 1 Place the **1st King** card in the center of the table. This card is considered **the ruling king**.
- Shuffle all the remaining cards and form a deck face down.
- 3 Place all **tokens** in a reserve.
- Deal 6 cards to each players.
- (5) The most generous player is the first to play. In exchange, the 2nd player gets 1 crown, the 3rd one gets 2, the 4th one gets 3, and the 5th player gets 4 crowns.







GAME TURN

The game is played clockwise. Players play one after another. Each one must perform **one action amongst these three** :

- ► **Enforce** the sitting king law.
- ► Change the sitting king.
- ► Complete your hand.

END OF THE GAME

The player who gets his **13th crown** wins the game immediately.







ACTIONS ACTIONS

ENFORCE THE LAW

To enforce the law and **get a reward**, you need to **perform the action** as indicated on the sitting king's card.

Action

Reward





In this example, you need to reveal 1 blue card and 1 orange card from your hand to earn 1 Crown and 1 Guard.





In this example, you need to discard 1 Crest to steal 1 Crown from the opponent of your choosing.

When it's your turn to play, you can enforce the sitting king's law **as many times as you wan**t,as long as the conditions are met (see page 6)

CHANGE THE KING

To change the king, you need to play a card from your hand, to cover the sitting king. (You're creating a King cards pile by doing so) Once you replaced the king, you can enforce the new law





The former sitting King (orange card) is replaced by a new sitting King (green card).

COMPLETE YOUR HAND

When you complete your hand, you do not earn any Crowns or tokens, only new cards that will help you during the game.

To complete you hand, you can discard as many cards as you want (even 0) **then** draw as many cards as needed to have **6 cards in hand**.





The player decides to keep his blue king.

He completes his hand until having 6 cards

<u>Note</u>: If the drawing pile is empty, shuffle the discard pile and the King cards pile (except the sitting King which stays atop of the pile) and create a new deck. If the sitting King is a card with a see-through, keep the card underneath the king too, so that you can still see the reward through the King card.

SEE-TROUGH CARDS

Amongst King cards, 4 of them have a see-through cutout, where the reward is supposed to be. Once this king is sitting, the new law is rewarded with the same loot than the former one.



ACTION ICONS

The following actions require you to show cards from your hand to your opponents.

<u>Note</u>: Once you showed the cards, place them back in your hand.

If you enforce the law several times **in the same turn**,

vou have to show different cards each time



Reveal 2 cards: 1 blue and 1 purple.



Reveal 1 card of the colour orally chosen by the player as he played the card. The chosen colour is the same for all other players.



Reveal 2 cards of the same colour.

The following actions (with the @icon) require you to discard cards, crowns or tokens



Discard 2 orange cards.

Discarded cards are placed face down together, on a discard pile.



Discard 1 crest token.

This token is placed back in the reserve.

The following actions can only be performed once per turn.



You have to be the player with **the most** green cards in hand, and reveal them..

If another player has the same number or more green cards as you do, he must say so and reveal them. If so, no one gets the reward.



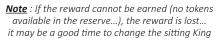
You have to be the player with the least Crown tokens.



Your hand has to be exactly 4 cards.

REWARDS ICONS

The following rewards are earned when the enforced law's conditions are met.





Get **1 Crown** from the reserve.



Get 4 Crowns from the reserve.



Get **1 Guard** and **1 Cres**t of any colour of your choice from the reserve.

<u>Attention</u>: Un joueur ne peut pas posséder plus de 2 Pions (cf. Page 8).

If a law has the coicon, the reward is not taken from the reserve but stolen from any other player.

<u>Note</u>: If you can steal more than one card/token/crown, you are free to steal from more than one player to get your reward.



Steal 2 cards

When stealing a card, you draw it randomly from a player's hand.



Steal 1 Crown.

SPECIAL CARDS

- ► A special card can be played to become the new sitting King and change the law.
- While a law is being enforced and you have to show or discard cards, you can discard one special card to replace one missing card, of any colour.





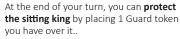
GUARD AND CREST TOKENS

You cannot possess more than 2 tokens.

<u>Note</u>: If you wish to obtain a new token, you need to discard one of the two you already have.



- GUARD TOKEN -



 $\underline{\textit{Note}}$: There can only be 1 guard at the same time on the King.

Any player wishing to replace the King while he's being protected needs to discard the Guard by giving you 1 card from his hand.

<u>Note</u>: If you protected the King and want to change it, you can just discard the Guard for free.

-CREST TOKEN-

While a law is being enforced and you have to show or discard cards, you can discard 1 crest token you own to replace **1 card of a similar colour.**







To enforce the law and get 4 Crowns, the player shows 3 blue cards and discard a blue Crest token

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