



Watch the rules video!

FOR A CROWN

At war for as long as they can remember, your families have decided it's high time to form a single kingdom. But who will wear the first crown? Competition will be tough, are you ready to do what it takes to gain the throne?

Over four rounds, recruit Mercenaries, send Masked Bandits to your rivals, increase your influence, or cast a bit of magic to make your opponents lose Rubies and ensure you're crowned at the end of this battle royale!

CONTENTS



Mercenary cards
×55



Event cards
×7



Card sleeves*
×32



Chests
×7



Board
×1



Recruitment cost tiles
×6



Portrait pawns
×5



Heirloom tiles
×5



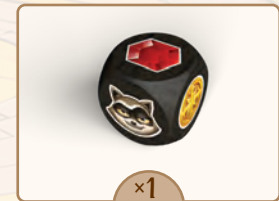
Ruby tokens
×60



Coin tokens
×30



Masked Bandit tokens
×25



Magic die
×1

*We added extra copies of each card sleeve in case of damages.




To accommodate every type of colorblindness, each player component in the game has a corresponding family crest.



SETUP

FOR EACH PLAYER

- 1 Choose a **family** , take the corresponding **chest** and **5 card sleeves**, and place them in front of you.
- 2 Take your family's **Heirloom** and **10 Rubies**, and place them in your chest. During the game, keep what is in your chest secret.

FOR ALL PLAYERS (IN THE CENTER OF THE TABLE)

- 3 Place the token organizer chest (containing the **reserve** of Masked Bandits, Coins, and Rubies).
- 4 Place the **board** and slide the **1, 3, and 5 Recruitment cost tiles** in the inlaid track. Set the **0 Recruitment cost tiles** nearby.
- 5 Form the **Royal Square** above the board:
 - ◆ Sort the **Mercenary cards** into 5 decks according to their level (**1**, **2**, **3**, **4** and **5**).
 - ◆ **Level 1:** Sort the cards according to their effects and make 3 stacks, faceup, above .
 - ◆ **Levels 2, 3, 4 and 5:** Shuffle each deck separately, then place them, facedown, above , ,  and  respectively. Then reveal 2 cards from each deck and place them under it.
- 6 Take the **2 Starting Event cards**  and make a **shared deck**, facedown.
- 7 Shuffle the other **Event cards** and make a **stack**, facedown.

During your first game, place the 7 Event cards in neutral card sleeves (without a family crest on the front) and keep them like this for your future games.





8 Take all the **Portrait pawns** for families in play and place them randomly in the **Gallery**. Start with the ★ space, then place the others on spaces directly to the left.



INFLUENCE
The Gallery represents each player's influence. Whichever Portrait is the further right is the most influential player; while whichever Portrait is the furthest left is the least influential player.

9 Consult the table below: Depending on your influence, take **Coins** from the reserve and put them in your chest.

Most influential	Least influential	All others
3 ×	5 ×	4 ×

10 Finally, place the **magic die** near the reserve.

Example:
You are Countess Rabbit. Your Portrait is the furthest right in the Gallery, so you are the most influential and start the game with 3 Coins.

GAMEPLAY OVERVIEW

The game plays over **4 rounds**, each with **3 phases: Recruit, Reveal** and **End of the Round**.

After 4 rounds, the player with **the most Rubies** in their chest wins the game.

1. Recruit

In order of influence, meaning from most influential to least influential, recruit a Mercenary from the Royal Square following these steps:

- 1 Choose a Mercenary **in a column with a recruitment cost**. You may either take a faceup card, or the top card of a deck, facedown.
- 2 Pay, to the reserve, the recruitment cost of your chosen Mercenary **in Coins** (and/or Rubies) from your chest. You may always pay **1 Ruby instead of 1 Coin**.
- 3 Then place the Mercenary you just recruited in one of your card sleeves; it will now bear your family crest. Place it, facedown, on the shared deck.
If you chose the top card of a deck, look at it secretly, before placing it in one of your card sleeves and placing it on the shared deck.

When **all players** have recruited a Mercenary, refill the Royal Square. If a deck is empty and there aren't enough cards to refill a column, leave these spaces empty.

IMPORTANT: COMPLETE THIS PHASE TWICE DURING THE FIRST ROUND!

Example:

- 1 *During the first round, you choose to recruit a Mercenary who costs 5 Coins.*



- 2 *Since you don't have 5 Coins, you pay for this Mercenary with 3 Coins and 2 Rubies, which you return to the reserve.*



- 3 *You place the recruited Mercenary card in one of your card sleeves, then you place it facedown on the shared deck.*





2. Reveal


Shuffle the shared deck, then reveal the top card and immediately apply its effect. Reveal the next cards, one at a time, applying each effect until the shared deck is empty.


- ◆ **When a Mercenary is revealed**, the player who recruited it must apply its effect.
- ◆ **When an Event is revealed**, all players affected by the Event must apply its effect.


Mercenary and Magic Die Effects


 **Gain 1 Ruby** from the reserve and place it in your chest.

 Choose another player. They **take 1 Masked Bandit** from the reserve and place it in front of them.

 Choose another player. They **lose 1 Ruby** from their chest and return it to the reserve.

 Roll the **magic die** and apply the effect shown.

 **Gain 1 Coin** from the reserve and place it in your chest.

 **Move any Portrait** to the next free space, in either direction (see example below).

Level 1 cards have two effects separated by a “/”. They let you choose which of the effects to apply each round.

Example:

① *Your Mercenary is revealed. They let you move 2 spaces in the Gallery.*

② *For your first move, you move Viscount Penguin's Portrait to the left.*

③ *For your second move, you move your Portrait to the right, becoming more influential.*



Event Effects

Burglary



The player(s) with the most Masked Bandits in front of them lose **2 Rubies** and return them to the reserve. They then return all their Masked Bandits to the reserve.

Bribery



In influence order, each player may pay **as many Coins** (and/or Rubies) as they want to return the same number of their Masked Bandits to the reserve.

Helping (Magic) Hand



The least influential player rolls the magic die and applies the effect shown.

Mercenary Mages



In influence order, each player may pay **1 Coin** (or 1 Ruby) to roll the magic die and immediately apply the effect shown.

Scandal



Depending on the position of their Portrait in the Gallery, each player loses **2, 1, or 0 Rubies**, which they return to the reserve (see example below).

You may always pay a Ruby instead of a Coin, but be careful, because you cannot do the reverse!



Example:

① *The Scandal Event is revealed.*

② *Baron Monkey and Duke Flamingo are in the left zone of the Gallery: They each lose 2 Rubies.*

③ *Viscount Penguin is in the middle zone of the Gallery: He loses 1 Ruby.*

④ *Marquise Croc and you are in the right zone of the Gallery: You don't lose anything!*



Number of Rubies you lose

Heirloom

If you don't have any Rubies in your chest and you must return one or more to the reserve, two situations are possible:

YOU STILL HAVE YOUR HEIRLOOM

Announce to your opponents that **you are selling your Heirloom** and place it in front of you as a reminder (you can never get it back).

Take 10 Rubies from the reserve and place them in your chest. Continue playing normally and pay the required Rubies.

YOU ALREADY SOLD YOUR HEIRLOOM

You are out of play for the rest of the game. Announce it to your opponents, remove your Portrait from the Gallery, and return any Masked Bandits in front of you to the reserve.

Your opponents finish the current round, then the game ends. If cards from your family are revealed, ignore them.



Example:

① *You must pay 1 Ruby, but you don't have any in your chest.*



② *You then announce that you are selling your Heirloom and put 10 Rubies in your chest.*



③ *You pay the required Ruby, and continue the game with 9 Rubies in your chest.*



3. End of the Round

To prepare the next round, follow these 3 steps:

- ◆ Start a new shared deck by flipping over, facedown, all cards played during the round.
- ◆ Draw a **new Event card** and place it, without revealing it, on top of the new shared deck.
- ◆ Slide a **0 Recruitment cost tile** into the inlaid track on the board to shift the other tiles to the right, so that the recruitment costs change and new Mercenaries become available.

At the end of the 4th round, ignore this phase and continue directly to the end of the game.



END OF THE GAME

The game ends after the 4th round, or sooner if a player is out of play.

Apply the final gains and losses in the following order:

- ◆ The **most influential** player gains 1 Ruby.
- ◆ The player(s) with the **most Coins** gain 1 Ruby.
- ◆ The player(s) with the **most Masked Bandits** in front of them lose 1 Ruby.

Finally, reveal the number of Rubies remaining in your chest; your Heirloom counts as 10 Rubies.

The player with the **most Rubies** wins the game and dons the first crown of the kingdom.

In case of tie, the most influential tied player wins the game.

Example:

- ① At the end of the 1st round, you slide a 0 Recruitment cost tile into the track.



- ② Now you have changed the recruitment costs for the 2nd round.



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