

Kings' Blood™

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In *King's Blood*, you and up to five of your friends will create a royal Genealogy, playing Character cards to add to the family tree, and Event cards to move them around or remove them.

The characters are the ruling families of a fantasy kingdom. There are nine important clans, represented on the cards by the numbers 1 through 9. Each character's life is ruled by one of four great philosophies . . . the love of Money, Art, Romance, or Battle! This is shown by the color of the card, as well as by a symbol. When characters marry, they pick partners who share the same perspective . . . blue cards only marry blue, green only marry green, and so on.

The play of the cards decides who gets married, who is born, and who is assassinated or exiled. The winner is the first player to empty his hand.

Setup

Remove the "King's Blood" card, reference cards, and blank cards from the deck, then shuffle the other 82 cards together into a single draw pile. Deal seven cards to each player. Draw one card and place it face up to start the Genealogy.

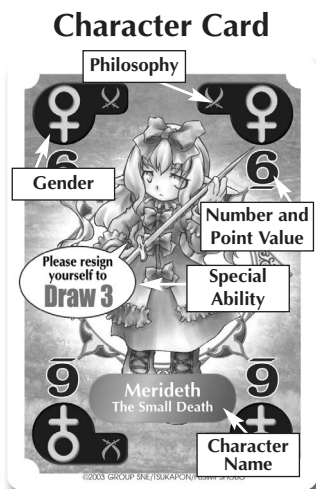
The Genealogy must start with a character card. Return any Event cards drawn when selecting this first card to the draw pile and reshuffle. Ignore any special effect (e.g., "Draw 3") on the card that starts the Genealogy.

If you cannot or do not wish to play either a Character card or an Event Card, you must draw one card. If the card you draw can be played on an Active card, you may do so. Otherwise you must put the card in your hand and end your turn.

Marriage

A Marriage occurs when two cards with the same color and different genders are placed next to each other. The player arranging the Marriage draws the top card from the draw deck. If you are keeping score (see next page), resolve the Marriage even if you played your last card to arrange it, because the Marriage may change the score.

If the card drawn is an Event card, the player arranging the Marriage *must* play it on any Active card. (This Event card may result in another Marriage.) If the card drawn is a Character card, it becomes a child; play it overlapping the bottom of each of the parent cards.

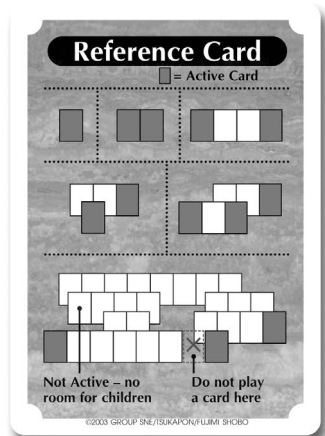


Sarah places Petchu next to Evenstar, then draws one card.

Active Cards

A card in the Genealogy is *Active* if there is space to place another Character card on either side of it, no cards are played on top of it, and it has space below it to place a child. A Character card cannot be placed *between* two existing cards such that it is touching both of them, so a card with only one space between it and its neighbor is not Active.

Only Active cards can be targeted by normal plays or Event cards.



OR



If it's a Character, she puts it here.

If it's an Event, she chooses an Active Card to play it on.

Starting and Finishing the Game

The player to the left of the dealer goes first, then turns proceed clockwise.

The first player to empty his hand wins. However, you can only win by playing a Character card. If the only card in your hand is an Event card, you must draw another card on your turn.

When you are down to one card in your hand, you must announce "King's Blood!" before the end of your turn, or before you play your last card. If you fail to make the announcement, you must draw three cards and skip your next turn.

Turn Sequence

On your turn, you must either play a card or draw a card.

If you have a Character card whose color or number matches an Active card, you may play it beside that Active card. If your card is the same color as the Active card it is played to and the opposite gender, then you have arranged a Marriage, and may be able to play more cards (see *Marriage*, below). Some Character cards have special effects that interfere with your opponents (see *Special Cards*, below).

You may play an Event card against any Active card, subject to the restrictions for that type of Event (see *Event Cards*, below).

The player arranging the Marriage may now play an Event or Character card *on the child* if he has one that can be legally played. The new card played to the child may form another Marriage and allow another card to be drawn. You may continue as long as you can form new Marriages.

If the player who arranged the Marriage has more than one card with the *same number* as the new child in his hand, he may play all of them to form triplets, quadruplets, etc. You can play these siblings in any order. All siblings must be played to either the right side or the left side of the initial child; you cannot play to both sides.

If the player does not have any card which can legally be played on the new child, his turn ends.

Running Out of Cards

Any time the draw deck is used up, shuffle the discards and make a new draw pile. If the draw deck is used up and there are no discards, then no player can draw any card for any reason. If a player cannot play any cards and the draw deck is empty, he must pass. If all players pass in sequence, the game ends without a winner.

If the Genealogy ever becomes empty (for example, by Assassinating or Exiling a lone monarch), draw a new character to start a new Genealogy. Discard any Event cards drawn, but reshuffle only if the draw pile is emptied. If there are no Character cards in the discards or draw pile, the game ends without a winner.

Special Abilities

Some cards have special abilities, shown in a speech balloon on the card. If this card is the last card played on your turn, the special ability will affect the next player. You may choose not to form a marriage or not to play to a newborn child so that a special ability will affect your opponent. When triplets (or quadruplets . . .) are born, only the special ability on the last card played will affect an opponent.

The three special abilities are Skip, Reverse, and Draw 3.

Skip

The next player's turn is skipped, and the following player takes his turn.

Reverse

The order of play is reversed. If it was clockwise, play now proceeds counterclockwise.

Draw 3

The next player has to draw three cards and add them to his hand. After that, he takes his turn normally.

Avoiding "Draw 3"

You can avoid the effect of "Draw 3" by playing a Skip, Reverse, or another Draw 3 card to shift the effect to another player. The special card you play must be played to an Active card normally. No Marriages are formed or resolved when using a special card to shift a Draw 3 to another player.

If you play another Draw 3 card, then the next player must draw three *more* cards unless he can avoid the effect.

If you play Reverse or Skip, they take effect first, and the Draw 3 applies to the person whose turn it is now.

This continues until someone is unable to play a card to transfer the effect.



Event Card Effects

There are four types of Event cards: Assassination, Exile, New Connection, and Enthronement. These cards can be played to any Active card.

Assassination

Discard an Active card. If an Enthronement card is attached to the target, discard it, too. After the Assassination is complete, you may play another card from your hand, if desired.

Exile

Remove any Active card from play and give it to any player. That player must add the card to his hand. If an Enthronement card is attached to this card, it also goes into the player's hand.

New Connection

Move any Active card next to any other Active card. When using New Connection, the cards do not need to match colors or numbers. Removing a card may make some previously inactive cards Active again. It is legal to place the removed card next to one of the cards that became active when it was removed – however, you cannot place the card back in the location it came from. If the Active card being moved has an Enthronement or King's Blood card attached, move that card, too.

Special abilities (e.g., "Draw 3") on a card moved by a New Connection are **NOT** triggered. If the moving card forms a Marriage, follow the normal childbirth procedure (under Marriage, above).

Enthronement

This card causes a new king or queen to ascend to the throne. Hereafter, the Genealogy relates to the saga of the new king or queen, while the other characters are considered has-beens and disappear from the Genealogy.

Place the Enthronement card under any Active card (leave the title visible), and discard all other cards in the Genealogy. This Character is now the founding member of the new bloodline. You cannot play Enthronement on a Character card that already has another Enthronement card attached to it.

Remember, the first player to play a Character card as their last card is the winner!



Sarah plays Merideth and tells Daniel to Draw 3!



Instead of drawing, Daniel plays Eleeza and tells Emily to Draw 6! (Draw 3 + Draw 3 = Draw 6)



Instead of drawing, Emily plays Aia, which Skips Sarah. Daniel has no defense, and draws 6 before taking his normal turn.

Retribution!



Advanced Rules

At the beginning of the game, set the King's Blood card aside. When a player plays an Enthronement card, that player receives the King's Blood card and adds it to his hand, even if it is in another player's hand or part of the Genealogy. You may leave the King's Blood card face up in front of you so everyone can see it.

Place this card under any Active card so that the title is showing. Then you may play another card from your hand. Any Character may be played next to the King's Blood Character – the color or number do not have to match. This always forms a Marriage, even if these two characters have different colors or their genders are the same.

If an Assassination card is played against a Character with the King's Blood card, the King's Blood card is set aside. If Exile is played against a Character with King's Blood, the King's Blood card also goes with the Exiled Character.

If the King's Blood card is the only card in your hand and someone else plays an Enthronement card, the King's Blood card will move to his hand, leaving you with no cards. You win the game!

Scoring

You can play a series of games and keep score. Choose one of these two options for scoring.

- Score points for the value of cards in all your opponents' hands when you win. Then add five points for each generation in the Genealogy *if* there is an Enthronement card present. Play to 100-300 points, depending on the number of players and desired game length.
- Score points for the value of cards in your hand when someone else wins. If you win and there is an Enthronement card in play, subtract five points from your score for each generation in the Genealogy. When someone reaches 100 points, the person with the lowest score wins.