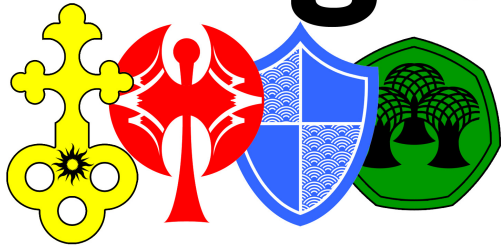


King's



Keys

Kingdom Four

3-4 Players

A Collection Game of Sets

www.JankenDeck.com/Kings

Story:

The King and Queen are eager to see special card combinations and will reward anyone who makes a great presentation. This game is inspired by games played with the Japanese Hanafuda deck.

The Object:

Match cards to collect them, then build card combinations to earn points.

The Deck:

Remove the Jokers and Kingdom cards and shuffle the deck well.

The Deal:

4 player game: Deal 7 cards to each player, then deal 8 cards face up on the table as “the Field”.

3 player game: Deal 9 cards to each player, then deal 10 cards face up on the table as “the Field”.

Place the remaining cards in a stack face down on the table for a draw pile.

The Play:

Play begins with the player to the left of the dealer and continues clockwise around the table.

During the game you match pairs of cards that have the same kingdom color and the same item. For example, you can match 1 Yellow Key with 4 Yellow Keys, or 2 Blue Coins with 3 Blue Coins.

When it is your turn, play one card from your hand face up in the Field. If your card matches a card in the Field you can collect both cards for yourself. If your card does not match a card in the Field, leave your card in the Field.

Next, draw a card from the draw pile and play it face up in the Field. If that card matches a card in the Field you can collect both cards for yourself. If the card does not match a card in the Field, leave the card in the Field. After that, your turn is over.

Put any cards collected face up in front of you so that you and the other players can see what you have collected so far.

Kingdom Four

3-4 Players

A Collection Game of Sets

If three cards in the field match with the same color and item, put them together in a group. Whoever plays the fourth matching card can collect all four. If four cards in the field match, the hand is forfeit. Collect all the cards to shuffle and deal with the same dealer again.

The hand ends when the last player is out of cards. Be sure to remember to play both from your hand and the draw pile each turn! Otherwise there will be cards left over in the field at the end.

There are different card combinations that earn points when collected.

Kingdom Four is a four of a kind in the same kingdom color. In other words, four cards with the same number and the same color.

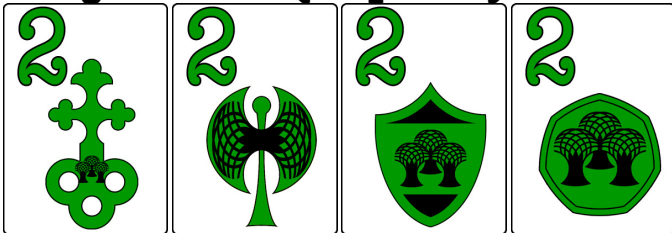
Kingdom Three is a three of a kind in the same kingdom color.

4 card Queen's Straight is a sequence of 1, 2, 3, and 4 in the same kingdom color but all different items.

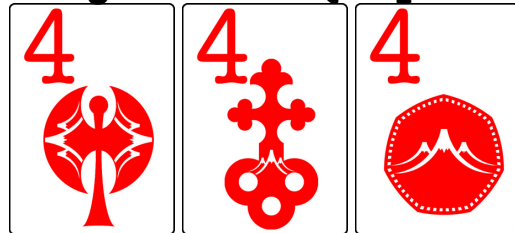
3 card Queen's Straight is a sequence of 1-2-3 or 2-3-4 in the same kingdom color but all different items.

A Joker set is a collection of cards with the same item in any color that add to 12 or more.

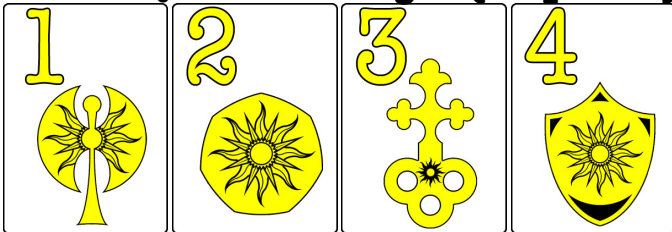
Kingdom Four (15 points)



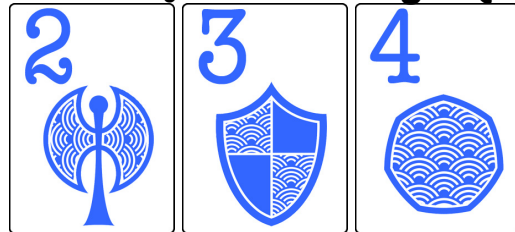
Kingdom Three (10 points)



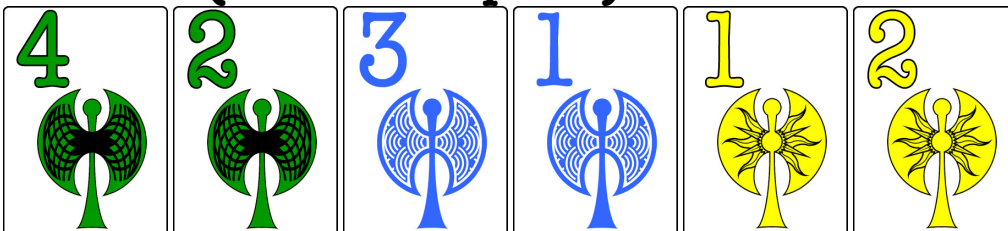
4 card Queen's Straight (10 points)



3 card Queen's Straight (5 pts)



Joker Set (13 axes for 2 points)





King's Keys

Kingdom Four

3-4 Players

www.JankenDeck.com/Kings

A Collection Game of Sets

Scoring:

Each player arranges their cards into Kingdom Fours and Kingdom Threes to present to the King.

The King rewards points for Kingdom sets.

15 points for each Kingdom Four

10 points for each Kingdom Three

Next each player arranges their cards into Queen's Straights to present to the Queen.

Note: A card used in one straight can not be used in a different straight for the same hand. It is up to the player to arrange their cards into the best scoring hand.

The Queen rewards points for each straight.

10 points for each 4 card Queen's Straight.

5 points for each 3 card Queen's Straight.

Next each player sorts their cards into groups of matching items for the Joker.

The Joker rewards points for each Joker Set that adds up to 12 or more.

1 point for a set of 12 matching items

1 point for each additional item in a set

After tallying scores, the player to the left of the dealer becomes the dealer for the next hand.

The End:

Continue playing until each player has been the dealer 3 times.

The player with the highest score is declared the winner.

Optional Wild Cards:

You may play with optional Wild cards: the Kingdom Cards and the Jokers. If you do, deal one extra card per player and there may be unmatched cards at the end of the hand.

The Kingdom Cards can match any card with the same color. When making sets, Kingdom cards can represent a card with any item or number with the same color.

Jokers can match any card with the same item held by the Joker (the Joker's color is ignored). When making sets, Jokers can represent a card with any number or color with the same item.

Wild cards can represent different cards for different scoring categories (Kingdom sets, Straights and Joker Sets) but only one card at a time in each category.