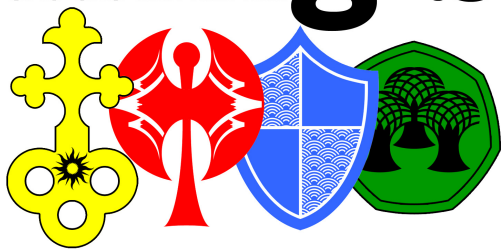


King's Keys



Criss Cross

2-4 Players

**Line Up Matching Cards
to Earn Points!**

www.JankenDeck.com/Kings

Story:

It's Tic-Tac-Toe with a bigger play field, scoring points and more strategy.

The Object:

Build up your score by completing 3 or 4 cards in a row with matching Items or Numbers. Get four cards in a row with your color to end the round.

The Deck:

Remove the Jokers and Kingdom cards, then sort the deck by color. Each player chooses one color to play and begins with all 16 cards of that color. You will also need a pencil and paper to keep score.

The Deal:

Everyone starts by mixing their cards and putting them face down in their own draw pile. Everyone draws the top four cards from their deck to start with. Choose a player at random to go first (See the last page for drawing a high card to choose a player at random).

The Play Field:

This game is played on a 4 by 4 Tic-Tac-Toe style grid. The edges of the grid are determined as cards are played. You can play a card anywhere on the table as long as there is not space for more than two cards between your card and any other card that has already been played.

A		
		B

In the illustration above, A and B are the first two cards played. The full 4 by 4 grid is not determined until more cards are played.

A			
		B	

	A		
			B

A			
		B	

Any space in these possible grids are available for the next player



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The Play:

Players take turns playing one card from their hand face up onto the play field, then drawing a new card from their draw pile to end their turn.

You can play a card in any empty space around the play field as long as all of the cards can fit into a 4 by 4 grid.

You can play a card on top of another card that is already on the play field but only if the numbers for both cards are the same.

You can not play a card on top of the last card played.

Earning Points:

You earn points when the card you play makes three in a row (vertically, horizontally, or diagonally) with other cards in the grid.

Sometimes you will earn multiple points by getting three in a row in more than one direction.

Write down your points after each turn so you can add them up at the end of the game.

Earn one point for completing three cards in a row with the same number or the same item.

Earn two points for completing four cards in a row with the same number or the same item.

The game ends if you can get four cards in a row with your color. You earn three points for completing four in a row with your color plus any extra points if you completed an additional three or four in a row with numbers or items in that turn.

The End:

The game ends when any player can complete four cards in a row in their color OR when all players have run out of cards.

Add up the points for each player.

The player who earned the highest score wins!

Variations:

Joker Bonus: Before the game begins, each player chooses a Joker at random. Each joker is holding an item and will give you extra points any time someone completes three in a row with that item.

You earn one extra point when any player (including yourself) completes three in a row with your item.

You earn two extra points when any player (including yourself) completes four in a row with your item.

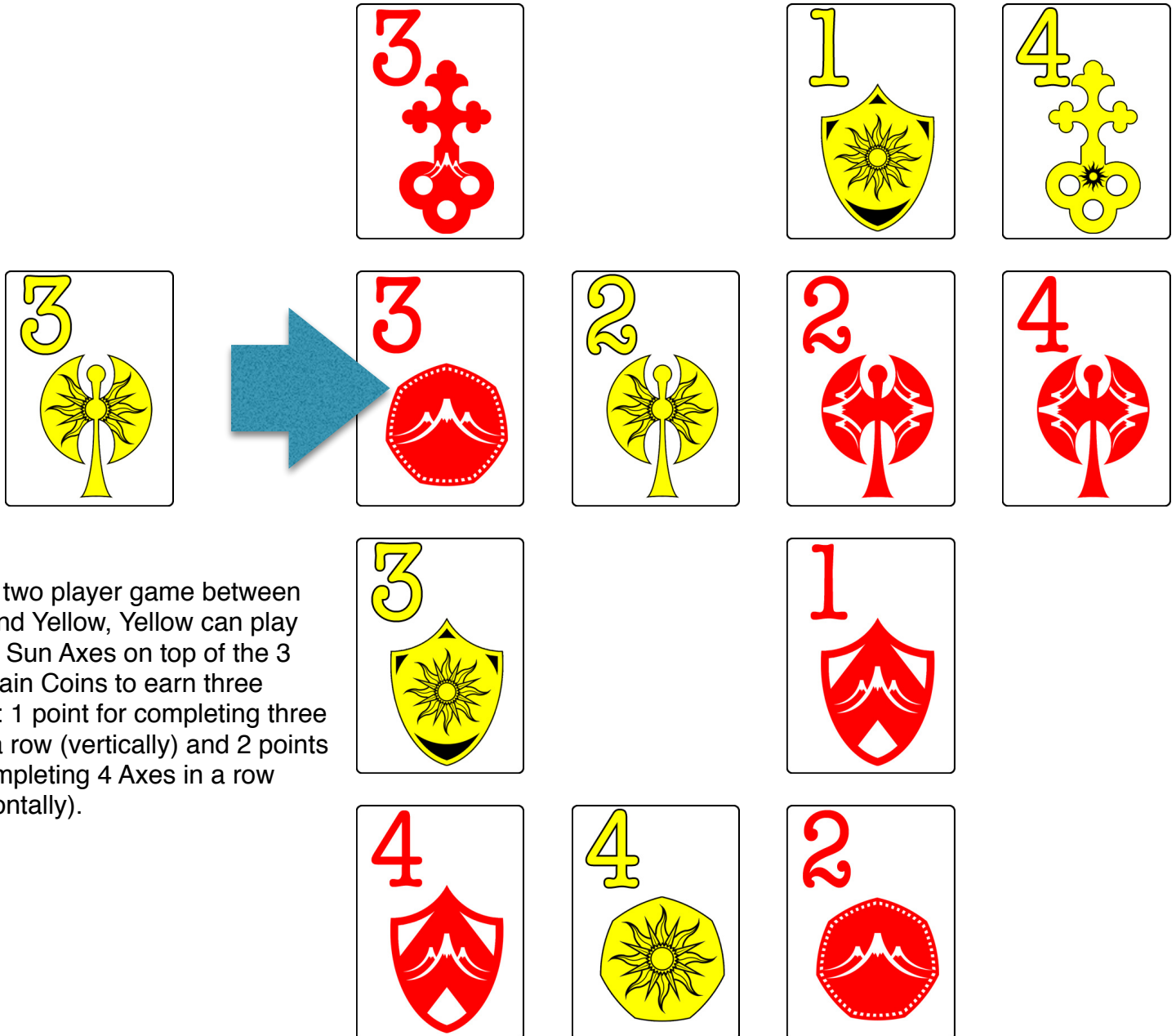
Strict Scoring: You no longer earn points for getting 3 or 4 matching numbers in a row, only with matching items or 4 in a row with your color.

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In this two player game between Red and Yellow, Yellow can play their 3 Sun Axes on top of the 3 Mountain Coins to earn three points: 1 point for completing three 3s in a row (vertically) and 2 points for completing 4 Axes in a row (horizontally).



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Choosing a Player at Random

To choose who gets to play first in any game, have each player choose a card from the deck at random and the player with the high card goes first.

The “High Card” is the one with the highest number. (4s are high, 1s are low)

If there is more than one card with the same high number, the card with the highest value item is the High Card. Keys are highest in value, followed by Axes, Shields, and Coins are the lowest in value.

If there is more than one card with the same high numbers and items, then look at the kingdom colors. Yellow Sun is highest, followed by Red Mountains, Green Forest, and Blue Ocean is lowest. To remember you can look at the landscape on the back of each card to see the order of kingdoms from top to bottom.

Using this system, the highest card in the deck is 4 Sun Keys, and the lowest is 1 Ocean Coin. The lowest ranking 4 (4 Ocean Coins) is still higher than any 3 card. 3 Axes in any color is higher than 3 Shields in any color. 2 Mountain Coins is just one card higher than 2 Forest Coins.

Order of importance:	Number	Item	Color/ Kingdom
Highest Value	4	Key	Yellow/ Sun
	3	Axe	Red/ Mountain
	2	Shield	Green/ Forest
Lowest Value	1	Coin	Blue/ Ocean

