

# King's



# Keys

## King's Keys the Game

4 Players

**Use any resources you can find to  
fortify your Kingdom!**

[www.JankenDeck.com/Kings](http://www.JankenDeck.com/Kings)

### **Story:**

You are responsible for protecting your kingdom but first you must collect your Kingdom's resources. You don't need to find all of your items as long as you can get enough of one type. Now go forth and fortify your Kingdom to make it INVINCIBLE!

### **The Object:**

You can win this game in one of four ways:

Unbeatable Army: Collect ten soldiers (Axes) to fight for your kingdom.

Impenetrable Fortress: Collect and position ten guards (Shields) to protect your kingdom.

Unending Wealth: Collect all ten of your kingdom's Coins to make your economy financially secure.

Unbreakable Vault: Collect all ten of your kingdom's Keys to protect your supplies.

### **The Deck:**

Separate the Jokers and Kingdom Cards. The Jokers are optional for advanced variations (See page 6). Either let each player choose their kingdom OR deal the Kingdom cards to each player randomly.

### **The Layout:**

Each player keeps this card face up in front of them to show their Kingdom Colors.

Each player has a Vault and a Dungeon. Since you can only hold four cards in your hand between turns, the vault and dungeon are spaces to keep extra cards.

The Vault is the space to the Right of each player's Kingdom card and is where you put your extra Coins and Keys at the end of your turn.

The Dungeon is to the Left of each player's Kingdom card and is where you put your extra Axes and Shields at the end of your turn.

Cards are never discarded, but are sometimes shuffled back into the deck after use.

### **The Deal:**

Deal four cards to each player.



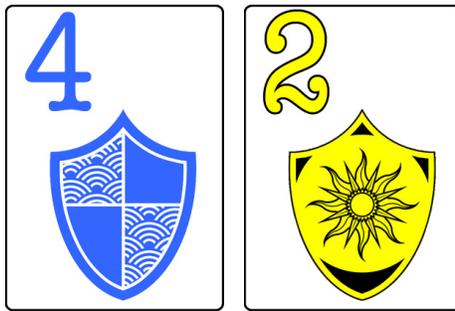
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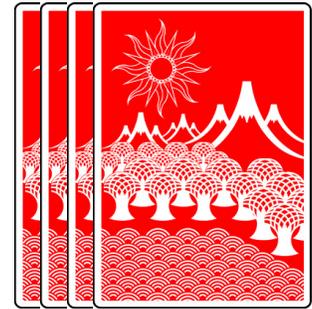
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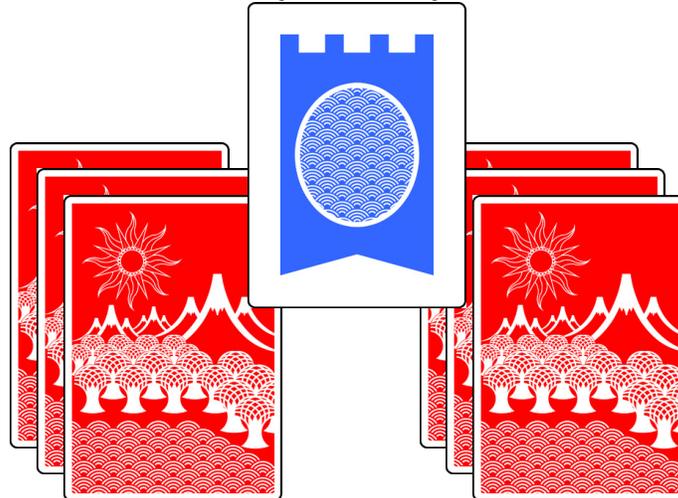
**Your Guards.** Four are from your kingdom, two are from the Sun Kingdom and have been paid with 2 sun coins. You can win by placing four more guards.



You can hold only four cards in your Hand. Others can steal your cards if you don't have enough guards!



**Your Kingdom  
(Ocean)**



On your Left is your Dungeon. Store extra Shields and Axes here. Other players can break them out with Soldiers (Axes)

On your Right is your Vault. Store extra Coins and Keys here. Other players can break in with Keys that are the same color as your Kingdom



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## **The Play:**

Each turn has these three steps:

1. Draw one card from the draw pile.
2. Make one play.
3. If you have more than four cards at the end of your turn, choose four to hold. Put the remaining Coins or Keys in your Vault and put Axes and Shields into your Dungeon. Then your turn is over.

After your turn is over you may not rearrange the cards in your Hand, Vault, or Dungeon until your next turn.

These are the possible plays that you can make during your turn. You can only do one.

Choose to do nothing.

Play a Shield card to place a Guard.

Play an Axe card to steal cards from another player's Dungeon.

Play an Axe card to steal cards from another player's Hand.

Play a Key card to steal cards from another player's Vault.

If you hold a combination of cards to win or eliminate a player, you may do so before you end your turn.

**To place a Guard:** The Shield cards in the color of your kingdom are your loyal Guards. Lay down any Shield card with the same color as your kingdom face up in front of you for protection.

Shield cards that are Guards from other Kingdoms will work for you if you pay them with the right money. You must pay an equal amount or more of Coins in the same color as the Shields. (You can pay for 3 Sun Shields with 3 Sun Coins, 4 Sun Coins, or a combination of 1 and 2 Sun Coins.) After Guards are paid for the coins are shuffled back into the Draw Pile.

You can only place one Shield card per turn.

Once placed, guards will stay in place for the rest of the game. These Guards protect the cards in your hand (but not your Vault or Dungeon). When you have 10 or more Guards in place you win the game.

Note: If you get a Shield card by stealing it from another player, you may not place it until a later turn.

**To steal cards from a Dungeon:** The Axe cards in the color of your kingdom are your loyal Soldiers. Play your Soldiers to break out the Soldiers and Guards held in other player's Dungeons. You may take a number of cards equal to the number on your Axe card. If the player has more than that many cards, they may spread the cards apart face down for you to choose. If the player has fewer cards than the number of Axes, you can only take the number of cards available.

Axe cards that are Soldiers from other Kingdoms will work for you if you pay them with the right money. But Soldiers will never betray their own Kingdom. If you pay soldiers they can only attack different Kingdoms.



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## **The Play (continued):**

You must pay an equal amount or more of Coins in the same color as the Axes. (You can pay for 3 Sun Axes with 3 Sun Coins, 4 Sun Coins, or a combination of 1 and 2 Sun Coins.) After Soldiers are paid for the coins are shuffled back into the Draw Pile. You can only play one Axe card per turn.

After you break into a Dungeon, the Axe card you used is left behind in the Dungeon face up. If the card is still there when that player begins their turn, it will belong to them.

Remember: Soldiers can break into Dungeons to free prisoners but can not break into Vaults.

**To steal cards from a player's Hand:** Use one Axe card to steal cards out of someone's Hand. The rules are the same as breaking into a dungeon except that a player's hand is guarded by the Shield cards they have in place. If a player does not have any Guards (Shields) in place, you may take as many cards as the number on your Axe card. If they do have Guards in place, you must have a higher number of Axes than their highest Shield card in position. Take as many cards as you have Axes on your card and then leave your Axe card behind in their hand. You can only play one Axe card per turn. If a player has any card with 4 Shields in place to guard their Kingdom, Soldiers will not be able to steal from a player's hand.

Again, you can pay Soldiers from different Kingdoms to work for you, but they will not steal from their own Kingdom.

If a player catches you trying to steal from their hand or dungeon using their own soldiers, that player can keep the soldiers AND the coins you used to pay them!

**To steal cards from a player's Vault:** To open a Vault, you must have matching Keys. In other words the color of the Keys must match the color of the Kingdom that you are stealing from. Place the Key card face up in their vault and take an equal number of cards out. If they have more cards than the number of Keys you have, spread the cards face down and pick cards at random. If they have fewer cards than your number of keys, take all of the cards. Always leave the Keys behind when you're done. Keys have no loyalty and can not be paid to change color. You can only play one Key card per turn.

**Note:** When someone steals from your Vault or Dungeon, the cards (Soldiers or Keys) they used to break in remain on the table face up in that Vault or Dungeon. That means, if someone else steals from you before your next turn they may take those cards for themselves or choose to leave them behind. You are not allowed to move or rearrange your cards until it is your turn again. When your turn begins, all of the cards left behind belong to you.



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When someone takes your cards, politely spread or fan them out so they can pick at random. You are not allowed to rearrange or try to hide any cards. Remember, it is up to you to make sure they are taking the correct cards, Keys can only take Coins and Keys from the Vault, Soldiers can only take Axes and Shields from the Dungeon, and Soldiers can only take from your hand if they have a higher number Axe card than your highest Shield card you have in place as Guards.

Soldiers from your own Kingdom can not steal from you. If someone tries to use your own soldiers to steal from you, you get to keep those soldiers AND the coins they paid them!

## **Eliminating a player:**

Eliminate another player by hoarding all of one type of their resources to destabilize their Kingdom.

After you make your play, if you hold all four cards of one Kingdom's Keys, Axes, Shields or Coins you may show them to eliminate that player from the game. All of the cards they hold in their Hand, Vault and Dungeon plus the cards you used to eliminate them are shuffled back into the draw pile.

You may only eliminate one player per turn. If at the end of your turn you hold enough cards to eliminate more than one player, you may only choose one to eliminate and wait until your next turn to eliminate another (if you still hold those cards).

Continue with the remaining players until someone wins.

## **The End:**

When a player is able to complete any winning condition during their turn they may show their cards to win the game. To win you must do one of the following:

**Show** all four Axe cards in the color of your kingdom,

**Show** a total of ten or more Axes. Either all four Axe cards from your own kingdom or a combination of Soldiers from other kingdoms that are combined with at least an equal number of coins from their own kingdom.

**Have** a total of 10 guards in place in front of your kingdom. Either guards from your own kingdom or paid guards from other kingdoms.

**Show** all four Key cards from your own kingdom, or

**Show** all four Coin cards from your own kingdom.

**Eliminate** a player to be the last Kingdom standing.

The winner claims to have an Invincible Kingdom.

If you run out of cards in the draw pile and still have not declared a winner, either keep playing without drawing until somebody does win or call a truce and nobody is a victor.



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## **Joker Variations:**

Shuffle all four Jokers into the draw pile for these advanced rules. The Jokers show different colors but are not loyal to any one kingdom except in "Joker Spy". Jokers you are not holding in your hand go into your Dungeon.

**Joker Lock Picker:** If you have the Key Joker, you may use it to take one card from any player's Vault, Dungeon or Hand during your turn. The Key Joker is left behind face up at the scene of the crime when you are done. The Joker will go to the player you stole from on their next turn unless someone else steals him back first!

**Joker Soldier:** Play the Axe Joker on any player to steal the card with the most axes that player holds in their hand. If they do not hold an Axe card in their hand, take the highest Axe card from their Dungeon. If the player has more than one Axe card with the same highest rank, they must offer you a choice to pick one at random. If they do not have any Axe cards at all you do not get to take any cards. The Axe Joker is left behind face up at the scene of the crime when you are done. The Joker will go to the player you stole from on their next turn unless someone else steals him back first!

**Joker Guard:** The Shield Joker can sneak past any guards as if he belongs there. Use him to steal any one card from a player's hand, Vault or Dungeon. The Shield Joker can also sneak Soldiers past guards to take cards from a player's hand (up to the number of Axes on the card). Afterwards Joker and Soldiers are left with the opponent, any coins used for the Soldiers are shuffled back into the draw pile.

**Joker Banker:** Play the Coin Joker to change one coin card to any kingdom color. This card may then be used to pay any guards or soldiers. You must play the coins in the turn that you change them because they will change back as soon as your turn is over. If the Joker is used to pay Guards, shuffle him back into the Draw Pile when you are done. If the Joker is used to pay Soldiers, shuffle the coins back into the draw pile but the Joker and Axes remain face up with the player that you stole from.

Note: the Coin Joker can not change coins to your kingdom color to let you win with 10 coins. Also the Joker can not change coins to a different Kingdom's color for you to eliminate that player.

**Joker Spy:** Every Joker has a color that matches a kingdom. As your one play for your turn you can choose to call for your joker. If anyone has the Joker in the color that matches your kingdom you may look at all of the other cards in the hand of the person holding it or all of the cards in the Dungeon where he is being kept. You may not take anything but his spying may tell you something important!

**Unending Laughter win scenario:** Gather all four Jokers together to end the conflict with laughter. Everybody wins! But the person who played the four Jokers wins the most.



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## **Buying Back Your Guards:**

I offer this as an optional rule because it was not included with the printed rules that came with the first print of the deck. I think it helps to balance out the game though.

Just make sure that all players agree to this rule before you start the game.

If another kingdom has paid your guards to work for them you can refund their money to take your guards back.

You need to use your own coins and need at least one coin per guard on the card you are taking back.

If they have more than one card with your guards in place you can only take one card per turn.

Take your shield card from their guard position and put your coins in their place. The coins will go to that player when they begin their next turn. Those coins can not be stolen by other players.

Remember that you can not use those guards to win until you have placed them in front of your own kingdom and you can not place them until your next turn.



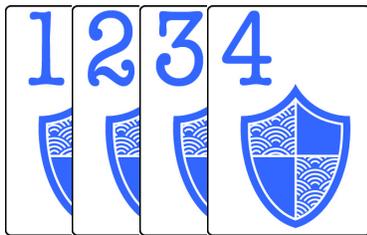
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## Winning Hands (for the Ocean Kingdom)



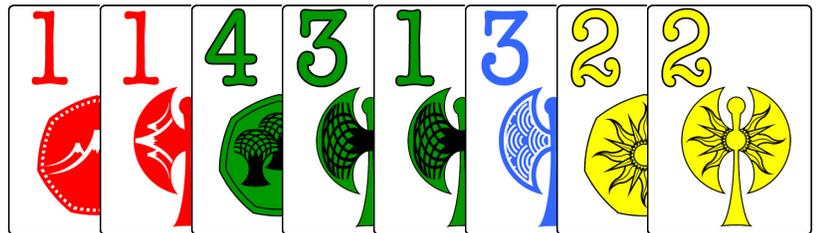
**Your 10 Shields  
in position**



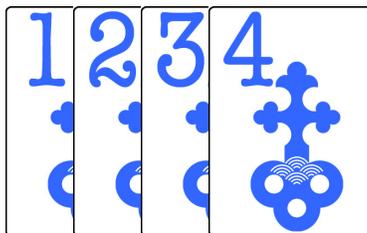
**At Least 10 Guards  
paid and in position**



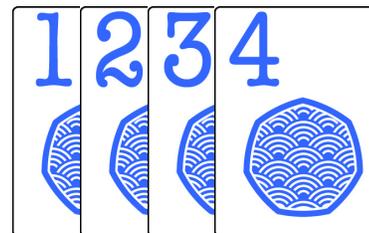
**Your 10 Axes**



**At Least 10 Soldiers  
Yours or Paid**



**Your 10 Keys**



**Your 10 Coins**