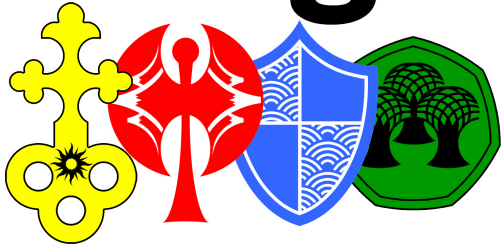


King's Keys



www.JankenDeck.com/Kings

War Games

2-4 Players

**Battle for King and Country,
for Fame and Glory!**

War (2 players):

The Story:

Two armies meet on the battlefield. Soldiers pair off to overtake one another. It might be a long and brutal engagement before either army concedes, but this is War! (See page 3 to battle with three or four armies!)

The Object:

Capture more cards from your opponent than they capture of yours!

The Deck:

Remove the Jokers and Kingdom Cards.

The Deal:

Shuffle the cards then divide the deck equally between both players (32 cards each).

The Play:

Each player holds their cards in a stack, face down.

Both players draw their top card and play them face up on the table at the same time.

The player who played the highest card takes both cards on the table for themselves. (See "Determining the High Card" on the next page)

Players continue playing and taking cards until they run out of cards in their stack (If the deck is divided equally, both players should play their last card at the same time).

The player who has captured the most cards is the winner!



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Determining the High Card:

After playing the cards on the table, compare their numbers. Fours are highest and ones are lowest. The card with the highest number wins.

If the numbers are the same, then compare the items. Keys are the highest item, followed by Axes, Shields and Coins are the lowest. So Keys can take anything, Axes can take Shields and Coins, and Shields can take Coins. Just remember, that only happens when the numbers are the same.

If both the numbers and the items of the cards are the same, there is a face off!

Face Off!:

When both players play cards with the same number AND the same item there is a face off. The first two cards stay on the table and each player plays three cards face down and one more face up.

Compare the new face up cards. The player who played the highest card captures all of the cards on the table!

If the two new cards are also the same number and item, keep dealing three cards face down and one face up until someone wins all the cards on the table.

The End:

Play until both players run out of cards. Count how many cards each player has captured. The player with the highest count wins!

Variations:

Long game:

When you run out of cards in your stack, shuffle your captured cards and recruit them to fight for you! Keep playing until one player runs out of cards completely or until one army concedes victory (You can surrender and give up if you feel you don't have enough cards to win or your armies are too tired to keep going.

If a player runs out of cards during a face off and they do not have any more cards to recruit, all of the cards go to the player who is still holding cards.

Coins buy Keys:

This is King's Keys War with a Rock-Paper-Scissors element. If the numbers are the same, compare the items. Normally Coins are the lowest item but in this version Coins beat one item: Keys. So Keys beat Axes and Shields, Axes beat Shields and Coins, Shields beat Coins and Coins beat Keys.



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Kingdom Armies (2-4 players):

Mix the four Kingdom cards (with the color banners) and let each player choose one at random to determine which army they will play. Each player gets all 16 cards in their kingdom color.

You can choose to mix your cards randomly or to arrange them how you like. After they have been mixed or arranged, place the stack face down on the table. From now on you can only draw from the top of your stack and the cards can not be rearranged again.

All players play one card at the same time face up in the center of the table. The player who played the highest card takes all of the cards on the table.

If there is a tie for the highest card (same number and item) the players with the matching cards have a face off for the cards on the table. The players who played lower cards do not participate in the face off.

When you have run out of cards in your hand, recruit all of the soldiers you have captured to fight for you! Arrange your captured cards and stack them again to continue playing.

When a player runs out of cards they are out of the game.

Keep playing until one player holds all of the cards. If you choose to stop playing before then, the player holding the most cards when you stop is the winner.

Battle Royal (2-4 players):

Follow the rules of Kingdom Armies but now you are the King or Queen who chooses when to send each soldier onto the battlefield!

Mix the four Kingdom cards (with the color banners) and let each player choose one at random to determine which army they will play. Each player gets all 16 cards in their kingdom color.

Hold your 16 cards in your hand and choose which soldier you will send out to battle for each round.

All players play one card at the same time face up in the center of the table. The player who played the highest card takes all of the cards on the table.

If there is a tie for the highest card (same number and item) the players with the matching cards have a face off for the cards on the table. The players who played lower cards do not participate in the face off.

When you have run out of cards in your hand, recruit all of the soldiers you have captured to fight for you! Put your captured cards in your hand and continue playing.

When a player runs out of cards they are out of the game.

Keep playing until one player holds all of the cards. If you choose to stop playing before then, the player holding the most cards when you stop is the winner.

Coins buy Keys Variation:

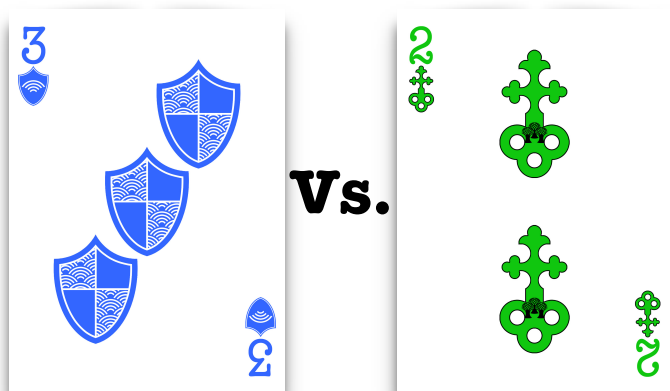
Try these War Games with a Rock-Paper-Scissors element. If the numbers are the same, compare the items. Normally Coins are the lowest item but in this version Coins beat one item: Keys. So Keys beat Axes and Shields, Axes beat Shields and Coins, Shields beat Coins and Coins beat Keys.

War Games

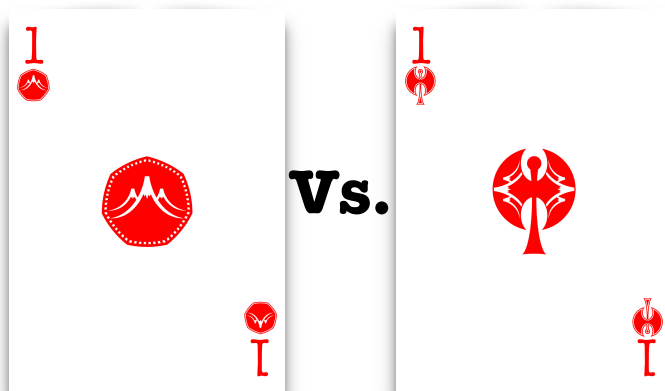
2-4 Players

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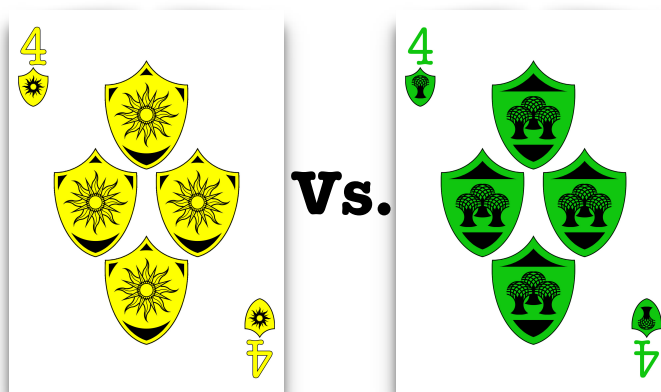
**Battle for King and Country,
for Fame and Glory!**



The highest number always wins. 3 is higher than 2, so 3 Ocean Shields wins this match.



When the numbers are the same, compare the Items. Axes beat Coins, so 1 Mountain Axe wins this match.

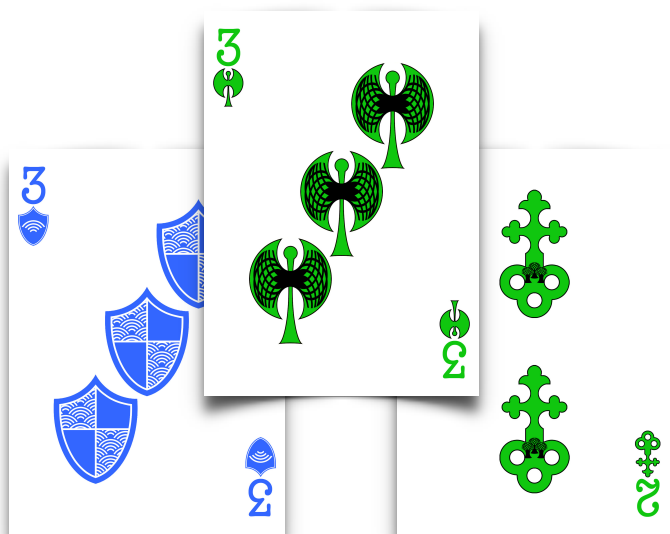


When the numbers and Items are the same it's time for a face off!. Each player deals three cards face down and one face up. The highest of the two face up cards takes all cards on the table! If both players deal equal cards again, keep dealing three face down and one face up until a victor is determined!

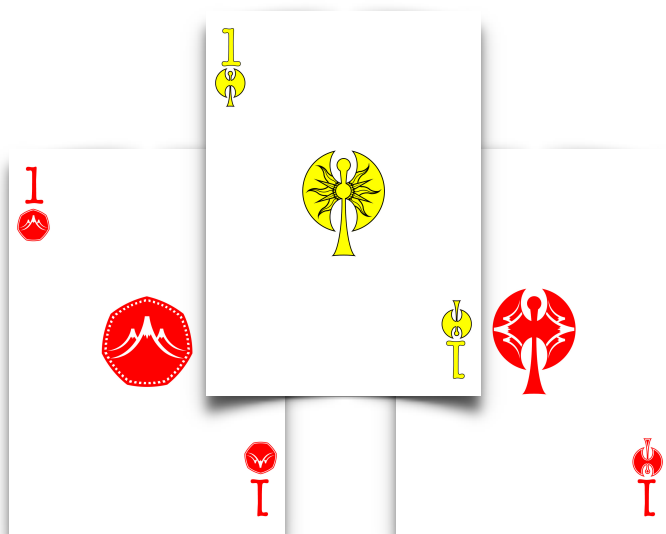
War Games

2-4 Players

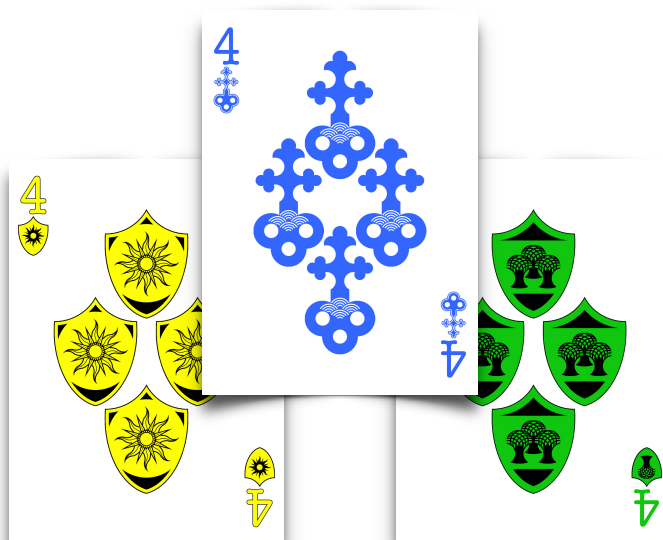
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When you play with more than two players, the highest card of them all wins all the cards on the table. Three Forest Axes wins this round.



Here two players played one axe as the highest card. Those two players face off for all the cards. The one who played One Mountain Coin does not add more cards.



There is no face off if two cards tie but there is a higher card. Here the 4 Ocean Keys wins this match because Keys are higher than Shields.



War Games

2-4 Players

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Order of Importance:

	Most		Least
Highest	4	Key	Yellow Sun
	3	Axe	Red Mountain
	2	Shield	Green Forest
Lowest	1	Coin	Blue Ocean

This is the order of importance for cards in the King's Keys deck.

Numbers are most important, colors are least important.

4s, Keys and Yellow Sun are most valuable, 1s, Coins and Blue Ocean are the least valuable.

In some games, like War, the value of colors is ignored, so cards with the same number and Item have an equal value.