

KINGMAKER

THE RELUCTANT CORONATION

PREMISE

Kingmaker: The Reluctant Coronation is a turn-based card draft game, where your goal is to **not** become king.

You don't want to be king. When you're the king, you have so many responsibilities, and your people hate you, and some people want to assassinate you, and it's just not your thing. Your goal in Kingmaker is to make someone else the king, making them the loser, and making you—the Kingmaker (see what we did there?)—the winner!

OBJECTIVE

As the representative of your kingdom, you bestow gifts upon the other representatives which will make them king if they end up with all five—the ring, the robe, the crown, the throne, and the sceptre. If you give them the last item that makes them king, you win!

CONTENTS

- 45 royal item cards
 - 9 Crowns: 3 red, 3 yellow, 3 blue
 - 9 Rings: 3 red, 3 yellow, 3 blue
 - 9 Robes: 3 red, 3 yellow, 3 blue
 - 9 Sceptres: 3 red, 3 yellow, 3 blue
 - 9 Thrones: 3 red, 3 yellow, 3 blue
- 9 reference cards
 - 2 power reference cards
 - 6 kingdom cards
 - 1 1st player/card direction indicator card

Player Count: 3-5 players

Playtime: 10 minutes per round

Suggested Age Range: 10+

Game Designers: Floyd Pretz & Marcus Ross

Illustrator/Graphic Designer: Cara Heacock

PRINTING DIRECTIONS

- If you wish to **print both sides** of the cards and have access to a printer that prints **double sided**:
 - Print the cards as is. Check your printer's settings and make sure it will flip on horizontal side.
- If you wish to **print both sides** of the cards and have access to a printer that prints only **single sided**:
 - Print odd pages first. Print even pages on the backs of the odd pages (how you do this will depend on how you need to feed the paper into your printer to print on the backs).
- If you wish to **only print the front sides** of the cards to save ink:
 - Print pages 1, 3, 5, 7, & 9 single-sided. Then print 11 & 12 double-sided.

DEFINITIONS

Bestow: to add a card face down at the end of a player's Line of Succession

Court: the face-up cards directly in front of a player that count towards making them king

Gallery: the face-up communal cards within reach of all players

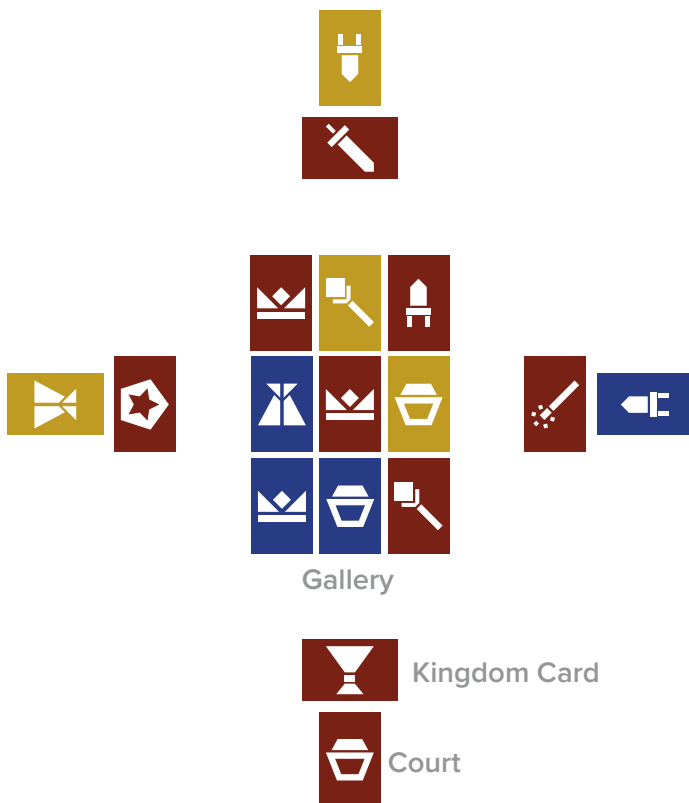
Line of Succession: the face-down ordered line of cards bestowed upon players from their opponents that will become part of their Court

Power: the action when using a royal item in a player's Court, dependent on the type of item

Proclaim: to activate the power of an item in your Court by turning it 90 degrees

SETUP

1. **Give each player a kingdom card.** Use the sides of the kingdom cards marked for your number of players.
2. **Shuffle the deck of royal items.**
3. **Randomly deal a number of cards face-up, within easy reach of all players.** These cards form the Gallery.
 - 3 players: 12 cards in the Gallery
 - 4 players: 9 cards in the Gallery
 - 5 players: 5 cards in the Gallery
4. **Deal one card face-up in front of each player.** This forms the beginning of each player's Court.
5. **Deal the remaining cards out to form each player's hand.**
 - 3 players: 10 cards in each hand
 - 4 players: 8 cards in each hand
 - 5 players: 7 cards in each hand
6. **Whoever is wearing the most purple is the first player.** Give the round marker to the first player, who chooses the side the marker starts on.



GAMEPLAY

Each round consists of four phases:

- Bestow Cards
- Proclaim Powers
- Resolve Lines of Succession
- Pass Hands

1. Bestow Cards

Each player simultaneously chooses a card from their hand and passes it face down to the opponent on their right or left, depending on the direction indicated on the 1st player marker. Players place their card next to the symbol of their own kingdom on the opponent's kingdom card. For example, the representative of the Province of Pentacles would place their card next the pentacle symbol on their opponent's card. This initiates the opponent's Line of Succession.

2. Proclaim Powers

Once each player has passed a card, starting with the 1st player, players may proclaim cards in their Court by turning them 90 degrees and using the card's power. After a card has been activated, its power cannot be used again. Players may proclaim as many unactivated cards in their Court as they would like.

Crown: Call out a specific card (color and type). All players with the card in hand, including the player who used the Crown, must bestow to their own Line of Succession from the acting player. If a player has duplicates of that card, each of those cards must be added to their Line. They then replenish their hand with cards from the Gallery, starting with the player who used the Crown and going clockwise.

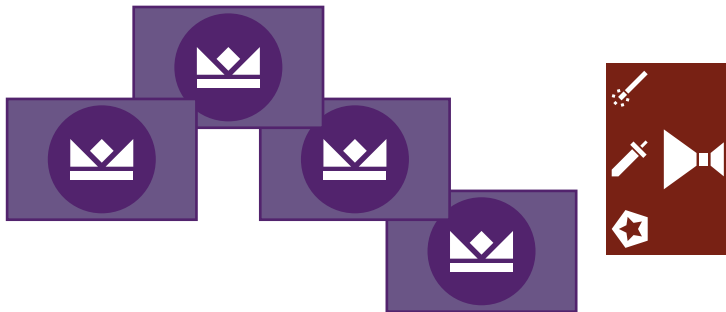
Ring: Recall an unused card from any Court to the Gallery.

Robe: Retarget any card in your Line of Succession to an opponent's Line of Succession as though you bestowed it.

Sceptre: Select a card from the Gallery to bestow to an opponent's Line of Succession.

Throne: Trade any unactivated card in your Court with any card in an opponent's Court. The card cannot be the Throne that was activated. Chosen cards are bestowed between players.

When a power results in adding a card to the end of an opponent's Line of Succession, the card is always placed face down and aligned with the bestower's kingdom symbol. Keeping track of who gave which cards is important because that card may make the opponent king, making the person who bestowed the final card the winner.



The Kingdom of Cups has 1 card bestowed from the Province of Pentacles, 2 cards bestowed from the Sovereignty of Swords, and 1 card bestowed from the Dominion of Wands. The Cups player will resolve their cards starting with the oldest card, i.e. the closest card, i.e. the card bestowed from Pentacles.

3. Resolve Lines of Succession

After each player has had the option to proclaim powers, cards in each Line of Succession are revealed and added to the player's Court, starting with the 1st player. If a player has more than one card in their Line, cards are added to their Court in the order they were bestowed upon the player, oldest to newest.

Once a player's Court contains all five cards—the Crown, Ring, Robe, Sceptre, and Throne—all in the same color, that player becomes king and the game ends immediately. (See Game End)

If no player became king after all Lines of Succession were resolved, gameplay continues.

4. Pass Hands

After all players have resolved their Lines of Succession, if no player has all five items in the same color, each player passes their hand clockwise. The 1st player marker is passed clockwise and flipped to change the bestow direction. A new round begins with the new first player.

GAME END

Once a player adds a card to their Court that completes a single color set of royal artifacts, the game ends. The player who bestowed the final card that made their opponent king is the Kingmaker and wins the game. All players must then bow to their new monarch and say "Congratulations, your majesty. Long may you reign!" Feel free to really rub it in!

By royal decree, the King gets to choose the next game the group plays (within reason).

Tiebreakers

If a round ends and all hands are depleted, no winner is declared, but a king is still appointed. Whoever proclaimed the most powers during the game becomes king. If players are tied, then of those players, whoever has the most cards in their court becomes king. If players are still tied, of those players, whoever has the most cards in a single color becomes king.

