



KINGSTONE (BETA) RULES

TERMS

ROADS - The lines connecting the spaces are **ROADS**.

VILLAGES - The  spaces represent **VILLAGES**. These spaces are placed around the board at key locations.

LOOT - **LOOT** is represented by **LOOT** coins. There are only 50 pieces of **LOOT** in the bank.

THRONE - **THRONS** are spaces marked by .

PROMOTE - Every time your total amount of **LOOT** surpasses a multiple of ten, (10, 20, etc.), you may **PROMOTE** one of your **SERFS** currently occupying a **VILLAGE** into a **KNIGHT**.

PIECES



THE SERF can move up to three spaces a turn, but can only beat other **SERFS** in combat. **SERFS** are special; they are the only piece that can collect **LOOT** from **VILLAGE** spaces



THE KNIGHT can move up to two spaces a turn, but is capable of beating **SERFS** and other **KNIGHTS** in combat.



THE KING can only move one space a turn, but is capable of beating **KNIGHTS**, **SERFS**, and other **KINGS**.

KINGS are the only friendly piece that can end their movement on your **THRONE**.

When playing at home we recommend using coins, with one player being heads and the other tails. Quarters can act as **KINGS**, Nickels can be **KNIGHTS**, and Pennies for **SERFS**. **LOOT** gained by your **SERFS** each turn can be tallied on paper.

GOALS OF THE GAME

There are three ways to claim **VICTORY**:

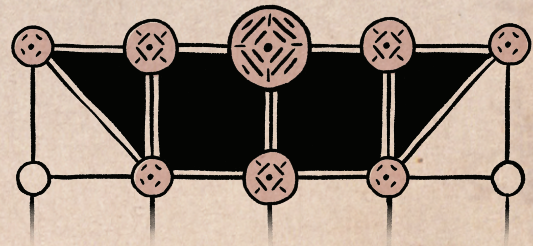
LOOT VICTORY - If you have more **LOOT** than your opponent when the bank runs out, you win the game.

MILITARY VICTORY - If you destroy your opponent's entire force and have at least one friendly piece left in play, you win the game.

SIEGE VICTORY - If any of your pieces move onto the enemy's **THRONE** you instantly win the game.

Ties are decided by whoever has the most **LOOT** at the end of the game.

STARTING SETUP



TURN SEQUENCE

- 1 - Collect one piece of **LOOT** for each **SERF** occupying a **VILLAGE**.
- 2 - Promote a **SERF**, if able
- 3 - Perform one **ACTION**.

ACTIONS

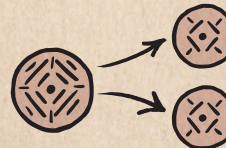
MOVE - You can move one of your pieces along a road to a different space. You cannot move a piece through a space that is already occupied by another piece, even if it is one of your own.

ATTACK - To attack, move a piece onto the same space as an enemy. If a stronger piece attacks a weaker piece, or vice versa, the weaker one is removed from play. If a piece attacks another of equal strength, both are removed.

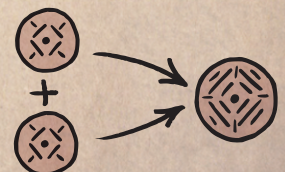


SPLIT OR COMBINE - You can combine two pieces to make one stronger piece, and split one stronger piece to make two weaker ones.

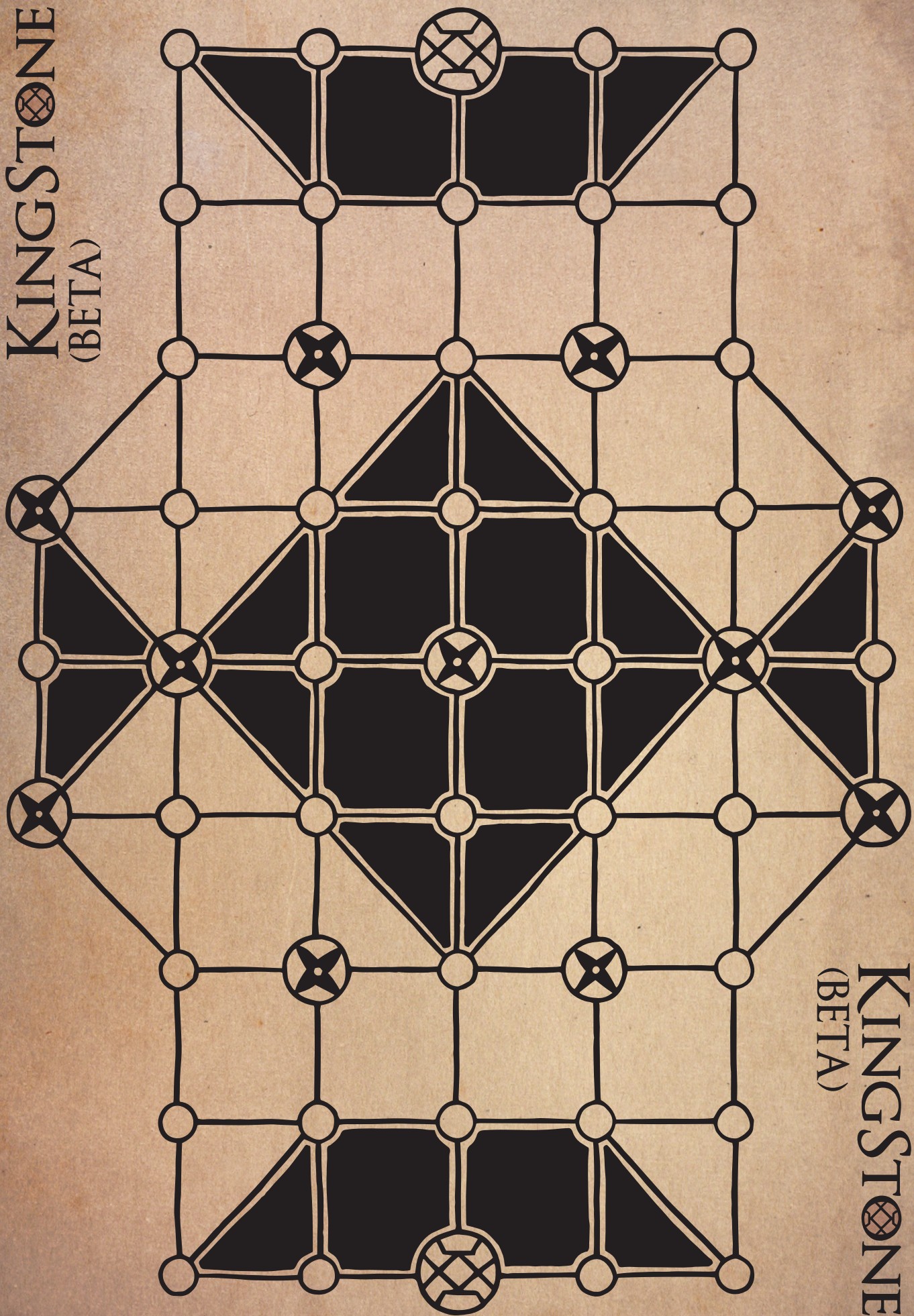
To **SPLIT**, remove the piece you wish to **SPLIT** from the board and replace it with its two component pieces. Place these new pieces on any two spaces connected by **ROADS** to the original space of the **SPLIT**. **SPLITTING** ends movement.



To **COMBINE**, move one piece (ex. a **SERF**) onto another piece of the same type (another **SERF**) and replace them both with the corresponding stronger piece (a **KNIGHT**). **COMBINING** ends movement.



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