

King

2-4 players

15-30 mins

King is a game of crowns, croaks and weird vortexes. It's not just a jewel you know... Whoever possesses the crown shall be king ... or queen ... you never know with frogs really :)

Simply print the three pages from the 'Game Pieces' file on the website in colour, cut out the cards and standees and you're ready to go. You will also need a dice. Use any six sided dice you have at home or even an app on your phone :)

If you are feeling crafty, have a look at the extras for the King game as well. There you will find simple and fun instructions on how to make an adorable and super convenient box for your game as well as improve the feel and durability of the cards :)

Set the board:

Have a look at the '**Cards and Pieces**' image and the '**Set Up Guide**' on the last page of these rules. They will help you set up quickly and easily:

1. Divide the card deck into different card types - vortexes, start position and path cards. Depending on the number of players, separate the following number of cards from each deck:

- 2 players: 3 vortex cards, 2 start cards (choose the colours you would like to be) and 9 path cards.
- 3 players: 4 vortex cards, 3 start cards (choose the colours you would like to be) and 11 path cards.
- 4 players: 5 vortex cards, 4 start cards and 13 path cards.

2. Set the board - shuffle the cards well, then take turns placing a card on the table as part of the map. Be careful of the placement of each card. A vortex card acts as a portal to any other vortex card during the game, so make sure you place them strategically.

(Note: The map can be made up of different 'islands' as long as every island has a portal to facilitate movement between the islands)

A start card shows where the player using that colour will start, so make sure to place those strategically as well. The path cards show the way you can take. You will be



jumping on the lily pads and will only be allowed to take paths that are marked by blue ripples. All cards must connect properly as shown in the example below.

Play the game:

The aim of the game is simple - you will be chasing each other around the board in an attempt to steal the crown and become king. You will play four rounds of the game. Whoever possesses the crown at the end of the game, wins.

1. Place your standees in the corresponding start positions.
2. Throw the dice to determine who will be king. The highest number thrown, takes the crown and places it on their standee.
3. The player to start the game is the player to the left of the king. Throw the dice once and move, then throw a second time and move again. Remember that vortex cards are all connected and if you land on a vortex, you must use it. The player to the left goes next and so on until all the players, including the player that started as king have had a turn.

Note: You cannot land on the same lily pad as another player. If your turn ends on an occupied lily pad, you must stop on the lily pad before. You must make all your throws and once you start moving, you must only move forward (you cannot double back).

4. Steal the crown. In order to take the crown and become king, you must go past the current king and take it. If you manage to do so, you take two more throws in order to escape.
5. **King Move and Power.** At any given time one of the players will be king. When it's the king's turn, the player has two options: 1. To throw the dice and move twice just like any other player, or 2. To move a card from one place on the map and put it in another, then throw the dice once and make their move.

Note:

1. *When the king moves one of the cards and changes the map, they cannot completely block any other player.*
2. *All players must continue to have access to at least one portal. If the king moves past another player, they must forfeit the crown to that player as they pass.*

6. Continue like this until all players have taken three turns.



Last round and end of the game:

By now each player has taken 3 turns. One of you is currently king and the rest are placed around the board. It's time to end the game. The king is tired. He (or she, you never know with frogs) can no longer move. For one last round, the player who is king stands still. The remaining players (providing there's more than one) throw the dice. This determines the order in which you will play the last turn - lowest to highest. Note the order and the numbers each player threw before you start the round. The player who threw the lowest number goes first and moves the number of lily pads they threw. If they do not reach the king, they are out. The next player goes second etc. The first player to land on the same lily pad as the king or go past him, takes the crown and wins. If no one does, the winner is the player who started the round as king and retained the crown.

Good luck and enjoy :)



Cards and Pieces



Vortex Card

The vortex lily pad is used as a portal to any other vortex lily pad on the map. Step on it and come out of any other vortex. Going through the vortex counts as only one point from the dice throw.



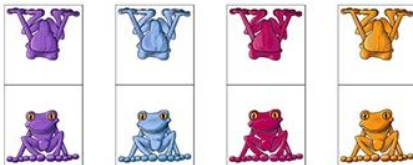
Start Position

There are four start position cards in the deck, one for every colour of frog in the game. If there are fewer than four players, chose the colours you want to play with and remove the other start position cards.



Path Card

The majority of the deck is made up of path cards. They don't perform a special function, but create the map you will be playing on. Depending on the number you get from your dice throw, your frog will be jumping from lily pad to lily pad, following only lily pads that are connected by ripples. You cannot jump between lily pads that are not connected by ripples.



Standees

Cut out the four frogs and fold in the middle. These are your game pieces.

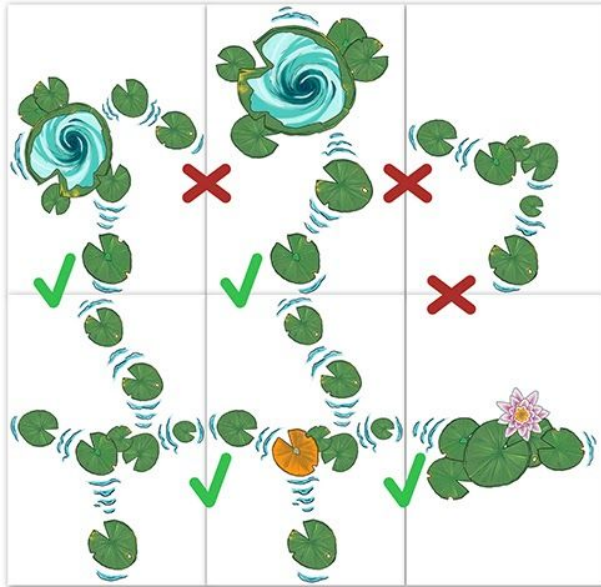
Crown



This is the prize. Your aim is to make sure the crown is on your standee's head at the end of the game. Cut out the crown and fold in the middle. The crown can then be placed on top of any standee and looks really cute :)



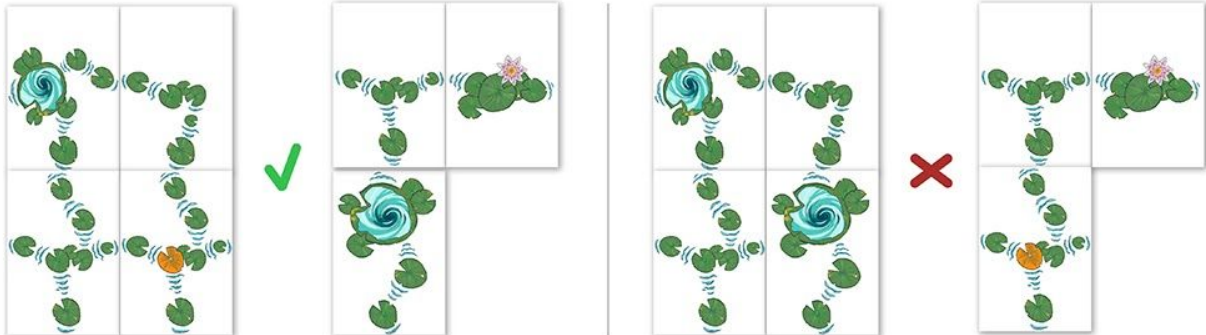
Set Up Guide



1. The cards on the map must be placed so they fit properly and they form uninterrupted paths. Only lily pads that are joined by ripples can be placed next to each other.

2. The map you will end up with does NOT have to be a regular shape. You will be placing the cards, so they form uninterrupted paths, not so they form a particular overall shape.

Set Up Guide



You can set up the map as separate islands as long as each island has a portal to facilitate movement between the island.

