King’s Reign: Solitaire Card Game

Required Items

1 Deck of cards, no jokers.

Setup

Separate all face cards. Remove all kings, while also separating the black kings from the red kings.

The red kings will serve as enemies.

Face cards will serve as your people.

Choose a preferred black king to be the center of the kingdom.

Separate and put aside (face up) all heart cards.

Make note or separate hearts A-6 from 7-10.

A-6 let you have more people, they are called Farms.

The rest of the number cards should be placed face down somewhere in the playing area.

With the king in the center, place 3 face down number cards adjacent to the the king, and one farm to the left of the king, in this style:

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  |
F k -
  |
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With | and - being the number cards.

Now place a queen on top of, but not covering, the king.

You have set up the game.

Movement

Currently, at the start, your only movable card is your queen.

All cards move the same, one card per turn, and only one card may move per turn.

The card may move to adjacent cards, not diagonal.

Once you move onto the card, flip it over. Now, place more face down cards in the same fashion:

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    | |
F K Q -
    | |
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When moving an enemy simply move him closer to your king card in the most direct route possible. If the route is split on whether or not to go towards a farm or not, to avoid bias, move towards the farm if it is still a direct path.

Farms/Forts.

To build a farm, move the queen onto a desired space. Only diamond cards are fertile land, so farms may only be built on them.

Your queen is used up during the process of making the farm.

Each farm can support two people, since there are ten people, only 5 farms are available.

Farms can be trampled by enemies (see **attack)**, and when this happen, if the population is above the threshold, you may choose which people to dispose of.

If all farms are trampled, your kingdom has starved to death.

Forts are built to disturb the path of enemies. They may not be adjacent to the king.

Only four forts are available (hearts 7-10), and they all take 2 turns to create. The queen is still used up in this process.

To demolish, move the queen to the spot as if you are building something on it. The queen is used in this process as well.

Once you have demolish something, the land becomes rubble. Rubbled land has absolutely no card, and no new card may go there. People may still pass through this as if it was a normal card.

Gaining Cards

You can start making cards at the beginning of your turn. Queens are made within two turns, jacks within 3.

Cards are spawned on top of the king.

Only one card can be on the king at a time, except for enemies.

Attacking

The part that makes the game interesting: attacking.

When moving, if the card you move onto is lower than the one you are currently on, an enemy is attacking you.

An enemy (king) is placed on that exact card.

Queens have no attack value and are instantly killed when an enemy appears.

If a jack moves onto the king or the king moves onto the jack, a battle begins.

Battles are as follows:

(Temporarily) Draw three number cards. (See **discarding)**

If there are three less, see **Winning/Losing.**

If all cards are lower than 4, the enemy wins.

Likewise, if 2 or more cards are diamond, the enemy wins.

If the enemy defeats a card that is on the king, the enemy wins.

If the enemy moves onto an unguarded king, he still wins.

If the enemy moves onto a farm, it is trampled, and turned to rubble.

Discarding

All cards should be recycled, as in if your queen gets killed, put her back in your people deck and she may respawn.

If a farm gets trampled, put it back in your farm deck.

If you draw numbers for an attack, put them back into your number deck.

You get the point...

Winning/Losing

If you can run out of discoverable cards, you win!

Likewise, if you run out of cards when doing an attack phase, you also win, but may get less points. (see **scoring**)

Scoring

Count up the following cards and points following the end of the game.

Each discovered card is worth 2 points.

A queen is worth 1 point.

Jacks are worth 2 points.

Farms are worth 1 point.

Forts are worth 2 points.

If there is an enemy in your kingdom at the end of the game, it’s -15 points.

Every rubbled area is -2 points.

Turn Order

1. Start training a new person/card
2. Move, attack, build or destroy.
3. Be attacked
4. Discard all cards used that turn
5. End your turn