

# King and Crown

## Rules

### Find the King (Version 1)

This version may be played between two players utilizing only a single deck. This version will only utilize the title text on the cards.

1. One player is selected to be the lord, while the other player will be the vassal.
2. The lord player will shuffle the deck, and then present it in a face down spread to the vassal.
3. The vassal will then select one of the unknown cards and reveal it.
4. If the *King* is revealed, the vassal player wins! If the *Knight* is revealed, the vassal player may reveal an additional card. If any other card is revealed, the vassal player loses.

### Defend the King (Version 2)

In this version, each player needs their own deck. It is normally played with only two players but may be expanded to any number. In a two player game, it is common to play best of three matches. With additional players, it is often easiest to play to "last man standing." This version will only utilize the card titles and the upper portion of the text box with the **Thwarts:** heading.

1. Each player looks at their deck and then secretly selects a single card.
1. Once cards are selected, reveal them simultaneously.
2. The victor is the player whose chosen card **thwarts** their opponent's card.
3. If no card **thwarts** another, players return the revealed cards to their hand and return to step 1.

The thwart cycle is as follows:

The Outer Ring: *King* thwarts *Beggar*, *Beggar* thwarts *Witch*, *Witch* thwarts *Knight*, *Knight* thwarts *Dragon*, *Dragon* thwarts *King*.

The Inner Ring: *King* thwarts *Knight*, *Beggar* thwarts *Dragon*, *Witch* thwarts *King*, *Knight* thwarts *Beggar*, *Dragon* thwarts *Witch*.

### Support the King (Version 3)

In this version, each player needs their own deck. It is played with two players and often played to a best of three matches, though player could play to higher point totals, if desired. In this version, only the numerical value of the cards are used.

1. One player is selected to be the lord, while the other player will be the vassal.
2. Each player looks at their deck and secretly selects a single card.
3. Once cards are selected, reveal them simultaneously.
4. Total the sum of the numerical values on each card.
5. If the total is even, the lord player is victorious. If the total is odd, the vassal player is victorious.

Point values on the cards are as follows:

*King* is 5, *Dragon* is 4, *Knight* is 3, *Witch* is 2, *Beggar* is 1.

### Tourney for the King (Version 4)

In this version, each player will need their own deck. It is played with only two players.

1. Each player looks at their deck and secretly selects a single card.
2. Once cards are selected, reveal them simultaneously.
3. The player with the highest card value wins the round.
4. In the case of a tie, the player with the highest total value of unused cards wins the round.
5. Set the used cards aside.
6. Players continue to select and reveal cards from the remaining cards in their deck.
7. Once players have revealed all of their cards, the player who has won the most rounds, wins the game.

### The King at Court (Version 5)

This version has several variations depending on how many players are participating. Only a single deck is necessary. This version utilizes only the card titles and bottom portion of the text box with the **Special:** header.

#### 3 Players

1. One player is randomly selected to be the lord.
2. The lord sets aside the *Witch* and *Beggar* cards.
3. The lord shuffles and deals the remaining cards – one to each player.
4. Players look at their own cards but do not reveal them to the other players.
5. The player with the *King* card reveals their card to all players.
6. The *King* may now question the other two players in any manner they choose in order to determine which card they have for a time period not longer than 5 minutes.
7. The other players may question and answer each other as well.
8. Questioned players may lie if they choose to.
9. The Knight may not use his **Special:** ability.
10. After questioning, the *King* must choose one of the other two players to accuse of being the *Dragon*.
11. The accused player reveals their card to all players. If the revealed card is the *Dragon*, the Wise team wins and the Wicked team lose. If the revealed card is not the *Dragon*, the Wicked team wins and the Wise team lose.

#### 4 Players

1. The process is the same as 3 players, but the lord only sets aside the *Beggar* card.

#### 5 Players

1. The process is the same as above, but the lord uses all 5 cards to form the deck and sets aside none.

Special abilities are as follows:

King – Wise – **Special:** After questioning, accuse a player of being the Dragon.

Dragon – Wicked – **Special:** Deceive the others that you are not the Dragon.

Knight – Wise – **Special:** If the Witch uses her special, you may look at one other player's card once they are re-dealt, even if you are no longer the Knight.

Witch – Wicked – **Special:** Reveal all cards, then shuffle and re-deal all non – **King** cards.

Beggar – Wise – **Special:** Once the accusation is made, but before cards are revealed, if you are not accused, you may reveal your card to join the Wicked team.

Art credits:

King – Charles Ernest Butler

Dragon – Frederic, Lord Leighton

Knight – Arthur Hughes

Witch – John William Waterhouse

Beggar – Evelyn de Morgan

Game design by Will Lentz

Card Template by aquilessalvati

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