

## Gameplay

Each Empire Card in the player's hand has two powers. One on the top and one on the bottom. Each player is to play one card face-down on their side of each of the two Realm Cards, making sure to have the power they want to use on the top. Then players simultaneously reveal both of their cards. This action is repeated a second time so that each player has played four cards and revealed them all. Now players must determine who gets to collect each Realm Card.

# Kingdom 18

## Components

10 Realm Cards & 8 Empire Cards in two suits.

## Setup

- 1) Each Player chooses an Empire Deck of 4 cards and keeps them in hand.
- 2) Shuffle the Realm Cards and place them face-down between the two players. Draw and reveal two cards from the top of the Realm deck and place them both between the players.

You are ready to begin!

## Objective

Each player is attempting to gain the victory points by collecting the most valuable set of Realms.



There are four types of icons (or attacks) a player can make to acquire a Realm Card.



### War



### Diplomacy



### Defend

If the player reveals a Defend action when their opponent reveals a War, they get the value of the War action, and their opponent gets zero points towards the Realm Card.



### Assassin

If the player reveals an Assassin action when their opponent reveals a Diplomacy, they get the value of the Diplomacy action, and their opponent gets zero points towards the Realm Card.

Each Realm Card has a value (in the gold shield) and either a War or Diplomacy icon in the upper left corner. This icon indicates what type of card can gain a 1 point bonus when used in an attempt to acquire it.

*Let's examine the conflict for the upper Realm Card in the image above. Red played War (4) card first and Blue played a Shield. So Blue gained 4 points towards the Realm Card and Red got zero. Next Red revealed a Diplomacy (6) and Blue played a Diplomacy (3). This Realm Card has the Diplomacy Icon so each player gains an additional point. Red's total is now 7 points and Blue has 8 points, so Blue takes the Realm Card.*

Realm Cards (when rotated) have a power and when these cards are gained they are added to the players discard pile.

After a round is over and both Realm Cards are claimed, each player takes all the cards they have (including Realm Cards) and give them a shuffle and draw 4 cards. Realm Cards gained throughout the game will greatly influence your hand.

Now reveal two more Realm Cards from the draw pile and repeat. Continue this for 5 rounds and the game is over.

**NOTE:** If there is a tie when vying for a Realm Card, the player that played the highest valued card wins. If there is still a tie, nobody gains the Realm Card.

## Game Scoring

Once 5 rounds (and all 10 Realm Cards have been acquired) the game ends. Players add up the values in the golden shields on their Realm Cards for their final score. The player with the highest score wins!





