



Crowns and Cutthroats



PAUL ADAMS & MATTHEW MOEHLE



WHAT'S IN THE BOX?

- 8 "SKULL" SUIT CARDS
- 8 "CROWN" SUIT CARDS
- 8 "POTION" SUIT CARDS
- 8 "SHIELD" SUIT CARDS
- 1 CUTTHROAT CARD
- 1 MONARCH CARD
- RULE SHEET

SETUP

- CHOOSE WHO WILL PLAY AS THE MONARCH AND THE CUTTHROAT.
- SHUFFLE THE DECK AND DEAL EACH PLAYER A HAND OF 7 CARDS. PLACE REMAINING CARDS INTO A DECK NEARBY
- DRAW CARDS OFF THE TOP OF THE DECK & CREATE A FACEUP 3X3 GRID. REFER TO THIS GRID AS "THE KINGDOM"
- PLACE THE MONARCH CARD AT THE "EAST" POINT OF THE GRID & THE CUTTHROAT AT THE WEST (SEE GUIDE)
- PLACE ONE CARD FACEUP NEARBY. THIS CARD BECOMES THE "SPELL CARD"
- THE REMAINING CARDS ARE SET ASIDE UNTIL THIS ROUND IS OVER

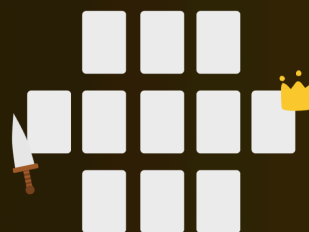
HOW TO WIN

AT THE END OF EACH ROUND, ASSIGN THE WINNING PLAYER POINTS EQUAL TO THE NUMBER OF TRICKS THEY WON. IF A PLAYER WINS WITHOUT TAKING ANY TRICKS, AWARD THEM 6 POINTS.

SWAP ROLES, RESET THE GAMESTATE BY FOLLOWING THE SETUP GUIDE. THE PLAYER WITH THE LOWEST TOTAL POINTS WILL LEAD THE NEXT PLAY.

CONTINUE PLAY UNTIL ONE PLAYER ACHIEVES 12 OR MORE POINTS

KINGDOM GUIDE



HOW TO PLAY

- CHOOSE A PLAYER TO LEAD THE FIRST GAME
- THE LEAD PLAYER WILL PLAY A CARD FROM THEIR HAND. EACH CARD INCLUDES BOTH A SUIT AND NUMERIC VALUE
- THE FOLLOWING PLAYER WILL THEN PLAY A CARD FROM THEIR HAND WHICH (IF POSSIBLE) MUST MATCH THE LEAD SUIT
- THE CARD OF THE HIGHEST VALUE WINS THE "TRICK"
- IF A PLAYER DOES NOT HAVE THE REQUIRED SUIT, THEY MUST PLAY A CARD OF ANY OTHER SUIT
- THE SPELL CARD'S SUIT IS CONSIDERED A TRUMP SUIT. WHEN PLAYED, THIS SUIT WILL WIN ANY TRICK. THE SPELL SUIT CAN ONLY LEAD A TRICK IF IT HAS ALREADY BEEN USED AS A TRUMP
- THE WINNER OF THE TRICK PLACES THE PAIR OF PLAYED CARDS NEAR THEIR PLAY AREA
- THE FOLLOWING ACTIONS ARE THEN RESOLVED IN ORDER:

HOW TO PLAY (CONT.)

- WINNER OF TRICK: MOVE YOUR CHARACTER CARD ONE STEP IN ANY CARDINAL DIRECTION AND COVER A SINGLE CARD IN THE KINGDOM
- LOSER: SWAP ANY CARD FROM YOUR HAND WITH ANY OTHER CARD IN THE KINGDOM. TAKE THE ACTION INDICATED ON THE CARD YOU PLACED INTO THE KINGDOM
- ONCE THE ACTION IS RESOLVED, THE PLAYER WHO WON THE LAST TRICK WILL LEAD THE NEXT PLAY (UNLESS AN ACTION SAYS OTHERWISE)

WINNING A ROUND

THERE ARE DIFFERING GOALS FOR EACH CHARACTER IN THE GAME. THE CUTTHROAT WINS IF THEY EVER MOVE THEIR CHARACTER CARD DIRECTLY ONTO THE MONARCH. THE MONARCH WINS IF THAT CONDITION IS NOT MET BY THE END OF THE LAST TRICK

Crowns and Cutthroats is a trick-taking duel for two players. Will you win the trick and take one step closer to your foe or does the moment require the talents of one of the city's many townsfolk? It will take guile and quick-thinking to preserve the royal bloodline or bring the monarchy to its knees.

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2 PLAYERS 15-30 MIN 14+