KIRE™

The years go by peacefully in the town of Kire, capital of the kingdom. However, something is brewing under that apparent tranquility. The fact that the beloved reigning couple has had no offspring does not help, as the different houses seek the favor of the clergy and guilds to gain positions for the future succession of the crown. Villagers even speak of imminent confrontations between the nobles, in a dispute that is an open secret...

Kire is inspired by the classic spanish card game of mus, but in this case it is not played in pairs, which allows it to be enjoyed equally by any number from two to five players. Whoever first achieves victory in two "revolts" wins the game. Each revolt consisting basically on reaching 20 or more points.



Setup

At the beginning of the game, each player chooses a color and takes the corresponding wooden tokens: 12 "barrels" and a disc, keeping one disc and 5 barrels and leaving the other 7 barrels on a common pool. The other disc is placed in front of each player so that the others know what color each one has. The tokens for counting points (numbered 1 and 5) and revolt winners (with an "R" drawn) are placed in a common pool and the four location tiles: town, castle, camp and market, are placed randomly in the center of the table in a row.

Kire can be played clockwise or counterclockwise, depending on local custom. The last player (or endhand) deals cards and keeps the deck close to their side. The youngest player will be endhand at the beginning of the game, shuffling and **dealing four cards to each player**. When there is a hand shift, the endhand will give the deck to the forehand that now becomes the last player and so on.

The game is played in **rounds**, each of which consists of **three phases**:
a discard phase, followed by **a bidding phase** and a
resolution phase for scoring and resetting...

Discard Phase

The forehand player must place their disc on a location tile and then they may choose to proceed to the bidding phase or to the discard phase.

If the forehand chooses discard phase, all players may take a discard action. These are done face down in player order starting with the forehand, which is required to discard at least one card, up to all four, drawing as many as they have discarded. The rest of the players in order can discard any number of cards as well, but can keep their initial hand if they wish so.

After all player's discards, the hand shifts (so the forehand is now the endhand*) and the process is repeated: the forehand must place their disc on a tile and then they may choose to proceed to the bidding phase or to the discard phase and so on and so forth. If all players have chosen discards and the turn returns to the starting player of the round the bidding phase will automatically start.

*That is, being first allows you to decide if there will be a discard phase, but at the cost of becoming the endhand player.

During discards, if the deck runs out of cards, the discards are shuffled again, forming a new deck, so that the remaining players can draw from it.

Example of discard phase.- *Suppose that the players are in turn order: Ana (A), Bea (B), Carlos (C) and Daniel (D). (A) puts her disc into the town and then declares a discard round. Being the forehand, she must discard at least one card. She chooses to discard two cards, drawing another two. Then (B) discards one card and draws another. Then (C) declares that he will keep his hand while (D) instead gets rid of all his cards drawing all four.*
Once the process is over, (D) who was last (and would have dealt the cards) passes the deck to (A) who is now endhand. Bea is now the first player to speak. She places her disc in any location (can be the same as Ana) and decides whether there is another discard round (repeating the process) or whether to move on to the bidding phase. Bea, noticing that Carlos has kept his hand and although she has not obtained the card she would like, is not going to risk her forehand position and, after placing her disk in the camp, she decides to end the discard phase and move on to the bidding phase.*

**We will see that turn order is important since it breaks ties during the resolution phase.*

Bidding Phase

This is the core phase of the game, where the contestants will bid for control of each of the four location tiles. The phase is resolved for each tile in the order in which they have been arranged on the table, repeating the following process:

Starting with the forehand, each player in turn can either pass or bid with one or more barrels from their personal reserve, placing said barrels on the tile to indicate so. On their turn a player can pass or bid, always equaling or exceeding the highest bet so far, leaving the barrels on the tile. If any player raises the bet, the cycle restarts. Those who had folded can re-engage again, calling or raising when it is their turn, always speaking in turn order.

The bidding for a tile ends when the player who bid the most gets their turn again. The other players will have either passed or called the bet. Then move on to the next location and repeat the process. When the four tiles have been bid on, the cards are revealed to check who has won the tied bets.

"Buying" barrels during the bid.- During the bidding phase you can "buy" barrels from the reserve in order to match a bid you made that has been raised. In this case, you will spend one point for each barrel that you recover from the reserve to assign directly to the tile. Note that in this phase we cannot buy barrels to raise a bet, only to match it. We will see later how to get more barrels at the end of the round. Also keep in mind your 12 barrel limit when allocating your bets!

Note that barrels cannot be purchased to match the initial bid on a tile (when only one player has bid on it). This tactic can be used to secure control over a tile by placing a bid that no one can match.

Example of bidding phase.- *Suppose that the players are, in turn order: Ana(A), Bea(B), Carlos(C) and Daniel(D), speaking for the first location. (A) bids one barrel for the tile, (B) and (C) pass, but (D) bids two barrels. The turn returns to (A) who matches the two barrels of (D), (B) passes, but (C) decides to re-engage and also raise the bid to three. (D) would like to call the bet, but he doesn't have any more barrels so he has to spend a point to buy a barrel from the reserve and equal the three barrels of (C). The turn passes again to (A) who decides to withdraw and reaches (B) again, so the bet is set to three. It will be seen at the end of the round who wins the points between (C) and (D), but this will be after the players have bid for the three remaining locations.*

Resolution and Scoring

After the bidding phase, each location will award points to the player who has the most barrels on the tile as follows:

- 1 or 2 points depending on the base value indicated in the location itself (one point on the market or town, and two on the castle or camp)
+ 1 point for each disc on the tile (from any player)
+ 1 point for each barrel of the highest (matched or not) bet

If there are two or more matched bets, the best hand will win the points. However, each location has different criteria when determining which hand of cards wins. In the following way:



At the Castle the hand with the highest value card will win. In the event of a tie for the highest value card, the following cards are compared in descending order. If the four cards in each hand are equal, the player who goes first in turn order wins.



At the Town it happens just the opposite: the hand that has the lowest value card (**with a minimum of 1**) will win. - In case of a tie for the lowest value card, the following cards are compared in ascending value and, as always, the turn order is the tie breaker for the equal hands.



At the market we compare ascending combinations of one pair, two pairs, thre of a kind (trio) and four of a kind.
For example.- a trio of any value will beat two pairs of any value, while four of a kind will win against any trio, etc. The maximum hand being four 9s (since there are only two 10s in the deck), then four 8s, etc.

When comparing double pairs, the hand that contains a pair of higher value will win. The pair with the lowest value is considered only in the event of a tie for the pair with the highest value. Furthermore, cards that do not form at least a pair or triplet do not count towards breaking a tie*. As always the tie-breaker is the turn order.

Notice that, when comparing two hands without any pairs, the player who is first in playing order will win without considering the value of the cards.



At the Camp the value of the cards is not used, but their "strength", indicated by the number of fist icons at the top. Therefore, the hand with the highest overall strength (most fist icons) wins. Ties are also resolved by turn order, which is very relevant in the Camp since ties are frequent in this location.

Additionally, there is one more thing to consider on the camp, that is that most of the cards that have a strength value belong to a ***house*** or suit, indicated by the shield icon in the upper right corner of the card; and these cards only add their strength if they belong to the same house (you see it by the colour of the fist icons). Specifically, there are four houses: red, green, yellow, and blue, and there are four cards per house: noble (9), knight (7), squire (5), and warrior (3) with strength values of 2, 3, 2 and 3 respectively.

For example.- *a hand consisting of a red 9, a blue 9, a blue 7 and a 6 ; It will have a strength of five thanks to the blue noble and knight strength, the red noble does not count as the house with the most fists is the blue.*

Cards that have gray fists (which are the 10s and the 0) add those fists to the strength of any house in the hand. While the squire (card with value 5) adds 2 strength to other cards in its house or 1 to any other house.

End of the Round

If, during the Resolution Phase, any player reaches or exceeds 20 points, they immediately win the revolt (and the game if it is their second revolt). If not, after scoring the four tiles, the round ends and the next steps are taken...

- All barrels on the tiles go to the general reserve.

- The discs on the tiles are returned to their players and, in order of play, each player recovers 3 of their barrels from the reserve and can also "buy" barrels, at a rate of two barrels for each point they spend.
For example.- *if we spend two points we would recover 7 barrels: the 3 basic + 4 additional ones.*

- Finally, the player who was the forehand becomes the endhand, picks up and shuffles the deck again, dealing 4 cards per player and a new round begins.

End of a Revolt

If someone has won the revolt but not the game, all points and barrels are returned to the reserve. Then, each player, as at the beginning of the game, takes 5 barrels (in addition to their disk) the four location tiles are randomly rearranged. Then a new round starts. Whoever won the revolt takes a winner token ("R") and begins the next round being endhand.

Description of the cards

Kire's deck consists of forty cards, with values from 0 to 10. For most values there are four copies, while for others there are six copies, and there are two cards for which there is only one copy of each. Additionally, some cards have special effects or a strength value (fist icons).

The card distribution and details are as follows...
2 x (10).- king and queen; In addition to being the highest value card, they provide one point of strength to any house.
4 x (9).- nobles; one for each of the houses. They add two strength to their house.
4 x (8|2).- monks; they have a value of 8 in the castle or market and 2 in the town.
4 x (7).- knights; one for each of the houses. They add three strength to their house.
6 x (6).- merchants; each merchant in your hand increases the value of your highest card by +1 in the castle.
4 x (5).- squires; one for each of the houses. They add two strength to their house or one generic strength.
6 x (4).- villagers; at the end of the round, you regain an additional barrel for each villager you had in your hand.
4 x (3).- lancers; one for each of the houses. They add three strength to their house.
4 x (1).- builders; they don't have a special effect but their value of 1 makes them very good for winning points in the town.
1 x (0).- outlaw; it provides two generic strength points but has no use in any of the other locations since the minimum value to consider in the town is 1.
1 x (*).- witch; copy the value of any of the other three cards in your hand. Note that the witch is not a wild card in the usual sense, since she cannot take a value that you do not have in your hand. Also, the witch will take the highest value at the castle or market and the lowest one at the town in the same round.

Eliminatory Mode

This section describes an eliminatory game mode, suitable for championships or in groups where where a higher level of competition is preferred. The advantage of this mode is that actions taken by inexperienced or reckless players will not influence the game as much as it can happen in the standard mode.

The game plays exactly the same as explained but, in this case, whoever is last in points at the end of each revolt must leave the game as follows...

The revolt also ends in the round in which a player reaches 20 or more points. However, unlike the standard game, you do not immediately move on to the next revolt, but continue scoring the rest of the tiles. Those players who also reach 20 or more points in the following locations are "safe", remaining in the game, while, after scoring all of them, the player with the fewest points* (or the last to get to 20 points) has to leave the game. In this way, at the end of each revolt the number of contenders is reduced by one, until a final round in which only two players will face each other, if the game has not ended before because of a player having reached two revolts.
*In case of a tie, the last player to reach the points is the one who is eliminated.

Example of Eliminatory Mode.- *Suppose that the players are Ana(A), Bea(B), Carlos(C) and Daniel(D) and they all have 17 points. (A) wins the first location gaining 3 points, so she has won the revolt. Since it is not her second victory, the game will continue with a new revolt, but first it is necessary to determine who is going to be eliminated. For this, the second tile is scored, here no one had bet so we move on to the third one that wins (B) but she only takes 2 points. Finally, the fourth tile is won by (C) who gains 5 points to a total of 22 and it is therefore "safe". Then, at the end of the scoring phase, (B) has 19 points and (D) with 17 has to leave the game.*

Credits

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