



INSTRUCTIONS

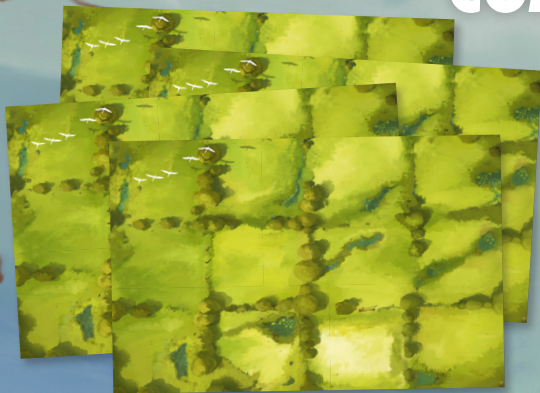
MY KINGDOM FOR A HORSE

Your father the king believes that you and your siblings are not yet ready to rule. In order to determine which of you will inherit the kingdom, your horse loving father has decided you will compete to see who can be the first to breed a royal foal. He has given each of you a plot of land and a few animals to start you off, but the rest is up to you.

To breed a royal foal you will of course need a pair of fine horses. And since these majestic creatures will only feel at home on a royal farm you will also need 2 sheep, 2 pigs, and 2 cows to present to your father in addition to the 2 horses. Some of these you'll receive as a gift from the king, or through breeding, but for most you will need to use your own business sense and acquire them through trading.

You've never been much of a farmer, but you intend to prove your worth by succeeding at this task! Surely it can't be that difficult...

COMPONENTS



4 fields
(player boards with 3x4 spaces)



96 fences
(24 each of 4 colors)



3 royal dice
(yellow)



1 breeding die
(pink)



Front

35 farm cards

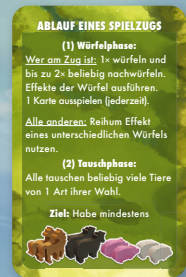


Back



Front

4 turn summary cards



Back



32 sheep



32 pigs



24 cows



12 horses

SETUP



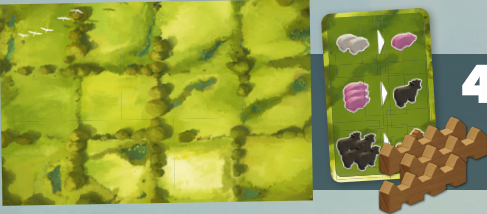
1 Place all the animals in the middle of the table to form a supply.



2 Shuffle the farm cards and deal each player 4 cards face down. Players may look at their own cards.



3 Place the remaining deck of farm cards face down next to the animal supply, leaving space for a discard pile.



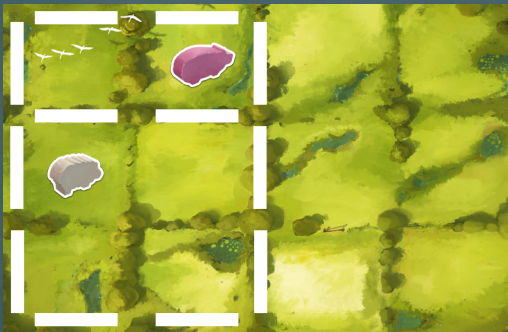
4 Give each player 1 field board, 1 turn summary card, and all 24 fences of their desired color. Players place these in front of themselves on the table.

5 The player who most recently received a gift is the start player. Players will take turns beginning with the start player and continuing clockwise around the table.

6 Each player sets up their field board exactly as pictured below. Take the required animals from the supply. Player may only ever use their own color of fences.

Each player will start with a different number of animals and fences, depending on their position in the turn order:

PLAYER 1 (start player)
12 fences, 1 pig, 1 sheep



PLAYER 2
12 fences, 1 pig, 2 sheep



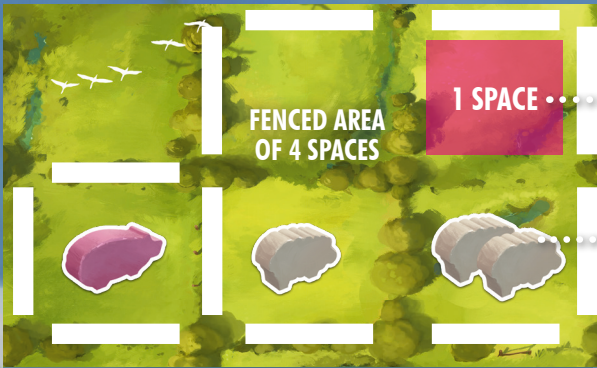
PLAYER 3
12 fences, 1 pig, 3 sheep



PLAYER 4
13 fences, 1 pig, 3 sheep



FARM ANIMAL BASICS



Animals may only be kept in fenced areas of your field. A fenced area is 1 or more field spaces that are fully surrounded by fences (see image).

Each single field space can hold a maximum of 2 animals.

Each fenced area may only contain a single animal type (2 per space). This means that you will require separate fenced areas to hold each different type of animal.

The same type of animal may be kept in multiple fenced areas. For example, 2 separate fenced areas could both contain only sheep.

You may rearrange your animals on your field board at any time (within the existing fenced areas). All animals must still be placed legally after rearrangement is complete.

When gaining new animals, they must be immediately placed in legal spaces on your field board. If you are unable to do so, they are lost (returned to the supply).

You may choose to lose animals at any time (returning them to the supply). Any animals that are not in a fully fenced area at the end of any game phase run away and are automatically lost.

WHITE GAINS 3
NEW PIGS



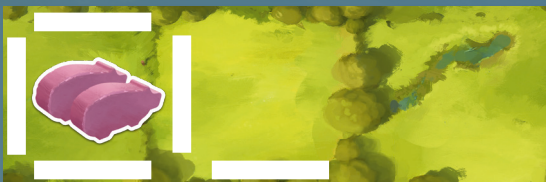
WHITE DECIDES TO SWITCH THE SHEEP
AND THE PIG'S AREAS IN ORDER TO HAVE
ROOM FOR THE NEW PIGS.



THIS LEAVES 1 SHEEP WITHOUT
A LEGAL SPACE AND IT IS RETURNED
TO THE SUPPLY.



FENCE BUILDING BASICS



WHITE GAINS 1 NEW FENCE. SHE
PLACES THE NEW FENCE AND MOVES
1 EXISTING FENCE IN ORDER TO
ENLARGE THE PIG'S AREA.



- Fences are only ever placed around the edges of the spaces on your own field board. The reverse side of the field board has the space edges more clearly marked.

- When gaining new fences, they must be immediately placed on your field board or returned to your own supply. You are not required to place a fence if you do not want to.

- IMPORTANT:** Whenever you gain new fences, you may **ADDITIONALLY** move up to that same number of existing fences to new positions on your field board.

OH NO, WE'RE OUT OF ANIMALS!

In rare cases it may be possible that a player gains an animal that is no longer in the supply. If this happens, pause the current turn to restock the supply as described below. Make note of how many animals you are still missing and take them once the restock is complete.

All players who have **MORE THAN 3** of the missing animal type on their field boards must **EITHER** trade this animal type 1 time (see "Trade Phase") **OR** choose to lose 1 animal of this type.

EXAMPLE: All players have more than 3 sheep and there are none left in the supply. White gains 1 sheep. Each player must immediately choose to either trade 2 sheep for 1 pig, or just return 1 sheep to the supply.

SPECIAL CASE 1: If the supply still does not have enough animals, repeat this process until it does.

SPECIAL CASE 2: If there are not enough of the second animal type in the supply to allow all affected players to choose the special trade option, then they must all instead lose 1 of the required animal.

EXAMPLE (CONTINUED): There are only 2 pigs left in the supply. Therefore all 4 players would be unable to trade 2 sheep for 1 pig and all 4 players must return a sheep to the supply. This is the case even though only 1 of the players actually wanted to trade!



NO SHEEP, AND ONLY 2 PIGS LEFT!

OH NO, I'M OUT OF FENCES!

If a player's fence supply is empty then that player may no longer gain new fences. They may still move as many existing fences on their board as they would have gained.



GAMEPLAY

... OVERVIEW

Players take turns clockwise around the table until someone has at least the required number of animals on their board:

2 horses, 2 cows, 2 pigs, and 2 sheep

Players will roll dice and use their effects on both their own turn and the turns of the other players. They will then have the opportunity to trade animals on their board for higher value animals.

... TURN SUMMARY

Each turn consists of 2 phases...

(1) Dice phase

(2) Trade phase

Players continue taking turns by completing each phase in this order. The dice phase is made up of 2 parts (see 1A and 1B).

(1A) DICE PHASE: ACTIVE PLAYER

The active player is the player whose turn it currently is. When you are the active player, ROLL all 4 dice (yellow and pink). You may choose to RE-ROLL up to 2 times (for a total of 3 rolls). You may freely choose which dice to re-roll or keep each time, and you are not required to use all your re-rolls.

After finishing your rolls, use the EFFECTS of each die in any order. You may also choose to skip the effect of any die.

Additionally, at any time during this phase (1A) the active player may choose to play 1 of their farm cards. Only 1 card may be played per turn, and only by the active player. After playing a farm card, immediately draw a new card from the farm card deck to replace it (up to your hand limit of 4).



Cards with the ⚡ symbol take effect immediately and are then discarded. If a card requires you to lose animals, you must return the required animals from your field board to the supply. If you do not have the required animals on your field board you may not play the card.



COST

Cards with the ∞ symbol are played face up in front of you and stay in effect for the rest of the game. In order to play these cards, you must pay any cost listed (in the white section on the bottom of the card), by returning the pictured animals from your field board to the supply. Once the cost has been paid once to play the card on the active player's turn, the card effect may be used at any time - including on other player's turns if applicable. (Some effect like re-rolls are only available on the active player's turn.)

If the active player chooses not to play a farm card on their turn, they may instead discard as many cards as they desire and draw replacements from the farm card deck. If the farm card deck runs out, shuffle the discard to form a new deck.

DICE EFFECTS

ROYAL DICE (YELLOW):



You gain the number of animals pictured on the die. (2 sheep, 1 sheep, or 1 pig)



If you have at least 2 half-cow symbols then you gain 1 cow. A single half-cow symbol has no effect.



You gain the pictured number of fences.

BREEDING DIE



The pictured animal type breeds. When an animal type breeds, you immediately gain 1 new animal of that type for every 2 of that animal on your field board.

EXAMPLE: Black rolls the sheep breed symbol and has 5 sheep on their field board. Black gains 2 new sheep.

6 Gained animals and fences must be immediately placed according to the rules on page 4.

(1B) DICE PHASE: OTHER PLAYERS

After the active player has finished using the effect of the dice, each other player may also use 1 die effect. Starting with the player to the active player's left, and continuing clockwise, each player may take 1 die from the active player's final roll and use that effect. Once a die has been taken by a player, no other player may choose the same die. The dice are not re-rolled.

EXAMPLE

1. Active player's roll:



2. First re-roll (1 die):



3. Second re-roll (1 die):



Final result:



The active player uses the effect of the dice. They gain 2 sheep, 1 cow, and their sheep breed.

After the active player has finished using the dice effects, all other players choose 1 die from the final roll:

White chooses  and gains 2 sheep.

Brown chooses  and breeds their sheep.

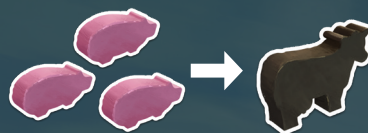
Grey now only has half-cow dice left to choose from. Grey gains nothing since a single half-cow has no effect.

(2) TRADE PHASE: ALL PLAYERS

Starting with the active player and continuing clockwise around the table, each player may choose to trade 1 type of animal from their field board for another specific animal type from the supply as shown below. Players may perform as many trades of their chosen animal type as they wish, but may not trade more than 1 type of animal each turn. Players may also choose not to trade. Valid trades are as follows:



2 sheep for 1 pig



3 pigs for 1 cow



4 cows for 1 horse

EXAMPLE: White chooses to trade sheep. They return 6 sheep to the supply, and gain 3 pigs. The pigs must be placed in their field immediately (possibly in the spaces previously occupied by sheep).



Once all players have had the chance to trade, the next player becomes the active player and starts a new turn.

END OF THE GAME

As soon as a player has at least 2 horses, 2 cows, 2 pigs, and 2 sheep on their field board the game will finish at the end of the current turn.

The trade phase of this final turn will be played differently. All players will trade simultaneously, instead of in turn order. Players are also allowed to trade ALL animal types instead of just one (taking care to still keep 2 of each type in order to meet the win condition). If a player first reaches the required number of animals during their normal trade phase turn, a new final trade phase begins immediately (allowing players who had already traded to trade again). In the rare case that the animal supply runs out during this final trade, just note how many animals you should have for final scoring (do not follow the normal supply restock rules).



At the end of this final trade phase, if still only 1 player has the required animals then they win! If more than 1 player has achieved the required number of animals then ties are broken in the following order:

- The player with the most horses.
- The player with the most cows.
- The player with the most pigs.
- The player with the most sheep.

If a tie still exists, then you share the victory and rule the kingdom together!

SHORT GAME VARIANT

For a shorter game with younger children we recommend playing without the farm cards and only requiring 1 of each type of animal to win.

SOLO GAME

You're playing against your twin Moritz. You will go first and set up your field board as shown in the rules for the active player. Set up another field board for Moritz with 1 sheep and 1 pig (placed anywhere on the board). Moritz receives no farm cards, and no fences.

YOUR TURN: Play as in the standard rules. Moritz does not use any of your dice, and does not trade animals.

MORITZ' TURN: Roll the dice twice for Moritz. After each roll (no re-rolls), give Moritz the animals rolled and then breed the animal type rolled. Moritz receives no fences, but can hold an unlimited number of animals on his board unfenced. After finished the effect of both rolls, Moritz trades every animal type (starting with sheep). Moritz will always keep 2 of each animal type, but above those 2 will trade as many of each animal as possible. You may not use any of Moritz' dice for yourself, or trade during his trade phase. The game end and victory conditions are the same as in the regular game.

GAME DESIGN

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