

How to play Take The Kingdom on Tabletop Simulator or Tabletopia

Setup

1. Take one Fort card, one Mercy card and two Land cards per player and place them face up in front of each player. If there are any Land or Mercy cards left, drop them onto the Main Deck.
2. Flip over and spread out the 29 Defence (green) cards in the 'Kingdom Setup deck' pile. Players take turns to take a card each and add it to their kingdom until you have a total score of 12 each (Knights = 5, Fort = 3, Archers = 3, Walls = 2, Battlements = 2, Hills = 1, Land = 1, Moat = 1).
3. Take all the remaining Defence (green) cards, group them, flip them and drop them onto the main deck.
4. Shuffle the main deck and deal five cards to each player.

Play

On your turn, take cards from the deck until you have five in your hand, then play up to three cards from your hand. You can:

- Add Defence (Green) cards to your Kingdom by placing them on top of a Land or Fort card;
- Play Attack (Red) cards against other Kingdoms by placing them onto opponents' Defence cards to damage them;
- Play Action (Blue) cards to affect your or your opponents' Fate.
- Penalty (Grey) cards must be played immediately and affect you.

Any used cards go onto the Discard pile. The winner is the last remaining kingdom, or the highest-scoring Kingdom after all cards in the Deck have been played.

Full rules are available here: [\(link\)](#)

Questions & comments: contact@walnutgames.co.uk

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