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K1

Claim a kingdom even if you are tied with another player.

K2

Cards in your scoring pile are worth double VP at end of game.

K3

When you Flank Attack you may discard two cards.

K4

Your cards can only be stolen by a direct Bribe (X+\$).

K5

You cannot be targeted by a Flank Attack.

K6

When playing a \$ to Bribe, add the \$ card to your **own** scoring pile.

K7

When targeted by a Flank Attack or Siege Attack, discard one of the two cards used for the attack.

K8

Take one card from your tableau and add it to your scoring pile.

K9

No effect.

Setup

Use a die to keep track of game round and who is first player. Play 6 rounds. First player moves around the table after each round.

Each round

Deal 5 cards. Shuffle discards into the deck when it runs out. Each player simultaneously picks two to play and three to discard. Reveal and resolve in order. Add cards valued 1-9 to your tableau. Some combinations have additional effects. Claim kingdoms at any time during your turn when you have most cards of a kingdom.

End of game

Each claimed kingdom is worth their number in VP. Each card in your scoring pile is 1 VP.

Card combinations

\$, \$	Bury	Add both \$ cards to your scoring pile.
\$, X	Bribe	Add the \$ card to another player's scoring pile then take one card from their tableau valued X, X+1 or X-1.
X, X+1	Flank Attack	Discard one card valued X-1 or X+2 from another player's tableau.
X-1, X+1	Siege Attack	Discard one card valued X from another player's tableau.