How To Play: KingStone

Terms

Roads - The lines connecting the spaces are Roads.

Villages - The spaces represent Villages. These spaces are placed around the board at key locations.

Loot - Loot is represented by Loot coins. There are only 50 pieces of Loot in the bank.

Throne - Thrones are spaces marked by .

Promote - Every time your total amount of Loot surpasses a multiple of ten, (10, 20, etc.), you may Promote one of your Serf's currently occupying a Village into a Knight.

Pieces

The Serf can move up to three spaces a turn, but can only beat other Serfs in combat. Serfs are special; they are the only piece that can collect Loot from Village spaces

The Knight can move up to two spaces a turn, but is capable of beating Serfs and other Knights in combat.

The King can only move one space a turn, but is capable of beating Knights, Serfs, and other Kings.
Kings are the only friendly piece that can end their movement on your Throne .

When playing at home we recommend using coins, with one player being heads and the other tails. Quarters can act as Kings, Nickels can be Knights, and Pennies for Serfs. Loot gained by your Serfs each turn can be tallied on paper.

Goals of the Game

There are three ways to claim Victory:

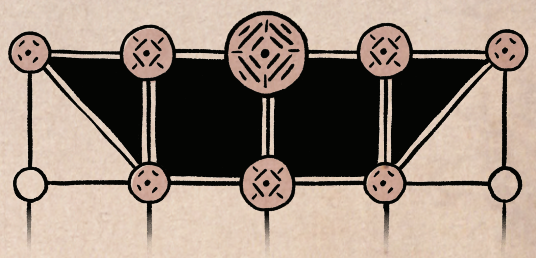
Loot Victory - If you have more Loot than your opponent when the bank runs out, you win the game.

Military Victory - If you destroy your opponent's entire force and have at least one friendly piece left in play, you win the game.

Siege Victory - If any of your pieces move onto the enemy's Throne you instantly win the game.

Ties are decided by whoever has the most Loot at the end of the game.

Starting Setup



Turn Sequence

1 - Collect one piece of Loot for each Serf occupying a Village.
2 - Promote a Serf, if able
3 - Perform one Action.

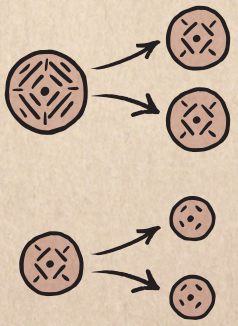
Actions

Move - You can move one of your pieces along a road to a different space. You cannot move a piece through a space that is already occupied by another piece, even if it is one of your own.

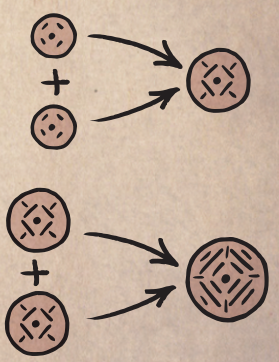
Attack - To attack, move a piece onto the same space as an enemy. If a stronger piece attacks a weaker piece, or vice versa, the weaker one is removed from play. If a piece attacks another of equal strength, both are removed.

Split or Combine - You can combine two pieces to make one stronger piece, and split one stronger piece to make two weaker ones.

To Split, remove the piece you wish to Split from the board and replace it with its two component pieces. Place these new pieces on any two spaces connected by Roads to the original space of the Split. Splitting ends movement.



To Combine, move one piece (ex. a Serf) onto another piece of the same type (another Serf) and replace them both with the corresponding stronger piece (a Knight). Combining ends movement.



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