



INTRODUCTION

When neither Death always kills, nor the king ensures your victory, you find princesses that crush queens who adore happy jesters and knights who submit dragons; amorous innkeepers; sorceresses running away from monks; jugglers and thieves who try to leave you with no way out or merchants who try their luck.

Welcome to **Death Over The Kingdom**, a fantasy world where Death lurks in every corner. A fantastic game with two different modes, in which you'll have to play your characters the best you can to get away unharmed and destroy your enemies.

COMPONENTS



26 Character cards (13x2)



6 Aid cards



32 Tokens
(1 & 2 points and 3 & 4 points)

SUMMARY

In Death Over the Kingdom you have two games in one:

- For groups of 3 to 7 players;
- For groups of 3 to 16 players, although we recommend starting with 8 players.

The rules explained below are for a game of 3 to 7 players. The variation for the games with more players will be explained later on (see page 5).

Setup

- The cards are shuffled to form a deck.
- The player who has been in a castle most recently will be the one who has the deck. This player will be called "Dealer".
- Three cards are dealt to each player and the Dealer places the deck to their left. The starting player will be the one to the left of the Dealer.

BEFORE YOU START

LEFT

The game is always played to the left from the player who is Dealer (that always plays last).

When a card's ability affects the players on the left, it includes all players left up to the player that is Dealer (included), but not beyond. The player who is Dealer has no players on the left when it comes to solving abilities. Therefore, if their card has an ability that affects a player on their left, it has no effect.

PLAYING AREA

The playing area is the area of the table in front of each player. In each turn cards must be placed in the playing area (face down or face up depending on the situation).

TURN A CARD

At the end of the turn, some cards affect others by "turning" them. When this occurs, the affected player must turn his card (180 degrees). Now the value of your card changes (increases or decreases, depending on the case).

TIES

When there is a tie in the Round between the highest or lowest positions, all tied players share the same fate: everyone wins or loses, according to the result.

When a tie occurs in the final score of the game, all tied players in the second position share the win.

GAME FLOW

The game consists of as many turns as the number of players. Each turn has 3 Rounds where victory condition varies.

- Round 1: The highest card wins.
- Round 2: The lowest card wins.
- Round 3: The intermediate cards win.

Each Round can be won by more than one player, if they match the score or victory condition. For example, in a 5-player game, up to 3 of them could have the intermediate card that gives the victory in Round 3.

When all 3 Rounds have been played, the starting player becomes Dealer. Thereby, all players will be Dealer once throughout the game.

In each Round -in order, beginning with the starting player- players secretly choose a card from their hand and place it in their playing area face down. They must choose between:

- Exchange your card with the player on the left (they cannot refuse). The Dealer player has no players on their left. If you're Dealer and want to exchange your card, you can do it with the deck, first declaring it aloud. To do this, you must lift one or more cards at a time without looking. The card revealed after this cut is your new card.
- To fold, that is, to keep the card that you've chosen or that's been given to you after a previous exchange.
- Use the ability of the card, if possible (Merchant, Thief, Juggler and Dragon).
- If you have cards in hand, change the card with one of your hand.

Once all the players have played, reveal players' cards to activate the abilities "At the end of the Round..." of the cards that have this ability (Innkeeper, Jester, Monk, Sorceress, Knight, Princess and Queen).

The winners of each Round score a point. To indicate that they take the score markers and place them in their playing area according to their points value.

Once the 3 Rounds have been played, the deck is formed and shuffled again, and a new turn begins.

When the last Dealer player's turn is finished, the points are counted. The SECOND player with the most victory points is declared an absolute winner of Death Over The Kingdom until the next game!

In case all players are tied in highest and lowest points, no player wins this game. You will have to play again!

Example:

At the end of the game, Sergi has 5 points, Raquel and Servando 4, David and Laura 3. Sergi is eliminated for having the most points and David and Laura for having the fewest. Raquel and Servando win.

GAME VARIATION FOR 8-16 PLAYERS

The following changes are made in games with more than 8 players.

SETUP

Each player receives 1 card instead of 3.

GAME FLOW

Since each player only plays with 1 card, there is no option of "exchange it with the cards from your hand". Each turn consists of a single Round. In this case, the lowest card always loses.

SCORE

Whoever loses, scores 1 point.

At the end of the game, the winner is the player with the fewest points. In case of a tie, all tied players win.

THE LAST ONE STANDING

This variant is for games of 8-16 players. In this case players start with 1 marker that shows 4 points. Every time a player loses, 1 point is deducted from his marker. If you lose your 4 points you are eliminated from the game. The game is played until one last player is declared the winner.

CARDS



The Death: The lowest number.



The Innkeeper: At the end of the Round ➔ Turn the **Innkeeper** if there is a King in play.



The Merchant: Show this card ➔ Exchange the **Merchant** with the first card of the deck. Put the new card face down in your playing area.



The Thief: Show this card ➔ Look at the card of one of the players on your left and choose whether to exchange your card or not. If you exchange it, put the new card face down in your playing area.



The Jester: At the end of the Round ➔ Turn the **Jester** if there is a **Queen** in play.



The Juggler: Show this card ➔ Change the **Juggler** for the card of one of the players on your left. Put the new card face down in your playing area.



The Monk: At the end of the Round ➔ The **Monk** has the same value as the card of the player on your left. If you are the Dealer, the **Monk** has a value of 6.



The Sorceress: At the end of the Round ➔ Turn the **Sorceress** if there is a **Monk** in play.



The Dragon: Show this card ➔ The player on your left discards their card. They take the first card from the deck and put it in their playing area face down.



The Knight: At the end of the Round ➔ Turn the **Dragons** in play.



The Princess: At the end of the Round ➔ Turn the **Knights** in play.



The Queen: At the end of the Round ➔ Turn the **Queen** if there is any **Princess** in play.



The King: The highest number. At the beginning of the Round ➔ Lift the **King**. The **King** is immune to all cards' abilities. Neither can he be changed as an action (that includes also changing it with cards in hand).