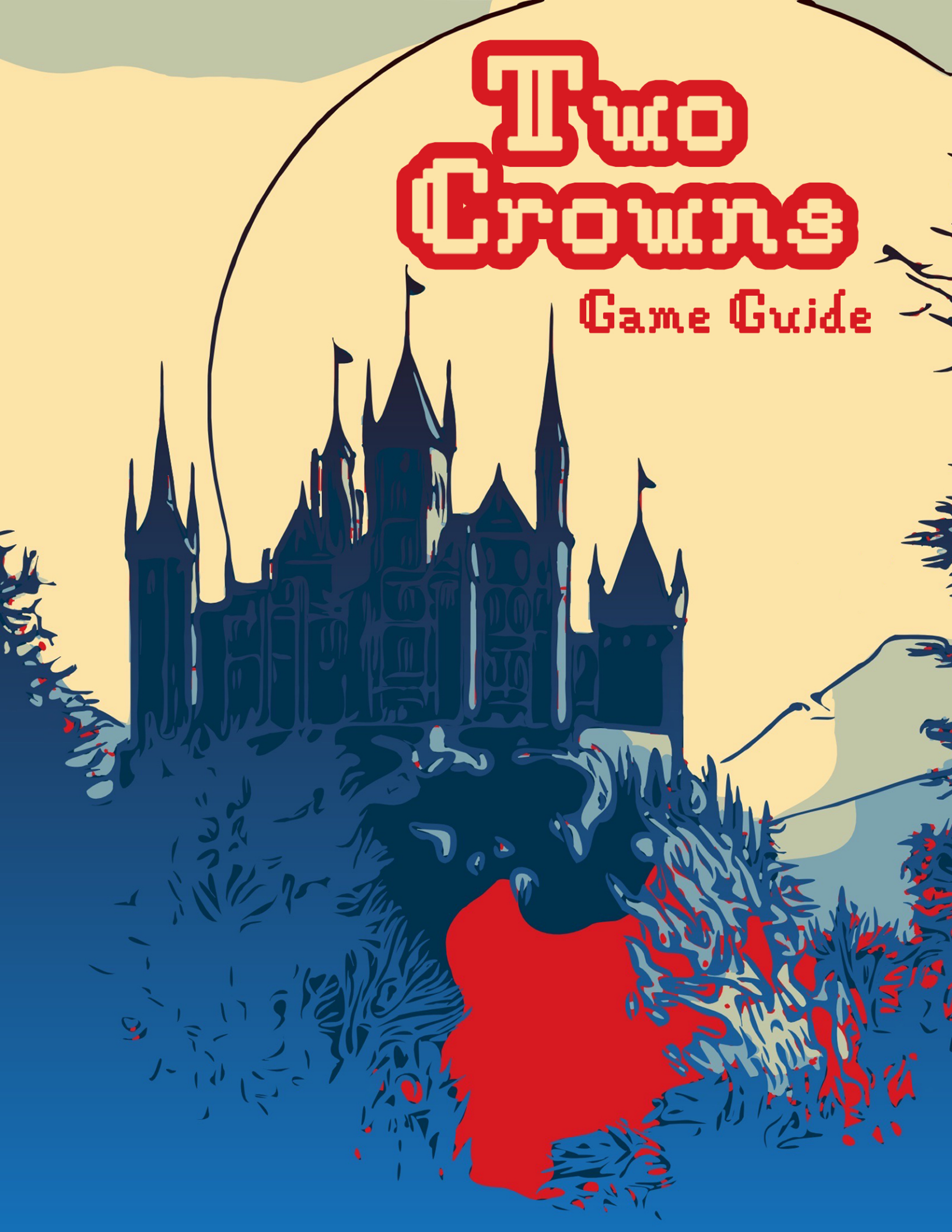


Two Crowns

Game Guide



Two Crowns

GAMING GUIDE (2 PLAYERS)

The easiest way to learn *Two Crowns* is to set 'er up and begin playing, getting it down as you go and using this guide as a reference.

Objective and Materials:

Slay your opponent's **Kings**. You may use either a dedicated *Two Crowns* deck or a standard playing card deck (this game was invented with a standard deck in mind). You'll also need 4 run-of-the-mill 6-sided dice, or some other method of counting down from 6 for each **King**.

Setup:

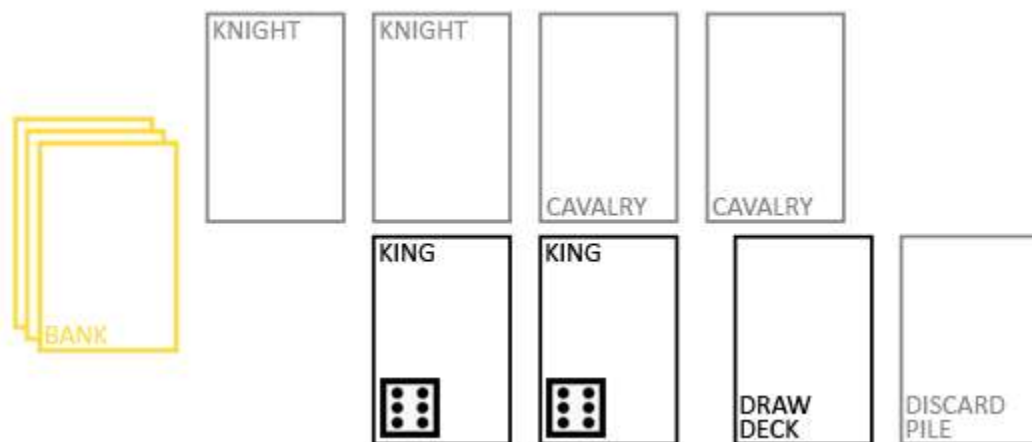
Split the deck into two 27-card decks (one red deck, one black deck, + one **Necromancer** aka **Joker** Card each). Players roll one die to determine playing order. Highest number plays red and red plays first.

Lay the two **Kings** from each deck face up in front of each player and place a die on all four of them (dice start on number '6').

Each player shuffles their remaining 25 cards, has their opponent cut their deck, draws a hand of 3 cards, and sets the rest of their deck face down in front of them.

Playing Diagram (Each Player):

Gameplay begins with each player having only their two **Kings** (with dice markers upon them) face up in front of them, their draw deck face down in front of them, and their hand of 3 cards.



Cards and Their Function:

Name of each card in a dedicated Two Crowns deck **in bold** and the corresponding card in a standard playing card deck in *this color*.

\$ **Cavalry** - *Ace* - Cost of **18** Coins. Deals 2 Damage to one of opponent's **Kings** per attack. Stays in play unless sent to discard by **Destroyer**.

King - *King* - Each **King** may take 6 hits of Damage before dying (use dice to track Damage).

\$ * **Destroyer** - *Queen* - Cost of **25** Coins. Immediately removes all of an opponent's **Knight** and **Cavalry** Cards (placed in their discard pile). One time use, then discarded.

\$ **Knight** - *Jack* - Cost of **12** Coins. Deals 1 Damage to one of opponent's **Kings** per attack. Stays in play unless sent to discard by **Destroyer**.

(10 through 5 are Coin Cards)

10 - *10* - 10 Coins

9 - *9* - 9 Coins

8 - *8* - 8 Coins

7 - *7* - 7 Coins

6 - *6* - 6 Coins

5 - *5* - 5 Coins

* **Bandit** - *4* - No cost. Steal one Coin Card from an opponent's Bank and add amount to your Bank. Stolen Coins must be spent immediately, then thieved Coin Card is put into that opponent's discard pile. One time use, then discarded.

\$ * **Witch** - *3* - Cost of **5** Coins. Placed on an opponent's **Knight** or **Cavalry** for two of their turns and disallows that **Knight/Cavalry** from attacking until removed. Discard after those two turns. *Note: helpful to track two turns by placing **Witch** face up on the opponent's **Knight** or **Cavalry** Card. Flip the card after one Attack Phase, and discard it after the next.*

* **Sentry** - *2* - No cost. Placed upon **King** of your choice. Adds two points of Defense to **King** it is placed on. Discard after it absorbs two points of Damage. *Note: helpful to track two points of Damage by placing **Sentry** face up on the **King** it is Defending. Flip the card over after it receives one point of Damage, and discard it after two points of Damage.*

* **Necromancer** - *Joker* - No cost. The **Necromancer** resurrects a player's *last killed or discarded **Knight** or **Cavalry** Card*, which is placed directly into play. **Necromancer** is one time use, then discarded. Resurrected **Knight/Cavalry** Card remains in play as usual unless sent to discard by **Destroyer**.

* - Instantaneous Card (can be played at any time, regardless of phase or turn).

\$ - Purchase Card (these cards cost Coins from your Bank to play).

Game Play:

Red gets the first turn, then each player alternates turns.

There are five phases within each turn. *Those are, in order:*

1. Draw Phase

Draw from your deck until you have 3 cards in your hand.

2. Deposit Phase

You may deposit 1 (*only one*) Coin Card from your hand into your Bank per turn.

3. Purchase Phase

You may only purchase cards in your hand with Coins already deposited in your Bank.

If you have enough Coins in your Bank, you may pay to play Purchase Cards from your hand. Declare which Coin Cards you are spending and then move them from your Bank to your discard pile to purchase the card(s) from your hand. No change is given. For instance, if you pay 16 Coins to purchase a 12 Coin Knight, you do *not* receive 4 Coins in change. Purchasing multiple cards during one Purchase Phase *is* legal, provided you have the appropriate funds in your Bank. The Purchase Phase is the only time in which you may pay to place **Knight** and **Cavalry** Cards into play (unlike the other Purchase Cards, **Witches** and **Destroyers**, which may be purchased and played at *any* time on *anyone's* turn, provided you have enough funds in your Bank).

4. Attack Phase

If you have **Knight** and/or **Cavalry** Cards in play, declare the opponent's **King** that you wish each to deal Damage to. The two points of Damage dealt from a **Cavalry** Card *cannot* be split between two **Kings**.

Assess the Damage to your opponent's **King(s)** (each **King** begins with 6 points of Defense, marked by the dice. Once a **King** has zero points left, he has died. Once both of a player's **Kings** are dead, they lose).

5. Discard Phase

If you have three cards in your hand at the Discard Phase, you are allowed to discard 1 (*only one*) card of your choosing. However, you may elect to *not* discard and keep all three cards. If you have less than three cards in your hand at this phase, you *cannot* discard. Discards during this phase or otherwise are made *face up* for all players to see.

Extended Card Rules:

Players *cannot* retroactively use Instantaneous Cards. For example, if a player attacks with 2 **Knights**, another player cannot then declare that he/she is using a **Destroyer** to avoid any Damage from those attacks. The **Destroyer** has to be played *before* the attack is declared to avoid Damage. In some cases, it will come down to which player is fast enough to declare their play first.

Similarly, players must declare use of the **Bandit** Card *before* an opponent declares use of the Coin Card they intend to steal.

Players may steal a Coin Card with a **Bandit** Card and *not* use the funds to purchase anything (just to force the opponent to discard the thieved Coin Card).

One **Knight** or **Cavalry** Card *cannot* have more than one **Witch** played on it at the same time.

Multiple **Sentry** Cards *can* be played on one **King** at the same time.

Extended Play Rules:

If all **Knight**, **Cavalry**, and **Necromancer** Cards have been discarded by all players, and no more Damage can be dealt for the remainder of the game, add the numbers on each player's **Kings'** dice. Highest score wins.

If it is still possible for any player to deal Damage in the course of the game, but two consecutive turns from each player pass with no drawing, no discarding, and no Damage dealt, game is a tie.

If a player draws out his/her deck, play continues with that player skipping Draw Phase.

Expanding Beyond 2 Players:

You may play this game with more than 2 players using the guidelines above if it's "every man for himself." In this style game, roll dice for first play (highest goes first), then turns continue clockwise from there. Play continues until only one player has living **King(s)**.

If you have an even number of players beyond 2 (4, 6, 8, etc.) you may play in teams of red & black, where each player plays their own 27-card deck but they may confer in secret to strategize against the players of the other color. In this style of play, players may use their **Sentry** and **Necromancer** Cards on **Knight/Cavalry/King** Cards controlled by the other players on their team. Pick a team member to roll dice for first play, then turns alternate from color to color, cycling through each team member. Play continues until either all black or all red **Kings** are dead.

Good luck, have fun!



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