

Players  
2-6

Time  
20 min



# The Rules



## Set up

- For your first round, remove the **King's Crown** and **Fool's Hat** cards from the deck. Place them aside.
- Shuffle the deck and deal all players 5 cards. Place the remaining deck facedown at the centre of your playing surface; this is the draw deck for all players.
- If there are players with the **Fool's Hat** and **King's Crown** cards (awarded from a previous round) resolve their action text.
- The player with the **King's Crown** takes the first turn. If no player has the **King's Crown**, the shortest player takes the first turn in honour of their dwarven heritage.

## Card Layout

- Card Type:** There are 3 types of cards in Kingless – Dwarf, Item, and Event. The card type is shown in the top left of each card. **Dwarfs** are identified by a  and **Items** by a . **Events** have no icon.
- Influence:** the influence score is the number in the top right of the card.
- Card Name:** The name can be found in the banner at the top of the card.
- Action Text:** The action text is at the bottom middle of the card.



## Playing the Game

- At the start of your turn, draw a card.
- During your turn, you may play any number of **Event** cards unless the **Event** card tells you to 'End turn.'
- When an **Event** card is played, place it face up in the discard pile, referred to as 'the gutter' in Kingless. Resolve its action text.
- When a **Dwarf** or **Item** card is played, place it face up in front of you, complete its action text, then end your turn.
- You can elect to end your turn and draw a card.
- At the end of every turn check how many cards are in your hand.
- If you have less than 3 cards draw up to 3.
- If you have more than 8 cards discard your choice of cards to reduce your cards to 8.
- You can play **Stop** and **Halt** cards at any time to cancel the action text of any card.
- Play continues in a clockwise direction with players taking their turn until the end-game is triggered.

## Triggering the End-Game

- The end-game of Kingless can be triggered in two ways:  
One way is by having a combination of 5 or more **Dwarf** or **Item** cards in your play area. The first player to do this will trigger the end-game.  
The other is by running out of cards in the draw pile; the player who tries to draw a card when there are none left will trigger the end-game.
- Upon the end-game being triggered, all players get one more turn. The player who triggered the end-game takes the last turn.

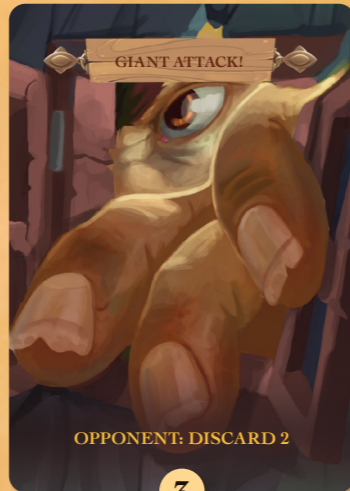


## Winning the Game

- Upon completing the last turn, all players tally up their influence totals from cards in their play area. The player who has the highest influence is crowned King and receives the **King's Crown** card.
- The player with the lowest influence total becomes the Fool and receives the **Fool's Hat** card.
- If there is a tie for first or last place it can be broken by the dwarven game of Sword-Hammer-Axe. Humans typically play it as the less exciting Rock-Paper-Scissors.



# Reference Guide



## 1 Gutter

Discard the specified card or card type from a person's play area to the gutter.

## 2 Claim

Take the card specified, if held by a player, either from their hand or play area. Move the claimed card into your play area. The claimed card's action text does not take place.

## 3 Discard

The specified player must select a card or cards to discard from their hand.

## 4 Draw

Draw the specified number of cards from the deck.

## 5 Pick Pocket

Pick an opponent and randomly select a card from their hand. Place this card into your hand.

## 6 Play

Play the specified type of card from your hand to your play area, its action text does not take place.

## 7 Immune

Specifies Actions, Events or both that this card or the card's owner is not affected by.

## 8 Recruit

Reveal the top two cards of the deck to all players. If a Dwarf or Item is revealed you may place one into your play area, its action text does not apply. Discard the other card or cards.

## 9 Second Wind

Check the top card of the discard pile, if it is a Dwarf or Item place it in your play area, its action text does not apply.

## 10 Stop

Interrupt the action of the last card played. This card can be played at any time but cannot be used on a Halt card.

## 11 Halt

Interrupt the action of the last card played. This card can be used at any time and can override a Stop card.

## 12 Passive

Creates a constant effect on either a card, play area or hand. The effect remains in place while the card is in your play area.