

Introduction

Welcome to the strange and silly world of Kings & Things* (for the full title please refer to the cover!). It is a world of varied terrains and magical items, of mythical beasts and valiant heroes, of Grand Dukes and Master Thieves.

In Kings & Things* you play the role of a minor noble, vying for control of the broken kingdom of Kadab. Opposing you are three other equally minor nobles, all hoping to emerge as the new emperor. To accomplish your divine task you must expand your control of the varied lands of Kadab, increase your income, muster ragtag armies of whatever creatures are willing to join your cause, recruit powerful heroes to lead them, and build towers, keeps, castles, and finally a citadel to establish your base of power. Sounds easy, doesn't it?

But watch out! Those other players are under the impression that it is *their* divine right. And they have the same chance to recruit armies and even - gasp! - steal away some of your loyal troops, the fiends! If they build a citadel the same turn you do, then you can only win by conquest. That means you have to get your troops marching and capture a second citadel from someone else! Any questions? Good! Read on and all will be explained.

1 EQUIPMENT

Kings & Things* includes:

- 48 hex tiles
- 351 playing pieces
- 8 player racks
- 4 dice
- 1 16-page rule book (including 4-page pull-out)
- 1 game box

(1.1) The Hex Tiles

Historical Note; Once the lands of Kadab were blessed with really nice weather We mean really nice It was so nice that people (and Things) came from all over the world to settle down and soak up the sun. Then an accident destroyed Yazilik University the empire's centre of magical learning and power. Well, when the old school went boom in the year 250 it released several conflicting fertility spells which changed the climate and complexion of the land. Frozen wastelands are non in (lose proximity to steaming swamps and vast deserts are adjacent to verdant plains.

Kings & Things* does not use a regular board. Instead, you build your own board, changing the terrain layout each time you play. (Those fertility spells are fickle and still quite potent.)

The hex tiles represent the seven different types of land (jungle, frozen waste, forest, plains, swamp, mountain, desert) and sea you will encounter and battle over on your way to imperial glory.



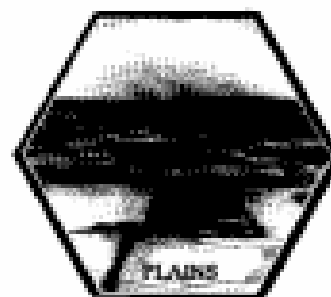
JUNGLE



FROZEN WASTE



FOREST



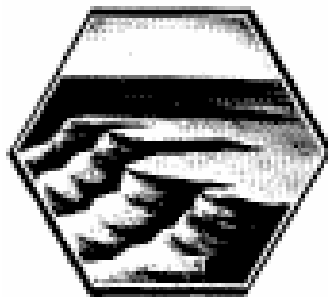
PLAINS



SWAMP



MOUNTAIN



DESERT



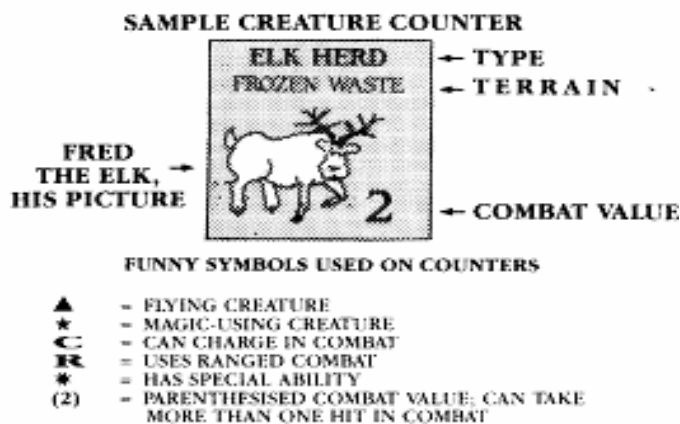
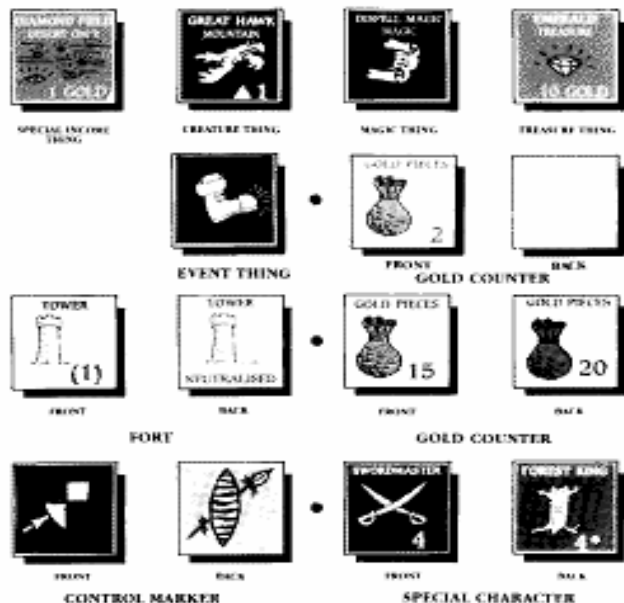
SEA

(1.2) The Playing Pieces

Historical Note: The creatures of Kadab (and even many inanimate objects) have been blessed with at least a rudimentary intelligence since the Big Boom at Yazilik U As the magic that was released from those hallowed halls settled over the land, it became evident that life wasn't going to be quite the way it was. Things were awarded full rights as citizens by Emperor Nablopal Ills Code of Laws and Things (back in the Year 248, before the empire collapsed). So gob tins, dinosaurs, flying squirrels, elves, buffalo and even kilter penguins all have a say in the politics of the land (even though some stilt hare a little trouble understanding - much less appreciating - the honor).

One of the ways you gain power is by mustering rag-tag armies of whatever creatures are willing to join your cause (usually in exchange for gold, food and a good time).

The 234 counters with the blank backs are called *Things*. They represent the fantastic creatures, special income counters, magic items, treasures, gold and random events in the world of **Kings and Things**®. The remaining counters - all with variously marked backs - are forts (in four sizes), control markers (used to denote ownership of land hex tiles and Thing stacks), and special characters (the powerful heroes of the world).



(1.3) The Player Racks

The racks are used to hold Things not currently in use and to keep them secret from the other players. Treasures, events, magic items, special income counters and creatures can all be kept on your nifty thingamajigs. Special characters, gold counters, and forts may *never* be placed on them.

2 SETTING UP THE GAME

(2.1) The Standard Four Player Game

Before you can set out to reunite the shattered kingdom of

Kadab (by conquering it yourself, of course), there are a couple of things you should know and do. Kings & Things works best with four players, but if you can't find that many minor nobles, even two or three players will find the game fun and exciting.

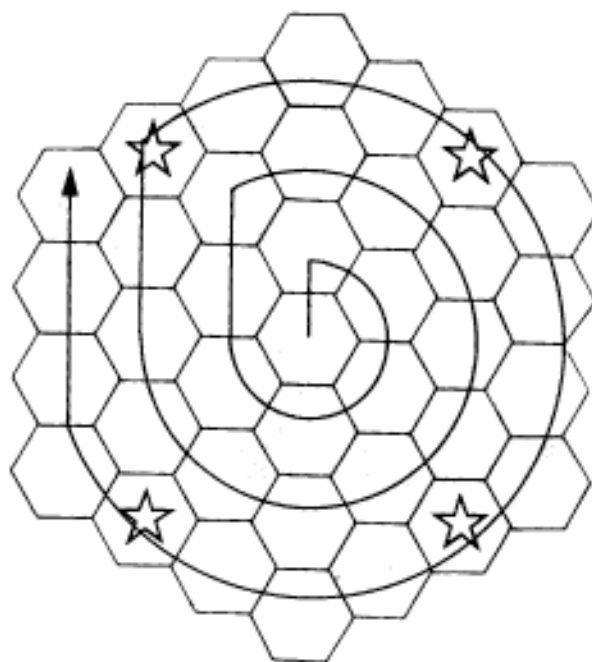
There are a number of tasks that need to be done to set up the game. They are:

(2.11) **The Bank:** This is where all those important game pieces are kept so they are easily accessible throughout the game. Sort the forts, gold pieces and control markers by type. Set them off to one side of the playing area.

(2.12) **The Playing Cup:** This is what you will randomly draw Things from. Place all of the Thing counters in a large cup, bowl, or even the box top (see, every component has an important function). Mix well. Oh, don't forget to punch them out first.

(2.13) **Special Characters:** Randomly determine which side of the back-printed special character counters will be used in the game. Some acceptable methods to do this are: (1) toss them from a cup or your hand and see which side they fall on, or (2) roll a die for each counter: 1 - 3 = front. 4 - 6 = back. Set them near the bank.

(2.14) **Hex Tile Set-up:** Now its time to see exactly what the Big Boom is doing to the Kadab terrain this week. Set aside four of the eight sea hexes (short for hex tiles). Then shuffle all the land and four remaining sea hexes together face down into a large deck. Now lay out the hoard according to the diagram in the illustration below. Don't turn the hexes face-up yet.



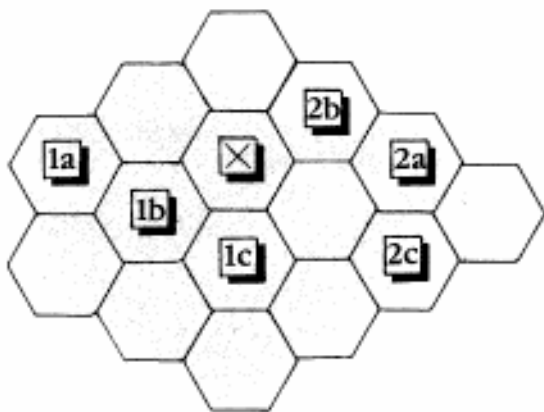
The arrow shows the order in which hexes are laid out.


The four stars indicate the four possible starting points.

(2.15) Starting Positions: There are four possible places to start your kingdom, as shown in the previous illustration. Each player rolls two dice. The high roller chooses a starting position first (he's now the *first player*), followed by the other players in clockwise order (you may have to shift seats when you're through, so don't get comfortable). The final arrangement of seats, clockwise from the first player, is known as the *player order*. Now you can turn those hexes face-up.

Note: If your starting position is a sea hex or is adjacent to two or more sea hexes, you may remove the sea hex(es) and replace it with a hex drawn from the deck. Repeat this process until your starting position is land with at least two land hexes adjacent to it.

(2.16) Starting Kingdoms: Each player receives a set of control markers from the bank and places one marker in his starting hex to show that he owns it. Then, in player order, each player selects and marks a second hex. Repeat this procedure one more time so that each player has a kingdom consisting of three hexes. A player's second and third hex *must* be adjacent to at least one of his previous hexes, and may not be adjacent to the hex of another player.



- 1a = Player 1's starting position
- 2a = Player 2's starting position
- 1b = Player 1's next pick
- 2b = Player 2's next pick
- 1c = Player 1's last pick (he may not pick  as his last hex; it is adjacent to 2's Kingdom)
- 2c = Player 2's last pick

(2.17) Starting Forces: Next, each player takes 10 gold pieces (see **Section 5**) and one tower from the bank, and a rack. In player order, each player takes his tower and puts it in one of his hexes.

Then, again in player order, each player draws 10 Things from the cup (at random - no peeking!). In player order, each minor noble may place some or all of his Things on the board:

* *Special income counters* include cities, villages, and other counters keyed to specific terrain and printed with gold values. You can place one (and only one) special income counter in each hex you own. Villages and cities can be placed in any of your hexes. Other special income counters can only be placed in hexes of their terrain type.



Example: The Elephants' Graveyard counter says Jungle. If you have a jungle hex, you may place the graveyard there: if you don't you can't place the graveyard on the board.

* *Creature counters* include killer raccoons, ice worms, and other various critters that populate Kadab. You can place your creature counters in any hexes you own, up to 10 per hex. Place them face down and make neat little stacks in whatever hexes you put them.



* *Magic items and treasures* (along with any other unplayed Things) are placed in your rack.



(2.18) Exchanging Things: Next, in player order, players who still have Things on their racks can turn them in for new ones. A player gets to draw one new counter for each counter he returns to the cup. Decide what Things you will return; then draw replacements; then put the returned counters into the cup. If you don't like your replacement counters, tough - you can't replace them again.

Again in player order, anyone who drew replacement counters can place them on the board, according to the rules in **2.17**. The rest are placed on the racks.

(2.19) Preparing the Deck: Shuffle all the unused terrain hexes together with the four sea hexes set aside earlier. Keep this deck face down and set it near the bank.

(2.2) Two or Three Players

In a two or three player game, the board is smaller; see **Section 16**.

3 THE SEQUENCE OF PLAY

Kings & Things * is played in *turns*; each turn is divided into *phases*.

(3.1) The First Player

During set-up, a player order was determined (see **Section 2.15**). During each phase, the players perform actions in order.

Example: In the Gold Collection Phase, the first player takes gold, then the player to his left does, etc. Once all players have taken gold, the next phase begins.

At the beginning of the *next* turn, the player order shifts. The old second player - the one to the first player's left - becomes the new first player and performs actions first in each phase. At the beginning of each subsequent turn, the player order shifts like this again. (We suggest that you have an official 'changing of the order' at the end of each turn.)

Note: In a two-player game the player order does not change.

(3.2) The Turn Sequence Outline

An abbreviated sequence of play is printed on the back of the central pull-out section of these rules. What follows here is a brief explanation including rule section references.

(3.21) Gold Collection Phase: Determine income and collect gold pieces from the bank (see **Section 5**). Gold collection is mandatory.

(3.22) Recruiting Characters: Each player may attempt to recruit one special character (see **Section 6**). Special character recruitment is optional.

(3.23) Recruiting Things: Each player draws Things from the cup. Players may trade in unwanted Things from their racks. Place Things on the board (see **Section 7**). Thing recruitment is mandatory.

(3.24) Random Events Phase: Each player may play one Random Event counter from his rack (see **Section 14**). Random event play is optional.

(3.25) Movement Phase: Each player may move his counters on the board (see **Section 9**). Movement is optional.

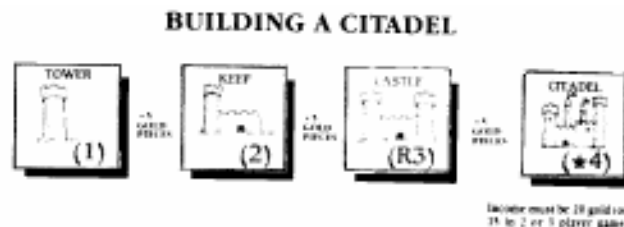
(3.26) Combat Phase: Each player may explore or fight battles (see **Sections 10 and 11**). Combat is optional. Sort of.

(3.27) Construction Phase: Each player may build forts (**Section 12**). Construction is optional.

(3.28) Special Powers Phase: During this phase the Master Thief and the Assassin Primus may use their special powers, if they are in the game (see **Special Characters: Powers and Abilities** in the pull-out). Use of special powers is optional.

(3.29) Changing Player Order: The second player becomes the first player (see 3.1). Changing player order is mandatory.

You can only build a citadel during your part of a Construction Phase. You need to already own a castle, have an *income* of 20 (or 15 in a two- or three-player game), and pay 5 gold. See **Section 5**.



(4.11) You may not build a citadel if you already own one (whether you conquered or built it).

(4.12) You don't actually receive income during the Construction Phase, you simply count up your income to see if you're eligible to build a citadel.

(4.13) Once built, a citadel can only be lost by conquest. You do not lose it if your income dips below 20 (or 15 in a two- or three-player game).

(4.2) Winning with a Citadel

Citadels are big. Citadels are impressive. Citadels are what allow a minor noble to rise above his fellows to become Emperor.

If you are the first player to build a citadel and no one else builds one by the end of the next Construction Phase, you win - hooray! If someone else builds a citadel before then, the game can only be won by conquest - curses! (see below).

(4.21) Once two or more citadels are on the board, players can only win by conquest. This means you need two citadels to win - double curses! A player wins immediately upon capturing a second citadel. (Since you can only build a citadel if you don't already own one, your second citadel must be captured from another player).

(4.22) If there is only one citadel on the board and you capture it from its present owner, you must hold it until the end of the Construction Phase of the *next* turn in order to win, just as though you had built it.

(4.23) If you build a citadel and then lose it to another player, you may build another citadel (since you can build one if you don't currently own one) as long as you meet the income requirements as usual.



WINNING THE GAME

The object of **Kings & Things*** is to reunite the kingdom of Kadab under your wise and benevolent rule. Whoever can prove his ability to rule will certainly gain the undying gratitude of the killer penguins and ravaging pixies everywhere and be crowned the new Emperor of Kadab. The proof lies in the ability to build and/or capture the very impressive fortified structures known as citadels.

(4.1) How to Build a Citadel

There are four fort levels. In size order, they are: tower, keep, castle and citadel. Starting with a tower, you will eventually increase the fort in size until you have constructed a citadel (see **Section 12**).



GOLD AND INCOME

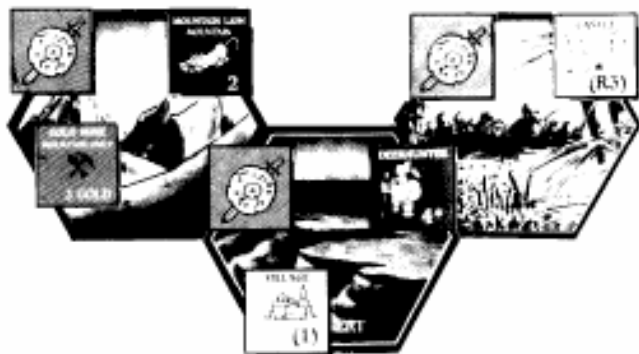
Gold pieces are nifty things to have. They can be spent to gain special characters, recruit Things, build forts, and bribe defenders during exploration. You get these wonderful, shiny trinkets during each Income Phase. You can also gain gold pieces by playing treasures drawn from the cup or captured during exploration.

(5.1) Income

Each turn during the Gold Collection Phase, you receive as many gold pieces as your *income*. Income is the net worth of your kingdom, determined by certain you control (see things below). Treasures turned in for gold do *not* count as income.

Income is determined as follows. You receive:

- * one gold piece for each land hex you control, plus
- * as many gold pieces as the combat value of each fort you control, plus
- * as many gold pieces as the printed value of each special income counter you control *on the board* (see below), plus
- * one gold piece for each special character you control.



This Player's income is 11

3 Control	=	3
1 Village	=	1
3 from mine	=	3
3 from castle	=	3
1 from special character	=	1

		11

(5.2) Gold Counters

When you gain gold pieces, take gold counters from the bank and place them in front of you. You can't hide your gold from the other players - keep them in full view at all times. Note that some gold counters are backprinted with different values - don't accidentally flip them. **Important:** Gold counters are never put in the cup, on your rack or on the board.



(5.3) Treasure Counters

Treasures include such things as pearls, diamonds, and treasure chests. Treasure counters can be drawn from the cup or captured during exploration (see 10). Place them on your rack and play them when you need additional gold pieces.

To play a treasure counter, display it and take the printed number of gold pieces from the bank. The treasure counter is returned to the cup. A treasure counter may be turned in at any time. **Important:** Once taken from the cup or captured during exploration, treasure counters are never placed on the board.

* Treasure counters are useful because they disguise your true wealth and are harder to lose than gold. However, since you may not have more than 10 counters on your rack (see 7.4), you may not be able to hold them as long as you wish.



(5.4) Special Income Counters

There are ten special income counters keyed to specific terrain (see 2.17). In addition, there are twelve city/village special income counters which can be played in any land hex.



SPECIAL CHARACTERS

Special characters are the amazing and adventurous heroes of **Kings & Things***. They're pretty powerful, too. Two different special characters are printed on opposite sides of the same counter, but only one is used at any given time (see the pullout). Each turn you may try to add one new special character to your army.

(6.1) Obtaining a Special Character

How do you go about getting such august personalities as Deerhunter, the Grand Duke and Ice Lord to join your cause and lead your armies?

During the Recruiting Special Characters Phase, choose one unowned face-up special character from near the bank and roll two dice (see the pull-out for a list of the special characters).

Double the character's combat number and compare this number to your die-roll. If you roll *greater than or equal to* the number, you gain the special character. Otherwise he remains unowned unless you spend gold (see 6.2).

(6.2) Using Gold to Modify the Roll

Money talks in this game! Before or after rolling the dice, you can spend gold pieces to modify the die-roll.

* For every 5 gold pieces spent *before* rolling, you can add one to the roll.

* For every 10 pieces spent *after* rolling, you add one to the die-roll.

Example: You want to add the Dwarf King (combat value of 5) to your army. You need to roll a 10 (twice 5) on two dice. You spend 10 gold pieces to add 2 to your roll. The dice fall and the result is 7. You add the 2 for the gold spent, making the total 9. You're still 1 short. You can end your phase or spend 10 more gold, adding 1 to get to the King.

(6.3) Special Character Abilities

Many special characters have individual powers, their counters are marked with an asterisk. Swordsman and Marksman also have special abilities and *ought* to have asterisks after their combat values. These are described in the pull-out section of these rules.

(6.4) Discharging Special Characters

Before rolling in the Recruiting Special Characters Phase, you may *discharge* (return to the unowned pool) any or all special characters in your army. This is one way to make other special characters (the ones on the face-down side) available. You may also want to discharge a Terrain Lord to make room for another one in your rag-tag army. (Only one Terrain Lord may serve in your army at any given time). Just flip it over when you return it to the pool.

(6.5) When Special Characters Flee

When a special character is eliminated, he flees back to the pool of unowned special characters next to the bank. He can be recruited by any player, starting with the next Special Character Recruitment Phase. The player who lost the special character may turn the counter over before returning it, making a different hero available.



RECRUITING THINGS

During the Recruiting Things Phase, you add new creatures to your army by drawing counters from the cup. There are three ways to acquire new creatures: *free recruits*, *paid recruits*, and *trade-ins*.

Note: Three methods are used during this phase. Figure your free recruits, paid recruits (a maximum of five), and your trade-ins (a maximum of five) and take them all from the cup at once, remembering to pay your gold and discard traded counters. This ends the phase.

(7.1) Free Recruits

You get one free recruit for every two land hexes you control, rounding up (so, for example, you will get two free recruits on the first turn of the game). Simply draw this many counters from the cup.

(7.2) Paid Recruits

At the same time, you may pay gold pieces to the bank to buy recruits for your army. For every 5 gold pieces you spend, you may draw one additional counter. No more than 25 gold pieces may be spent to buy recruits in any one turn.

(7.3) Trades

Also at this time, you may exchange unused counters from your rack for new recruits and Things. For every *two* counters you return to the cup, you may draw *one* additional counter.

* Display all counters you wish to trade in. Draw the full number of Things you are allowed for the phase. Then return the traded counters to the cup.

* You may trade in any unplayed Things on your rack, regardless of type.

Example: Your kingdom consists of five hexes, you have 40 gold pieces, and you have five counters on your rack. You

receive three free recruits for your land holdings. you can spend 25 gold pieces for five additional recruits, and you can trade four of the counters on your rack for two additional recruits. making a total of 10.

Note: The Exchanging Things portion of the initial set-up (on a one-for-one basis) can only be done at the start of the game (see 2.18). After the game has begun, the only time you may trade in Thing counters is during the Recruiting Things Phase (according to the rules above).

(7.4) Rack Limit

There is a limit to what your racks can hold. After drawing all recruits and placing creatures on the board (see **Section 8**), you may not have more than 10 counters on your two racks. This limit is always in effect.

Example: If you use the Thief to steal another player's counter when you already have 10 counters on your rack, you must immediately play or discard one counter.

If you are ever discovered to have 11 or more counters on your racks, you must immediately return the excess to the cup. (The player to your right chooses - without looking at your counters - which ones you must return).

(7.5) Emptying the Cup

If the last Thing is drawn from the cup, the special *true elimination* rule is invoked. From that point on, magic items, treasures, and events are **not** returned to the cup when used. Instead, they are set aside and out of play for the rest of the game.

You may not examine the number of counters in the cup prior to announcing how many recruits you wish to buy or trade for.



HOW TO DEPLOY YOUR RAG-TAG ARMY

The total force of all your creatures and special characters on the board is known as your *rag-tag army* (don't ask us why - Kadab's a funny place).

(8.1) Special Characters

As soon as you recruit a special character, you must place it in a hex you control. Special characters cannot be placed on your rack and are always played face up. (After all, heroes are too important to be kept out of the action and too brave to languish in hiding).

(8.2) Things

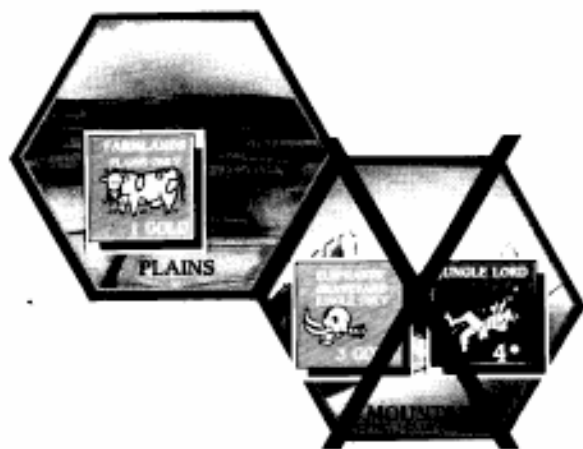
(8.21) Magic, Events, and Treasure: Once taken from the cup or captured during exploration, magic, event, and treasure counters are never placed on the board. Instead they remain on your rack until you wish to use them (see Sections 5, 14 and 15).

(8.22) Cities and Villages: City and village special income counters may be placed face up in any hex you control which does not already contain another special income counter.

(8.23) Other Special Income Counters: Other special income counters include Oil Fields, Farmlands, and Diamond Fields, among others. They add wealth to your coffers and increase your level of income. They can only be placed (face up)

in the terrain hex indicated on the counter. Special income counters are *not* affected by the Terrain Lords (see **Section 6** and the pull-out).

Example: Oil fields may only be placed in a frozen waste hex, farmland in plains, and diamond fields in deserts. Having the Ice Lord will **not** allow you to place the oil fields in the mountains.



The FARMLANDS counter is played correctly, in Plains. The Elephant's Graveyard may never be played in mountain, despite the presence of the Jungle Lord.

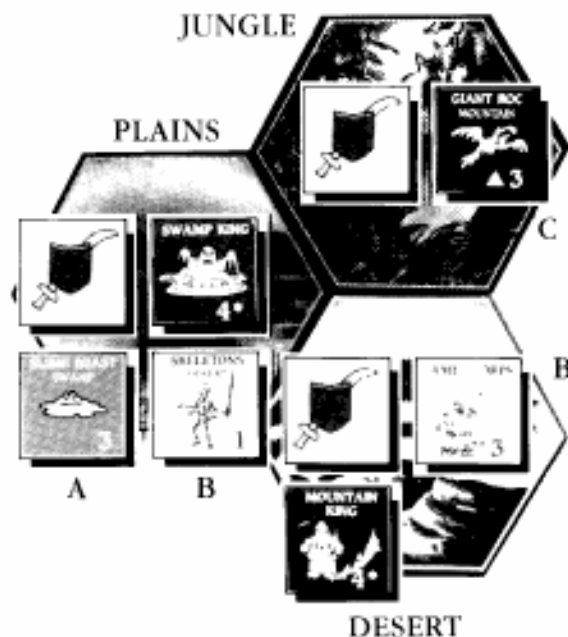
(8.24) Creatures: Each creature in the land of Kadab has certain basic needs - special food, letters from home, the knowledge that it is fighting for home and thinglings - things which only the right terrain or a Lord who understands the creature can give. That's why you must own a hex of the right terrain or have the right Lord to use a creature properly. Oh, you can recruit a creature without this, but it will pine for its own homeland, and its allegiance will be fragile indeed.

Creatures may be played *face down* in any hex you control. A creature is a *bluff* if you don't own a hex of its terrain type, and is real otherwise.

To survive and be real, a creature needs *support*. Support is the basic stuff that every creature must have to thrive, lead meaningful lives, and build strong bodies eight ways. Creatures can be supported two ways: by hexes, and by Terrain Lords.

A hex supports all creatures of its terrain type, anywhere in your kingdom. So, for example, if you own a swamp hex, all of your swamp creatures are supported, wherever they may be.

Terrain Lords are special characters (see **6** and the pull-out). Each is printed with the name of the terrain type. If you have a Terrain Lord, any creatures of his terrain in the *same* hex as he is are supported. For example, if you had the Swamp Lord, any swamp creatures in his hex would be supported - but swamp creatures elsewhere would *not*.



Counter "A" (the slime beast) is a supported counter, because it is in the same hex as the Swamp King. (The Swamp King does not require support.) Both counters marked "B" (the Skeleton and the Camel Corps) are supported, because the player owns at least one hex of their type. Only counter "C" is a bluff, as the player owns no mountains, and the Mountain King is in the wrong hex.

(8.3) Bluff Creatures

Bluff creatures (those creatures which aren't supported by a terrain hex of their type or the appropriate Terrain Lord), can move, explore, initiate combat, and so on, just like supported creatures. A bluff creature remains in play *until it is flipped face up*. (This usually happens when combat is about to begin.) At the instant this happens, any of the other players can demand its removal.

But if no one notices that the creature is a bluff it stays in play and can still fight. When someone finally notices that it's a bluff, it is removed - unless it has already been flipped face down.

If you have a bluff creature on the board and acquire a hex of its terrain type (Or the right Terrain Lord), it's no longer a bluff - it is now supported, and isn't removed if flipped face up. Conversely, supported creatures can become bluffs if you lose a hex or Terrain Lord.

Example: One stack of counters in your army is made up of dervishes, nomads and old dragons - all desert creatures. You don't own a desert hex or the Desert Master, so they are all bluffs. If you capture a desert hex during the first battle of a Combat Phase, the creatures are supported for all subsequent battles.

Example: During a battle you lose your last desert hex. All of your desert creatures are now bluffs.

Example: You lose your Desert Master. All desert creatures in his stack are now bluffs (unless you own a desert hex somewhere).

(8.4) Removing Counters from the Board

(8.41) Creatures may *never* be taken off the board voluntarily. Once played, they remain on the board. Creatures are only removed if they are discovered to be bluffs, as a result of combat, or due to random events.

(8.42) Special income counters *may* be voluntarily removed by the owner. (You might want to do this to make room for a more valuable counter or to deny resources to an invading army.) This may be done anytime *except* during the Combat Phase. Removed counters are put back into the cup *not* back onto your rack.



MOVEMENT

This is the way creatures get from place to place in Kings & Things*. During the Movement Phase, all creature and special character counters in your army may move. Forts, special income counters, and control markers (except those marking your army stacks) never move

(9.1) Movement Speed

Each creature and special character in your army may move up to four hexes each turn.

(9.11) Each swamp, mountain, forest and jungle hex counts as two hexes when moving. All other hexes count as one hex.

Example: A creature can move through two '2' hexes, one '2' hex and two normal hexes, or four normal hexes in a turn.

(9.12) Don't count the hex where your creature starts when moving, but do count the hex in which it ends its move.

(9.13) Creatures may move individually or in stacks, dropping off and picking up counters anywhere along their movement range.

(9.2) Movement Restrictions

(9.21) You may only move your counters during your part of the Movement Phase (**exception:** retreats, see 11.6).

(9.22) No more than 10 of your creatures can end movement in the same hex. Control markers, special income counters, and forts do *not* count towards this limit. Special characters do.

* This restriction doesn't limit a hex to 10 creatures. It limits it to 10 *friendly* creatures. There could be four stacks of 10 creatures in a single hex, each controlled by a different player.

* This restriction does not apply to a citadel hex. You can attack or defend a citadel with any number of creatures and special characters.

(9.23) If your creatures begin a Movement Phase in the same hex as enemy counters (all other players are considered your enemy), they are *pinned*, and may not leave the hex. Also, your creatures must stop moving as soon as they enter a hex occupied by face-down enemy counters, or by face-up enemy counters which have a *combat value*. A combat value is the number Things need to roll to inflict hits upon the enemy. It is the number located in the lower right-hand corner of the counters. Special income counters (other than cities and villages) don't have a combat value and do not participate in combat.

* Your armies cannot be pinned by bluffs. At the beginning of your move, you may ask the player whose counters are pinning you to reveal at least one supported creature. If he refuses (or can't), your army may move normally

* Bluffs *can* force your creatures to stop moving.

(9.24) Each counter or stack of counters must finish moving before any other counter or stack may move.

(9.25) Only flying creatures may move onto a sea hex, and they are not allowed to end their movement on one. If, for any reason, a creature or stack of creatures ends its move on a sea hex, they are immediately returned to the cup. (Exception: see magic explanations the Balloon and the Fan. in the pull-out).

(9.3) Flying Creatures

Not all creatures in Kings & Things are land-bound. While walking may be a fine way for walruses, elves and the Marksman to get around, vampire bats, pixies and Ghaog II will stick to the skies, thank you!*

Flying creatures can fly over enemy-occupied hexes. These creatures are marked with the ▲ symbol

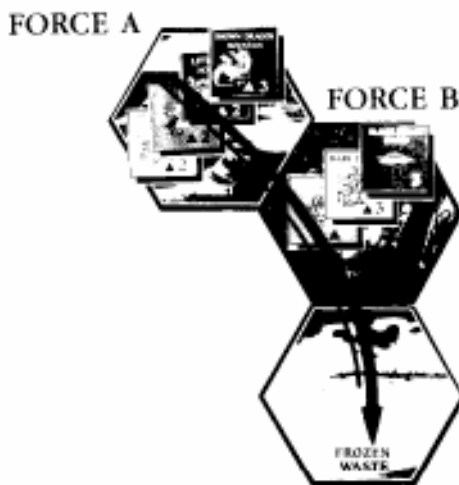
(9.31) When a stack of creatures moves into, or wishes to leave, a hex that contains face down enemy counters or face up enemy counters with a combat value, your flying creatures may continue moving, *provided there are no enemy flying creatures in the hex*.

* You must reveal all flying creatures you wish to continue moving (bluff creatures could be removed if discovered at this time).

* The enemy player has the option of revealing any or all of his flying creatures in the hex (bluffs could be removed).

* You must leave behind as many of your flying creatures as the number of flying creatures your enemy reveals. Others may continue on their way. This procedure must be repeated for each enemy-occupied hex your flyers enter.

* You may not enter or pass through a hex that contains the maximum number of friendly creatures because the moment you enter the hex to fly through, the limit of 10 is exceeded.



Player A's force of 4 flying creatures enters B's hex. A announces (and reveals) his four flyers and states he wishes to continue movement. B chooses to reveal both (he could have chosen to reveal one or none) of his flying creatures.

2 of A's flyers must remain in the forest hex, but the other two may continue onto the frozen waste hex.

(9.4) Movement into Enemy or Unexplored Territory

Important: Whenever a stack of your creatures enters enemy or unexplored territory, mark it by placing one of your control markers on *top* of the stack.

(9.41) Remember that enemy controlled hexes do not halt your army's movement. Only enemy units *with combat values* do (creatures, special characters, forts, cities, or villages).

(9.42) Counters that move into *unexplored territory* (unowned hexes, see 10) must stop moving.

(9.43) You can conquer any *enemy* hex without a battle if any of your counters end the Movement Phase there and the hex contains no enemy counters with combat values. Just replace the control marker with one of your own.



EXPLORATION

Who knows what vile monsters lurk in the wilds of Kadab? Or what treasures there are to be discovered? What magic items to be found? There's only one way to find the answers to these all-important questions. Send your rag-tag army out to explore!

When one of your armies enters an uncontrolled hex, it must end movement there. During the Combat Phase it explores the hex and finds out what strange and wonderful (and possibly dangerous) things it has encountered. It is possible to conquer a hex without a fight, but you could meet creatures you have to bribe or battle.

(10.1) Determining the Defence

(10.11) When you explore a hex, roll one die. If you roll a 1 or 6, the hex is undefended and captured without a fight. Place a control marker (the one on top of your stack will do nicely) to show that the hex is now part of your growing kingdom. Counters used to explore an undefended hex are *not* flipped over - so bluff creatures can be used for exploration.

(10.12) If you roll anything but a 1 or 6, the hex you are exploring *is* defended. The player to your right draws as many counters from the cup as the number you rolled and places them in the hex. He controls the defending creatures during the up-coming combat. Defending creatures do not require support; swamp creatures could defend a desert hex.

* If a special income counter is drawn, it is returned to the cup unless it is keyed to the hex terrain, or is a city or a village.

* If more than one playable special income counter is drawn, the counter(s) with the lowest income value is returned to the cup. The player to your right makes the decision in the case of equal values.

* If a treasure is drawn and the exploring player captures the hex, he may take the treasure and place it on his rack.

* If a magic item is drawn and there are no defending creatures with combat value in the hex, the explorer may take the magic item and place it on his rack. If there are defending creatures, cities, and/or villages, the defending forces may, at the option of the player who controls them, use the magic item(s) (see **Section 15**).

* Random events are immediately returned to the cup.

Example: You have moved your Arch Cleric, troll, elk herd, and witch doctor into an unexplored swamp hex. You roll a five and the player to your right (who will serve as the defender) draws that many things from the cup. The draw includes an oil field special income counter, a diamond treasure counter, the magic sword, a white dragon, and a giant ape. The oil field is not keyed to the swamp, so it is immediately returned to the cup and the defender decides to let the ape use the sword. Next you may try to *bribe* (see 10.2) the defenders or go on with the battle.

(10.2) Bribery

You may *bribe* defending creatures.

(10.21) You may bribe a defending creature, city or village by paying as many gold pieces as its combat value. Bribed creatures return to the cup without putting up a fight. A bribed city or village is 'neutralized' (see **Section 11**). You may, if you wish, bribe some but not all of the hex's defenders.

Important: If the defending force contains treasure, magic and/or special income counters, then the cost to bribe any counter in the force is *doubled*.



This player rolled a "4" for his exploration, and the player to his right drew the following force. The exploring player could bribe this entire force for 18 gold pieces, or, for instance, just pay 4 gold pieces to bribe the Bears. Costs are doubled because of the active special income counter.

(10.22) If you bribe all creatures, cities and villages in the hex, you get any treasure and unused magic items they were guarding.

(10.3) Fighting the Defenders

If there are still defenders in the hex, combat is resolved (see **Section 11**). All attacking creatures (yours, silly) are turned face-up, and bluff creatures are removed if noticed.

If you retreat from combat, surviving defenders remain face-up in the hex, ready to fight the next minor noble who comes along. Once the defenders have fought for at least one combat round, they cannot be bribed, even if a different players army attacks. They may never retreat, and will instead fight to the last.., urn.., man.

(10.4) Replenishing Defenders

If you attempt to explore a hex already occupied by defenders (ie, some other player tried to conquer the hex and failed) you must fight those defenders. You may not bribe them, and no die is rolled as in **10.1**.

If both the defending and attacking forces are eliminated in combat, the hex remains unexplored. Any player who later explores the hex must roll for defenders as described in **10.1**.

11 COMBAT

*The player who finally emerges as Emperor of the lands of **Kings & Things*** is more than just brilliant, well loved, and devoted to the good things in life. The victorious minor noble also has a strong army of creatures at his side, willing to battle to the end to uphold Truth, Justice, and a Good Time. Where better to prove such ideals than on the field of combat?*

When counters of more than one player come together in a hex, a battle must be fought to determine ownership of the hex. Each battle is resolved in a series of *rounds*, and continues until all but one side has been vanquished or retreats.

(11.1) The Combat Phase

All battles are resolved during the Combat Phase - including ones triggered by exploration.

(11.2) The Player Segment

Each Combat Phase is divided into *Player Segments*. Each player (in player order) announces and resolves any *one* battle. He may announce a battle in any one hex where he and another player have counters, or he may announce that he is exploring any one unexplored hex where he has counters. In the latter case any battle with defending creatures is resolved in the same segment.

(11.21) The owner of the hex where combat takes place is called the *defender*. If the hex is an unexplored one, the defensive creatures are the defender. The other player(s) are called *attackers*.

(11.22) If you have no battles to resolve or hexes to explore, your segment is skipped.

(11.23) If your units are involved in more than one battle or exploration, you may only resolve one per Player Segment.

(11.24) You must resolve one battle or exploration during each

Player Segment that you are eligible to do so, You may not voluntarily pass.

(11.25) Player Segments continue, one battle at a time, until all players have run out of battles to fight and hexes to explore. Then the phase is over (phew!).

(11.3) Battle Rounds

Historical Note: *The creatures and Things of Kadab have an interesting view of the afterlife. It is their firm conviction that if eliminated in battle, they will go to a mysterious place called The Cup. There they will await their glorious call back to Kadab to once again fight for the minor noble of their choice.*

In order to keep things from getting confused, we offer the following guidelines for conducting battle.

* When a battle begins, take the counters involved from their hex and place them off to the side of the board. Place a battle marker in the contested hex.

* In battle creatures use magic, missile and melee to attack the opposing forces. In **Kings & Things*** there is no bloodshed - all defeated creatures wander back to the cup, to be called into service again during the Recruitment Phase. Such creatures are called eliminated.

(11.31) Battles are fought in a series of rounds, each of which consists of the following steps:

1) **Magic:** You and your opponent(s) roll for all creatures printed with the * symbol.

2) **Ranged:** You and your opponent(s) roll for all creatures with the R symbol.

3) **Melee:** You and your opponent(s) roll for all other creatures.

4) **Retreat:** First the attacker and then the defender has the opportunity to withdraw from the hex, ending the battle. If both attacker and defender decide to stay, go back to the first step. Otherwise, read below. (For multiple combat, see 11.8.

5) **Post-Combat:** The player who wins the battle makes sure his control marker is in the hex, then checks to determine whether forts and special income counters are damaged or lost (see 11.72).

(11.4) Rolling for Hits

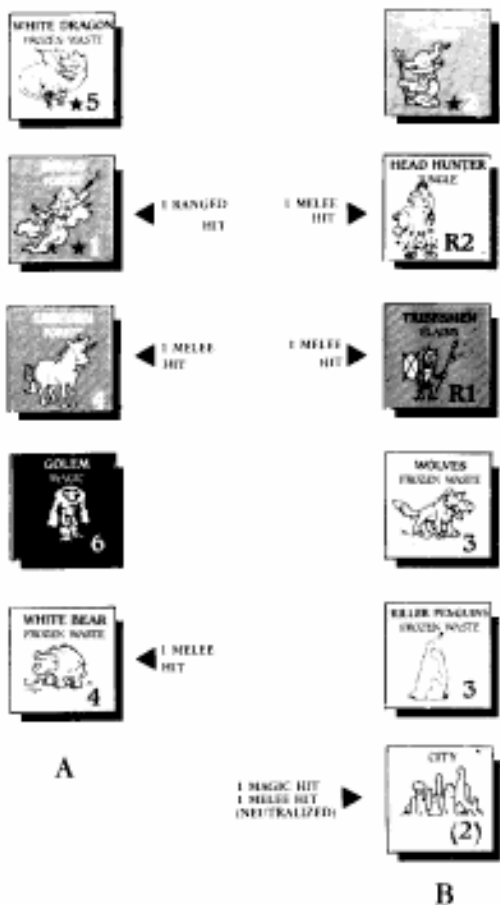
In each of the three combat steps (Magic, Ranged and Melee), different types of creatures roll dice to inflict hits on the enemy army. The basic procedure is the same for each type.

(11.41) You roll one die for each creature *except* those with a **C** printed on their counters. **C** signifies a Charging creature which uses two dice. If the number rolled for a creature is *equal to or less than* its combat value, one hit is inflicted on the enemy army. **C creatures can inflict two hits, since they roll two dice.**

Example: Your walrus and white knight meet a mountain man and a nomad on the field of battle. You roll one die for the walrus, two dice for the knight (a **C** creature). You need to roll less than or equal to 4 for the walrus (that's it's combat value) and 3 for the knight. The knight gets two die rolls. If the knight rolls 3 or less on each die, he inflicts two hits on the enemy.

Note: A few creatures have combat values of six. These hit automatically, but the die must still be rolled. (The Talisman or Black Cloud could affect these creatures and their rolls).

* Forts, cities and villages have combat values equal to their *current* level (For example, a city which has taken one hit has a combat value of 1). See **Section 12**.



Player A rolls a 3 and a 2 in the magic step, Player B rolls a 4. Player A scores one hit, which Player B takes from the City.

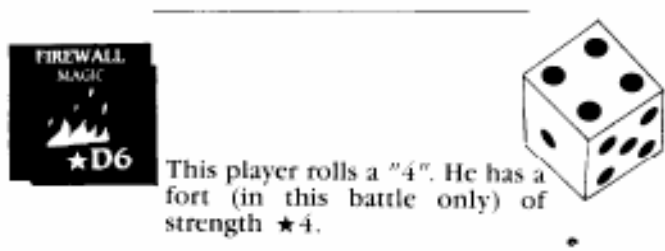
Player B rolls a 4 and a 1 in the ranged step, for one hit. Player A removes the * 1 creature.

In melee, Player A rolls a 4, 4, 4, scoring 3 hits. Player B rolls a 2, 2, 2, scoring only 2 hits (the city was reduced to a combat value of 1). Losses are taken as shown. Player A retreats.

(11.5) Applying Hits

During a Combat Step, you and your opponent roll for all creatures which can fight in that step, *before* either side suffers any losses. After losses are applied the next step begins.

Example: During the Magic Combat Step, all of your magic creatures roll, and so do your opponents. If hits are inflicted, they are applied after all magic creature die-rolls, but before moving to the Ranged Combat Step. If you choose to apply a hit to a ranged creature it is returned to the cup and won't get to fight in the Ranged Step.



(11.51) After the number of hits your forces suffer has been determined, you decide which of your counters are damaged or removed.

(11.52) If a creature or special character (except the Sword Master, see the pull-out) takes a hit it is eliminated. A fort, village or city can take as many hits as its combat value. If it takes that many it is neutralized. If it takes fewer hits, mark the counter with a gold piece or a die showing the number of hits it has taken.

(11.53) When a counter is neutralized, flip it over. It is not destroyed, but it can no longer participate in the battle.

* Forts, villages and cities which take fewer hits than their combat value continue to fight, but at their reduced strength. Castles and citadels do not lose their R and * status.

* See **Section 12** for more details about forts in combat.

(11.6) Retreats

Is the fight going badly? Did the hex you decided to liberate from your opponent contain one surprise too many? Well, discretion is the better part of violence, or something like that.

At the end of each combat round, the *attacker* (the player who doesn't own the hex) has the option to retreat, ending the battle. If the attacker decides to stay and fight, then the defender (the owner of the hex) has the option to retreat.

To retreat, move your counters to an adjacent hex you control which is not currently occupied by enemy counters. If no such hex exists, your force may not retreat; it must stay and fight.

When a force retreats, all friendly creatures and special characters in the battle hex must retreat together into the same hex. If that hex then contains more than 10 friendly creatures, the excess are removed (see **9.2**).

If there are more than two players involved in the same battle, see **11.8**.

Note: Only creatures and special characters may retreat; forts and special income counters must be left behind. They may continue to fight alone if they have not been neutralized.

* The defenders of a previously unexplored hex may not retreat.

(11.7) Post-Combat

What happens once the dust settles over the battlefield and the combat is decided? Well, after all but one side has been eliminated or forced to retreat, ownership of the hex and the status of the forts, cities, villages, and other special income counters must be determined.

(11.71) If all attacking counters are eliminated or forced to retreat, the hex remains the property of the defender, even if all defending counters were eliminated or neutralized.

If the defending forces are eliminated, neutralized or forced to retreat and at least one attacking counter remains, the attacker captures the hex. He replaces the control marker with one of his own.

(11.72) After the battle, check each fort, city, village, and other special income counter in the contested hex to see if it was damaged (regardless of whether it was used to absorb hits or even if no hits were inflicted in the battle). Roll one die for each counter. On a roll of 2 through 5 there is no damage. On a roll of 1 or 6, the city, village or special income counter is destroyed (return it to the cup) or the fort is reduced one level (castle to keep, keep to tower, tower eliminated).

Important: Citadels are never reduced or destroyed.

(11.73) The reduction in value suffered by a special income counter or fort in the course of a battle lasts only as long as the battle (unless you roll a 1 or a 6; see Section 11.72); once the battle is over, flip all surviving neutralized counters back over and remove any gold pieces or dice you used to indicate hits.

(11.74) After you capture a hex, you may immediately place any counters from your rack on that hex (see Section 8).

(11.8) Multiple Combat

It is possible for the armies of more than two minor nobles to fight over the same hex. Talk about lots of fun. Multiple combat involves two or more players forces coming together in another player's hex.

(11.81) During each *round* (not step) of such a battle, each player must declare which *one* player he will try to inflict his hits on. Each player must fight someone in every round.

* A player may change the target of his combat each round, but not while a round is in progress. If you fight Minor Noble C in your Magic Combat Step, you must continue fighting him until your next Magic Combat Step. Then you can declare another target. Declarations should be made simultaneously (or written down).

(11.82) Players may retreat individually, leaving the others to continue the battle (though this may illicit jeers from the other players). The attacking player to the left of the defender has first option to retreat, followed by each other attacker in player order. Then the defender may elect to retreat. The battle continues until only one player is left alone in the hex.

(11.9) Fighting Over Explorations

What?! Your force of killer puffins and flying squirrels has entered a hex to explore it for your kingdom and - horrors! - they've run into Minor Noble D's army of dwarves and mountain men! This presents a problem. Read on.

If two or more competing armies occupy the same unowned hex, a battle ensues. It must be fully resolved before the sole remaining army may explore the hex. If all creatures are eliminated in the combat there is no exploration. When only one army remains in the hex, roll for defenders and conduct exploration as usual.

(11.91) In the case of multiple players fighting over the same unowned hex, the attacker is considered to be the player who *initiates* the combat.

(11.92) The defender in multiple combat over an unowned hex is the player to the right of the attacker. If he has no counters in the hex, then the next player to the right is the defender.



FORTS

Towers, keeps, castles and *citadels* are collectively called forts. Unlike most other counters, forts are not drawn from the cup. They are instead built during a Construction Phase. A tower is the smallest level of fort and is the first piece you can build. It can subsequently be increased in size to a keep and then a castle. A castle then can be increased to a citadel.

A citadel may not be built until your income is 20 or more (15 in a two- or three-player game). If you are the only minor noble with a citadel for one complete turn (Construction Phase to Construction Phase) or you own two citadels, you win the game (see **Section 4**).

(12.1) Building Forts

Forts are built during the Construction Phase. You may build forts in any or all of the hexes you own.

(12.11) If a hex has no fort in it you may spend 5 gold pieces and build a tower there.

(12.12) If a hex has a fort in it, you may spend 5 gold pieces to upgrade the fort to its next level: tower to keep, keep to castle, and (if you qualify) castle to citadel. You may never build more than one level of fort in a hex in one turn.

(12.13) A hex may never have more than one fort in it. It can contain both a fort and a special income counter, though.

(12.14) If there aren't enough fort counters of a particular level, that level may not be built until counters become available.

(12.2) Forts and Income

Forts provide income for your kingdom each turn. You receive as many gold pieces as the total level of forts in all hexes you control. You may never *sell* forts.

(12.3) Forts In Battle

Yes, your forts can help your army of dinosaurs, buffalo, and elephants in battle!

A fort's level is also its combat value. Forts roll to inflict hits as though they were creatures (and with all that magic floating around, they just might be!).

* Towers and keeps have combat values of 1 and 2 respectively. Castles have a ranged combat value of 3 (notice the R on the counter); citadels have a magic combat value of 4 (see **Section 11**). Even if a castle or citadel takes hits, it still attacks as an R or * unit, regardless of its current combat value.

(12.4) Forts Taking Losses

Forts, like cities and villages, have parenthesized combat values (that means they're in brackets). This indicates that they can take multiple hits instead of being eliminated by a single hit the way creatures are.