



KINGDOM

Kingdom is a game for two players. Using the Hero House deck players try to create as many hero houses as possible. The game is over when all cards are used. Estimated game time is one half hour. For details on the Hero House deck, please see the **Hero House** rules.

Setup & Equipment

A deck of Hero House cards is needed, and optionally a large table space.

Beginning

Shuffle and Deal

The deck should be thoroughly shuffled and each player should be dealt 5 cards. The remaining cards are placed face down on the table and form the draw pile. The non-dealer begins play.

Objective

Each player tries to create as many hero houses as possible. The player with the most hero houses when all cards are played is the winner. The maximum score is 22 total hero houses.

The Play

1. **Player's Turn:** On a turn the player can do a number of things depending on the cards in hand and in play:

- Lay Down Heroes** - The player may lay down as many complete heroes as they desire from their hand. (See 6 below)
- Fight** - If the player has heroes in play, each of them may fight a hero of the opposing player. (See 7 below)
- Count Dots** - The player counts the dots of his cards in play. If the black count equals the white, the player has a hero house, gets a point, and should move the hero house out of play. For larger hero houses, double checking the dot count is advised. (See 8 below)
- Replenish** - At the end of his turn, if the player has less than 5 cards in his hand, he should draw from the draw pile until he has 5 again.

2. **End of Game:** The game is over when there are no cards left to play. Every card should be a part of a hero house.

3. **Draw Pile:** The cards not dealt initially form the starting draw pile. This is placed face down on the table, and players draw the top cards as needed to replenish their hand to 5 cards.

4. **Discard Pile:** Cards may be removed from play temporarily by a no-win fight (see 7.D below). These cards form the discard pile. When the draw pile is empty, the discard pile should be shuffled and then used as the new draw pile.

5. If the player has no ability to lay down a hero or fight on his turn, he must pass all cards in his hand to the other player, and replenish his hand from the draw pile. This ends his turn.

6. **Laying Down Heroes:** A player can put a new hero into play by laying down a prime (card with a complete hero) or a head, body, and legs card together. A player can lay down more than one hero on their turn. Only complete heroes should be laid down. The hero can be removed or changed by a fight (see 7 below), but the player can not change the hero by putting further cards from his hand on the hero.

7. **Fighting:** When two heroes fight the results are determined by comparing their dots. Fighting can only occur between heroes in play, and not with hero houses already counted as points. A player's heroes may not fight amongst themselves. Each of the player's heroes may fight only once per turn, but a hero of the opposing player may be attacked multiple times per turn. Once a player has fought, he may not lay down additional heroes in that turn.

There are four possible fight outcomes:

- Win:** If the hero can match equal white dots to his opponent's black dots, and can match equal black dots to the opponent's white dots, and has at least one dot left over, he wins. The winner takes the opposing player's hero into his hand, and can use those cards the following turn.
- Lose:** If the opponent can match equal white dots to the player's black dots, and can match equal black dots to the player's white dots, and has at least one dot left over, the hero loses. The player gives the hero's cards to the opposing player.
- Cosmic Struggle (Tie):** If the hero's white dots equal the opponent's black dots and the hero's black dots equal the opponent's white dots there is a cosmic struggle. Both the hero's and the opponent's cards are taken out of play and put in the discard pile.
- No-Win:** If neither hero nor opponent can win, and there is no cosmic struggle, there is a no-win situation. For example: Java Man (1 white, 1 black) fights Roto Man (3 whites). Roto Man's 3 white can match (and exceed) Java Man's 1 black dot, but Roto Man has no black dot to match Java Man's white dot. Neither is a winner, and there isn't a tie. The no-win results in both heroes being changed by drawing a new card. Each player draws a card from the draw pile and lays it on their own hero. If a new hero is formed, the covered card(s) should be put in the discard pile. If an incomplete hero results, all the hero's cards and the new card should be put in the discard pile. The attacking player should draw first and discard and then the opposing player when possible. If there are no cards in the draw pile, the opposing player should provide one from his hand.

8. **Making a Hero House:** At the end of his turn, the player counts the dots of all his cards in play to determine if he has a hero house. If the total number of white dots equals and the total number of black dots, the player has a hero house and receives a point. All the player's heroes in play must be counted. The hero house should then be moved aside, and the player replenishes his hand from the draw pile. The heroes in a hero house can no longer fight and cannot be attacked by other heroes. If the player begins his turn with a hero house, this should be moved aside, a point counted, and the turn continues as normal.

Conclusion

When all cards have been played and are part of hero houses, players compare the number of hero houses they have made during the game. The player with the greatest number of hero houses is the winner. If there is a tie, the game is considered a cosmic struggle.

THANKS FOR PLAYING



HERO HOUSE

© 2008 by Dan Rhett