

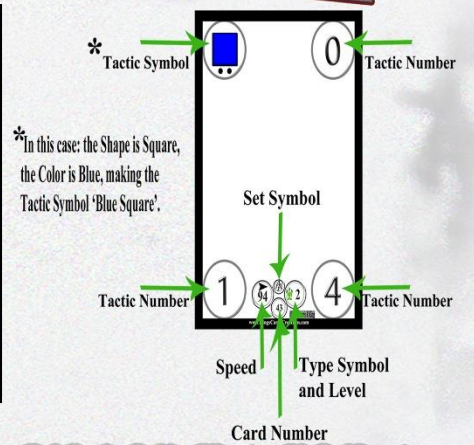
Free print and play rules!

King's: Cards & Creations is games and activities focused around customizable cards, called **Creation Cards**. The rules here for Minkingi are its **Root Rules**. Different games have different **Root Rules**, and have the potential for different or additional rules. Players are also able, and encouraged, to write or draw on their **Creation Cards**.
Be creative, play games, and have fun!

Download (for FREE) the complete Core 135 Creation Card files from the website- allowing players to print and make personal playsets, putting their own pictures and/or text on cards. I want to provide an environment that encourages player creativity, and lets it be used for play. Card sleeves are necessary for any event play, and optional for casual play.

Here, players can make trade value in ideas, information, one of a kind card art, community cards, or anything you can think of. Ideally, players will find many of the 'best cards' from other players. It is good manner play to exchange or give a card to your opponent before or after playing.

Core Creation Card Illustration



Each Creation Card has different possible Card Layouts. The above is a Creation Card with no Card Layout - listed with the basic components in all Creation cards: **Tactic Symbols**, **Tactic Numbers**, **Type Symbol**, **Level**, **Speed**, **Card Number**, and **Set Symbol**. Creation Card Layouts **DO NOT** influence, and are not used or acknowledged, in any **Root Rules**.

Minkingi

In Minkingi, Players are fighting for control over a playfield of spaces known as an **Active Field**. Game setup requires an **Active Field**, one **Player Field**, 2 players, 9 **Creation Tokens** for each player, and 9 random **Creation cards** for each player.

Each player takes their 9 Creation cards and **Drafts** them: both players look at their drawn cards, pick one, then pass the rest of the cards to the other player (do not mix the piles). This will continue until each player has cards in their hand equal to half the amount of **Active Field spaces**, rounded up (example: if there are 9 Active Field spaces, each player should end up with 5 cards in their hand). Any remaining unpicked cards are put into the **Ditch** space. The player who goes first is randomly decided with **Creation Token Dice**. In consecutive games, the player who lost the last game decides who goes first.

In Minkingi, player turns are referred to as **Days**, and steps are referred to as **Hours**. The two steps in a player's Day are the **Field Hour** and the **Midnight Hour**.

Each Day, during a player's Field Hour, they must **Create** 1 card: play 1 card from their hand face up into an open Active Field space (rotated in any direction to fit the length/width orientation of the space), unless there are no available open spaces. If there is a card in an Active Field space, that space is not 'open'. Whenever you play an **Active Card** you put one of your colored tokens on the card, showing you control it (**Control Token**), and another of your colored tokens next to it showing that you own the card (**Ownership Token**).

When a player Creates a card, they may or may not have that card **Declare a Battle** (Battle Active Field spaces, and the cards in those spaces) with any Active Field spaces that are **Combat Adjacent** (spaces that are within combat distance of the card declaring Battle. In normal cases, it is any space that is touching the space that the card Declaring Battle is in). When you begin a **Battle**, all cards in spaces (and spaces themselves) that were chosen by the player Declaring a Battle are **Engaged** in that Battle. The object of the game is to have the most **Controlled Active Cards**, so the way to gain the advantage is to Battle and take control of opponent controlled cards. Here is a breakdown of what happens when two or more cards Battle:

The card with the lowest **Speed** engaged in the Battle attacks first. Cards attack with their **Tactic Numbers** and **Tactic Symbols**, and attack at different times based on their Speed, starting with 0 Speed, and going up to 200. Each Engaged card in a Battle attacks at its designated Speed. When a card attacks, it attacks in each **Combat Adjacent** direction that is Engaged in the Battle. The card attacks with the number or colored symbol that is in the corner touching an opposing card's corner number/symbol. If a card's corner has an equal or higher Tactic Number than the opposing corner it's attacking, the opposing card becomes **Defeated**-the attacking card's controller takes control of the opposing card. If a card's corner has a **Stronger Color (blue beats red, red beats yellow, yellow beats blue)** than the opposing corner it's attacking, the opposing card becomes **Defeated**-the attacking card's controller takes control of the opposing card. If an attacking card's corner has the same color, a weaker color, or a lower number than the opposing corner it's attacking, nothing happens. If a Tactic Number attacks a Tactic Symbol, or vice versa, nothing happens. Whenever you take control of a card, remove the card's current Control Token, and put one of your own in its place.

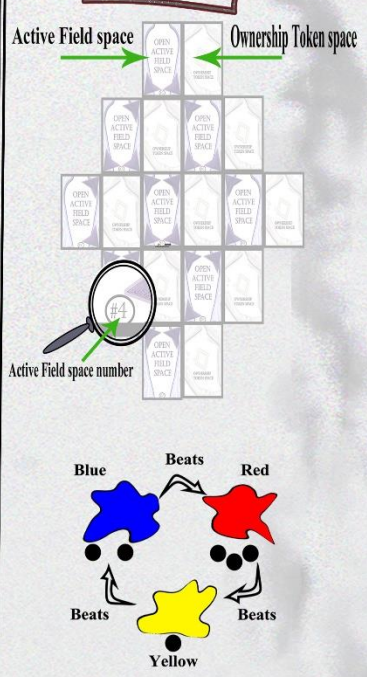
If two cards are **Battling** each other and they have the same Tactic Number and the same Speed, then the card with the higher **Card Number** is **Defeated**.

When there are no Battles left and nothing else a player can do during their Field Hour, they move on to their **Midnight Hour** and finish their Day.

When all Active Field spaces have a card in them (or if neither player has any cards left in their hands), and there are no declared or current Battles, the game is over after the next **Midnight Hour**. Players count how many active cards they control. Sometimes, players may have cards left in their hand. Those cards count towards their **Controlled Active Card** total. The player who has the most **Controlled Active Cards** wins the game (**Controlled Active cards** in the Active field are determined by **Control Tokens**, not **Ownership Tokens**).

In the event of a draw: Sometimes the game will end with both players having the same amount of **Controlled Active Cards**. When this happens, the player with the least amount of **Tactic Symbols** among all their owned cards is declared the winner (cards left in player's hands are considered 'owned cards'). If players have the same amount of **Controlled Active Cards**, and both own the same amount of **Tactic Symbols**, then players add up all of their owned card's **Tactic Numbers**. The player with the lowest total is the winner. If a winner is still not clear by this point, the game ends in a draw.

Active Field Illustration



For other games, cards, and more, check out the Downloads and Store sections of: www.KingsCardsCreations.com

©2021 Lewis King, PO Box 1038, Florissant, CO 80816. All Rights Reserved.

OPEN
ACTIVE

#2
OPEN
ACTIVE
FIELD
SPACE



#3
OPEN
ACTIVE
FIELD
SPACE

OWNERSHIP
TOKEN SPACE

OPEN
ACTIVE

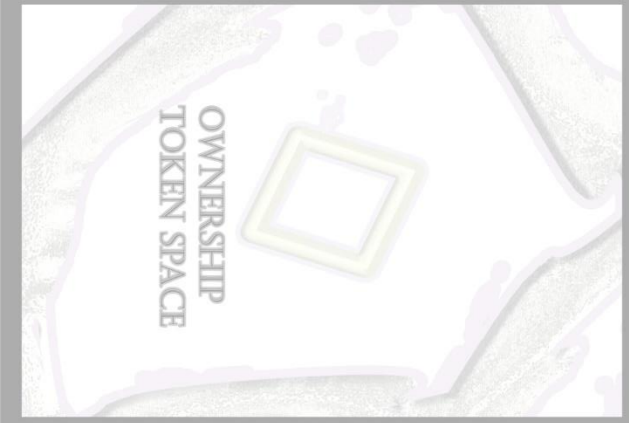
OWNERSHIP
TOKEN SPACE

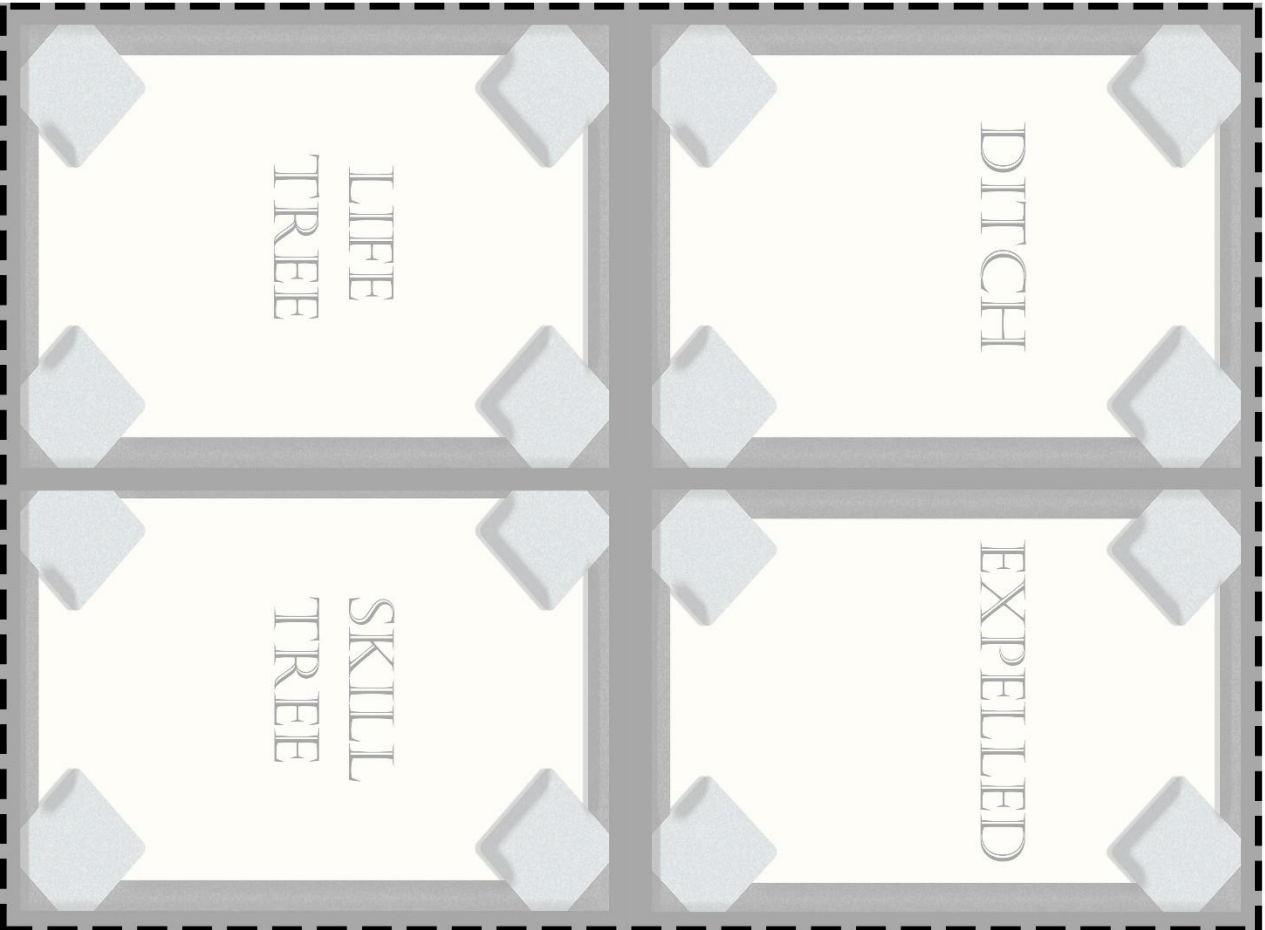
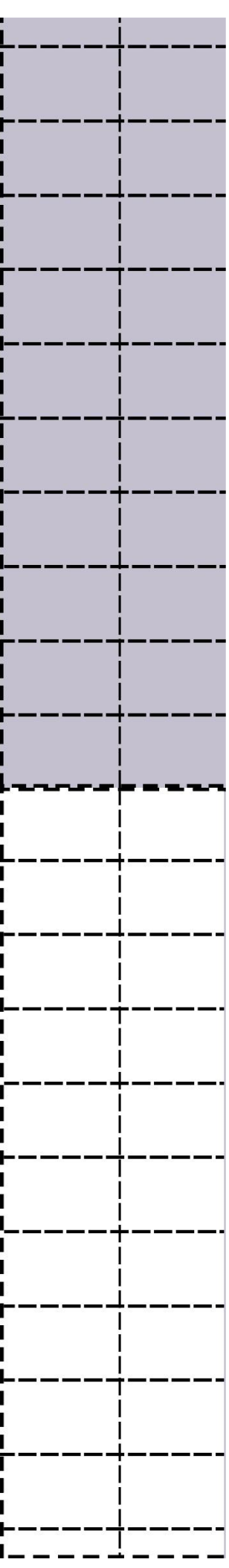
#6
OPEN
ACTIVE
FIELD
SPACE



OWNERSHIP
TOKEN SPACE

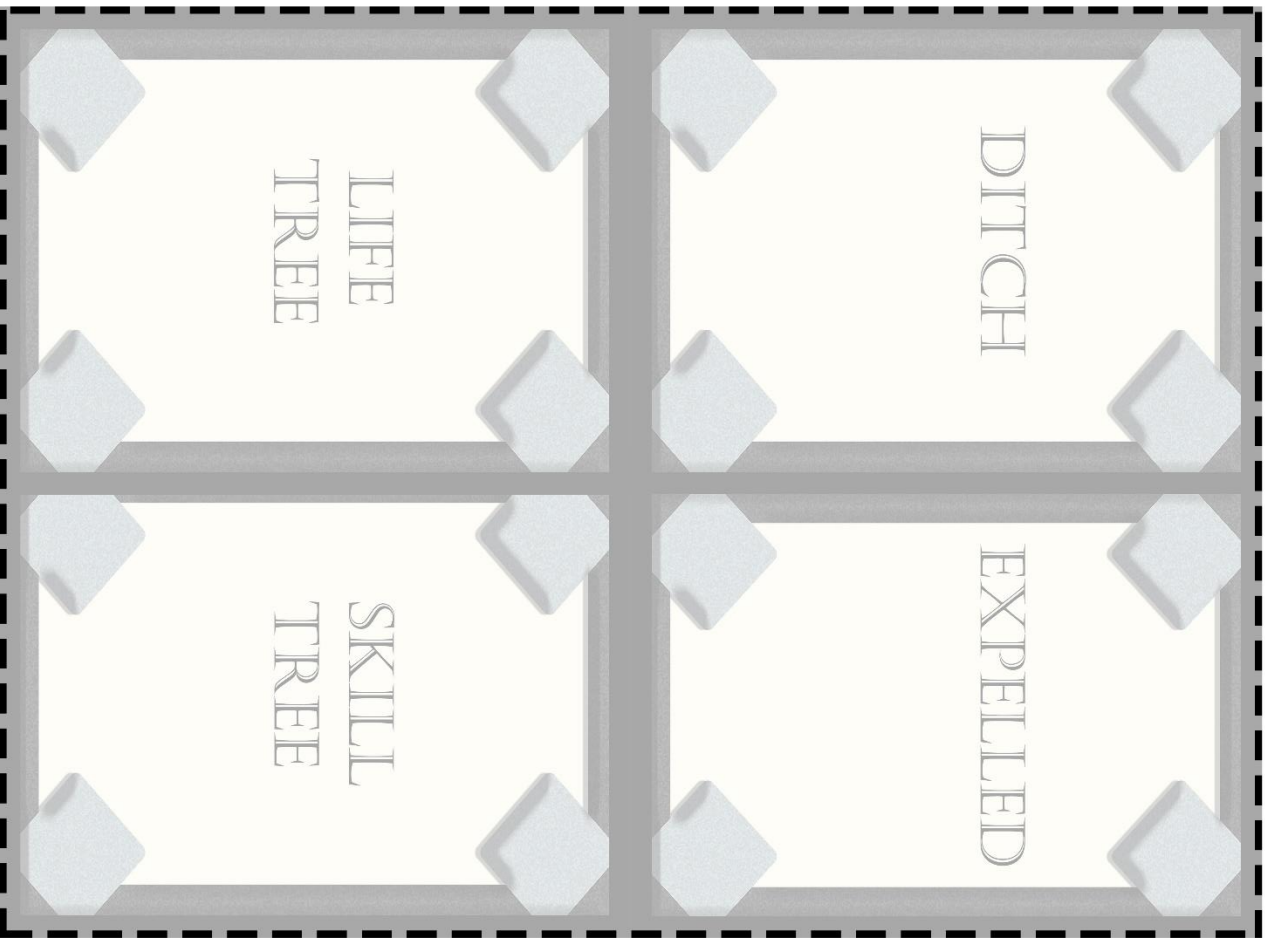
OPEN
ACTIVE





Creation
Token
substitute
cutouts

Player
Field
cutouts



5

1

0

0

4

4

7

78 13 3

4

©2021 Lewis R King

0

97 29 0



©2021 Lewis R King



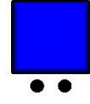
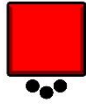
91 48 3

0

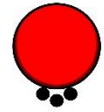
©2021 Lewis R King

7

6



2



3

83 79 8



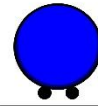
©2021 Lewis R King

6

89 107 6

6

©2021 Lewis R King

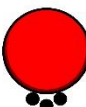


97 92 2

2

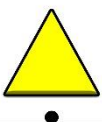
©2021 Lewis R King

4



3

2



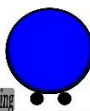
93 103 3

4

©2021 Lewis R King

6

97 126 5



©2021 Lewis R King

4

84 8 2

2

©2021 Lewis R King

Top row: Yellow X, Red X

Bottom row: Blue circle, 98, ♠ 4, 122, 5, ©2021 Lewis R King

Top row: 8, 8

Bottom row: Blue starburst, 85, ♠ 9, 119, Red X, ©2021 Lewis R King

Top row: 8, Red square

Bottom row: Yellow square, 89, ♠ 6, 106, 4, ©2021 Lewis R King

Top row: 4, Red triangle

Bottom row: 1, 96, ♠ 2, 93, Blue X, ©2021 Lewis R King

Top row: 4, Yellow star

Bottom row: 4, 83, ♠ 7, 75, 8, ©2021 Lewis R King

Top row: Blue crescent moon, 1

Bottom row: 1, 91, ♠ 4, 56, 6, ©2021 Lewis R King

Top row: Yellow circle, 0

Bottom row: 0, 97, ♠ 1, 30, 1, ©2021 Lewis R King

Top row: 0, 1

Bottom row: 3, 91, ♠ 0, 4, 0, ©2021 Lewis R King

Top row: 7, 7

Bottom row: 4, 77, ♠ 3, 15, 0, ©2021 Lewis R King