

King's: Cards & Creations is games and activities focused around customizable cards, called **Creation Cards**. The rules here for these three games are their **Root Rules**, and each has 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.

For best results: whenever a game calls for random **Creation Cards** to set up the game, players may use cards from new Core packs, or from a shuffled deck of the complete 135 Creation Card set. Whenever a game calls for random **Skill Cards** to set up the game, players may use cards from new Apparatus packs, or from a shuffled deck of the complete 80 Skill Card set. Whenever a game calls for tokens, **Creation Tokens** should be used. Players may agree to use appropriate alternatives if the above are not available.

Free print and play rules!

Kingdrin

Can be played with 2, or more than 5, players. Best with 3-5 players. All you need is a shuffled pile of random **Creation Cards**, at least 9 cards per player.

- Each player is dealt a hand of 7 cards, from the pile, that only they look at. The deck is placed on the table within reaching distance of everyone.

- The player who won the last game reveals the top card of the deck. If this is the first game, use Creation Token Dice to decide instead. The player places the revealed card, face up, next to the deck. The revealed card is now in the 'Ditch'.

- Any card played can only be placed face up in the Ditch. It must have at least one number, or color matching shape, in one of its four corners that is the same as the top card of the Ditch (it doesn't have to be in the same corner). These are known as **Tactic Numbers** and **Tactic Symbols**.

- When you play a card, announce the Tactic Number or Tactic Symbol you are matching.

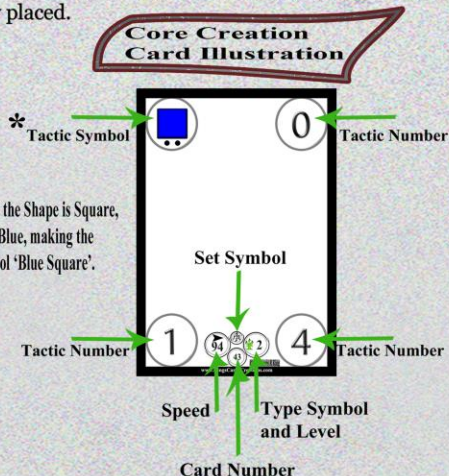
- The first player's turn is: the fastest player to play a card, face up, on top of the Ditch. Then, the fastest player (to that person's immediate left or right) to play a card on the Ditch, is the second turn. After that, turn order continues in that clockwise or counter-clockwise direction.

- When it's your turn you may play 1 card, from your hand, on top of the Ditch.

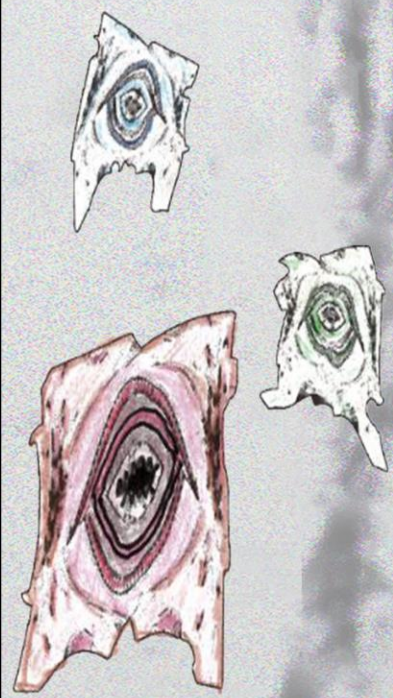
- After you've played a card, you pass the turn to the next player. If you cannot play a card (or choose not to), you draw a card from the deck and pass your turn.

- You cannot play a card in the same turn you draw and pass on.
- The player who runs out of cards in their hand first, wins the game.
- If the deck has no cards left in it, the player holding the least amount of cards wins. The player holding a card with the lowest **Card Number** wins in the event of a draw.

Now that you know the rules, try playing with 3 or more players using the Speed Alt Rule: Any player may play a card at any time, as long as they aren't playing on top of a card that they placed.



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**.



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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.

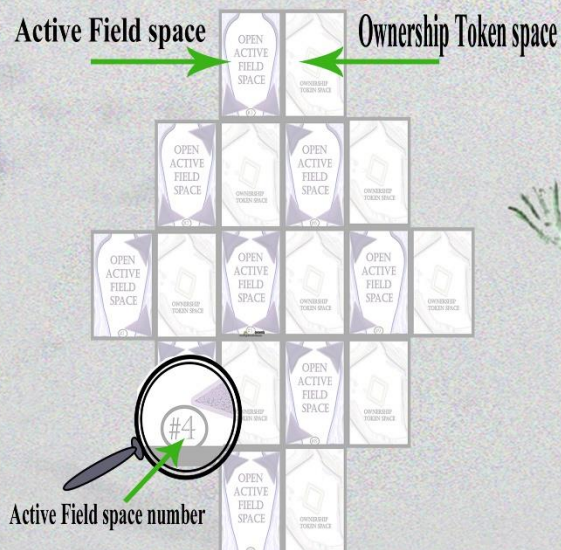
Each player takes their 9 Creation cards and **Drafts** them: both players look at their drawn cards, pick one, then pass the rest of the cards to the other player (do not mix the piles). This will continue until each player has cards in their hand equal to half the amount of **Active Field spaces**, 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:

Active Field Illustration



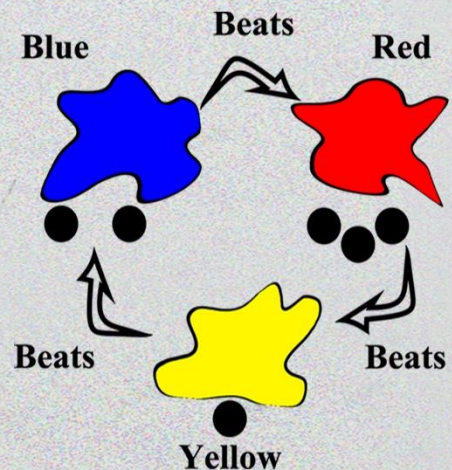
The card with the lowest **Speed** engaged in the Battle attacks first. Cards attack with their **Tactic Numbers** and **Tactic Symbols**, and attack at different times based on their Speed, starting with 0 Speed, and going up to 200. Each Engaged card in a Battle attacks at its designated Speed. When 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.



Fwords

A game of strategic battles and finding words: In Fwords, players use Minkingi style battling, to make words from the remaining Active Field cards. The winner is the player with the most points when the game is over (or high scores for single player).

Fwords is a game for 1-6 players. You will need an Active Field, one Player Field for each player, and 9 random Creation Cards for each player. Before the game begins, each player needs to write one letter on each of their 9 Creation Cards. Players may write up to 4 vowels (for this selection, Y and S are considered vowels), and the rest consonants. Each player sets their cards in their Life Tree space, in any order they choose, then draws 5 cards from the top.

The game begins by randomly deciding who goes first, preferably with Creation Token Dice. Each player takes turns playing cards, battling, and making words. Player turns are referred to as Days, and each step of a player's Day is called an Hour. A player Day has 4 hours, in this order: Field, Battle, Festival and Midnight.

Field Hour: The Current Creator (current player) may play as many Creation Cards from their hand, to open Active Field spaces, as they want (minimum 1). After a player has finished placing their cards, they move on to the Battle Hour. If there are no open Active Field spaces at the beginning of a Creator's Draw Hour, they must destroy one card in the Active Field.

Battle Hour: The Current Creator may Declare up to one Battle per card they played Today (choosing what order the Battles start in). Battle rules are the same as Minkingi, but, instead of gaining or losing control when a card is Defeated, Place any Creation Token on it. When all Declared Battles have finished, the player moves on to the Festival Hour.

Festival Hour: The Current Creator must make one word, that no other player has made this game, that only uses letters currently on the Active Field (face up cards without Creation Tokens on them, only). They may not use the same letter more than once (unless there is more than one card in the Active Field that has that same letter), and must use every letter. Any other Creator may Challenge the made word- if it is not in the dictionary, or is a proper noun, the word must be repealed. The Current Creator must return any cards they played Today to their hand, remove and Creation Tokens on Active Field cards, lose 2 points, and go back to their Field Hour. If a player would need to repeal a second time in one Day, they instead must End their Day after returning to their Field Hour. If a player makes a word that is accepted or passes a challenge, move on to the Midnight Hour.

Midnight Hour: During the Midnight Hour, Destroy any Active Cards with Creation Tokens on them. Destroyed cards go to the Ditch, next to the owner's Life Tree. Then, the Current Creator draws cards from their Life Tree until they have 5 cards in hand (or have no Life Tree cards left). At the end of the Midnight Hour, the Current Creator gains points equal to the number of cards in the Active Field. After the Midnight Hour is done, it moves on to the next Creator's Day.

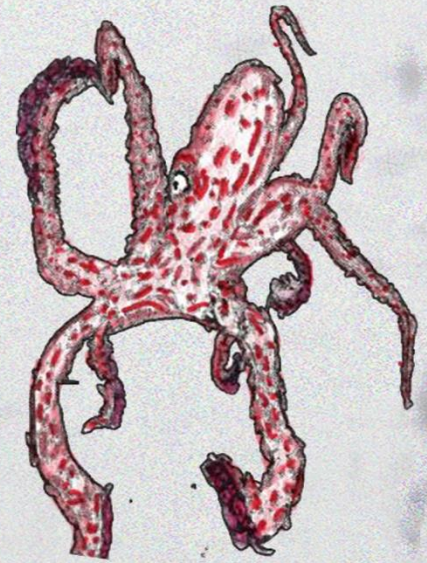
Ending a Day- at the beginning of the Field Hour, the Current Creator may decide to End their Day; The Current Creator draws one Life Tree card (if able), may destroy up to 1 Active Field card, then rotates their Life Tree and Ditch horizontally to signify they have 1 End Token. After this, immediately move on to the next player's Day. Any player who has 2 End Tokens is out of the game (they still win if they have the highest points at the end of the game).

The only time players are allowed to look up words is during a Challenge, and you may only look up the Challenged word. No looking up words before you play them.

Alt Rules:

2-4 players may draw 9 cards each from a pile of 36 pre-written creation cards- one for each letter of the alphabet, plus an additional A,E,I,O,U,Y,R,S,T,N]. also need premade deck rules for 5-6 players.

Players play with a 3 or 5 minute turn timer. Day ends when timer runs out, Challenges do not count towards a players turn time.



If you enjoy King's: Cards & Creations, please consider becoming a Patreon supporter to receive cool stuff monthly, or check out the Store section. I also enjoy hearing feedback from players. Thank you for playing King's: Cards & Creations, and remember;

Be creative, play games, and have fun!

**Creator Cubes contain a rule book with other game rules, as well as Core Packs with Creation Cards that have different Card Layouts, Alt Rules, and Source/Token effects!
Check the Store section of the website for availability!**

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