



REFERENCE SHEET V1.3

This is a brief outline of the rules. You can use it as a quick reference or overview, but follow the complete instructions given in the book.

For more information about Kingdom visit lamemage.com.

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START A NEW GAME

To start a game, follow these steps:

- 1) Read Intro
- 2) Make Kingdom
 - a) Kingdom concept
 - b) Threats (three total)
 - c) Locations (two per player)
- 3) Make Characters: Complete each step together.
 - a) Role
 - b) Who are you?
 - c) Locations
 - d) Bond
- 4) Write starting cards: Crisis & Crossroad
- 5) Read "Kingdom in a Nutshell"
- 6) Pick first player: They will make first Crossroad.

PLAY

On your turn, follow these steps:

- 1) Make Crossroad: If there isn't one. Next player does it if you already made one.
- 2) Scene: Show what your character thinks or does about the Crossroad.
- 3) Reactions: Each player can say where they are and what they see/think/do. Short solo narration.
- 4) Advance a Card
- 5) Resolve cards that are full (Crossroad, Crisis)
- 6) Next player clockwise

In a scene you can use your Role, Challenge, Change Roles or Overthrow someone else's Role. In a reaction you can only do one.

MAKE SCENE

Show what your character thinks or does about the Crossroad.

- 1) Read Crossroad & Role aloud
- 2) What's happening?
- 3) Who's there?
- 4) Where?

CHALLENGE

Stop something another character does or establishes with their Role.

- 1) Declare your target
- 2) Show how you Challenge
- 3) Defender decides outcome: Yes, No, or Yes If you take steps they specify

If you Challenge someone's Role and fail, you can immediately escalate to Overthrow them.

CHANGE ROLES

- 1) Show change
- 2) Pay price

You cannot voluntarily switch your Role unless you held it for one full scene. You can only use one Role per scene.

OVERTHROW

Take a character's Role for yourself.

- 1) Change to their Role
- 2) Show how you Overthrow them
- 3) Defender decides outcome: Yes or Yes If you take steps they specify

If you fail, stop. Otherwise:

- 4) Cancel what they did
- 5) Defender picks new Role

MAKE CROSSROAD

Crossroads are the critical chapters of your game. Always make Crossroads that interest you.

- 1) State the question
- 2) Check interest
- 3) Paint the picture

RESOLVE: CROSSROAD

- 1) End Game?
- 2) Set the Stage
- 3) Decision (Power)
- 4) Predictions (Perspective)
- 5) Popular Reaction (Touchstone)

Each player can interrupt once to Challenge, Change Roles, or Overthrow.

RESOLVE: CRISIS

- 1) End Game?
- 2) Describe Crisis
- 3) What do you see? (each character)
- 4) What do you do? (each character)
- 5) Outcome
- 6) Dead or Retiring characters
- 7) Introduce New Characters
- 8) Make new Crisis card