

# KINGDOM

Rules Update 1.3, July 2016

Since releasing Kingdom in 2013, I'm always looking for ways to make it better. These are the very latest changes I use when I play. They simplify and streamline the game, and I recommend them for everyone.

You can also download updated character sheets, Role cards, and a rules reference sheet at [lamemage.com](http://lamemage.com).

## CHARACTER CREATION

Omit **Wishes/Fears** and **Issues** entirely (steps four and five).

When you create **Bonds**, also describe a downside to the relationship. Say what makes the bond difficult. It doesn't have to be entirely bad, but it must involve some trouble or tension.

## TIMES PASSES

For one-shot games, omit the **Time Passes** card. Just use Crossroads and Crisis. You can include Time Passes in multi-session games.

## POWER ORDERS

Remove the option for Power to give orders that come true during Crossroad resolution; they can only use authority to make the Kingdom do things immediately. If you want to make a promise about the future, just say you're doing that.

## CROSSROAD RESOLUTION

During Crossroad resolution, skip Orders (step four) since orders are removed.

When you resolve Predictions (step five), substitute the crossed-out text with the instructions that follow:

~~"If you don't have Perspective anymore, you have no control over your prediction. It automatically comes true."~~

"If the player who made a prediction does not have Perspective anymore (i.e. the prediction is uncontrolled), a current Perspective can adopt that prediction and describe it coming true. It becomes their prediction. If no Perspective adopts the prediction or no one has Perspective, the prediction is cancelled."

Also omit the last two steps, Reflection and Check Times Passes, since Wishes/Fears and Time Passes are removed.