

SOON I WILL BE KING!

Game Board

Walkthrough

Setup

1. Shuffle "Unambitious Heirs" and place them on the board in a random order.
2. determine seniority of players by any random means, play proceeds in the opposite order.

A Turn

1. If you are King, you may declare Coronation now.
2. Discard any unwanted cards. (or, if you're a Viscount, draw 5 cards)
3. Draw until you have 5 cards in your hand. (or if you're a Viscount, discard down to 5 cards.)
4. If you are a Duke, you may discard your hand to Execute one non-Duke, non-King, Heir.
5. You may play "Blackmail" at any time for the rest of your turn.
- 6 If you are attempting Coronation, all players may make a joint assassination against you.
7. You may make 1 Assassination attempt if you have at least one "Assassin"

Coronation

1. Declare Coronation.
2. Receive 1 card from each player (a player with no cards in their hand gives you nothing)
3. Take your turn as normal.
4. If you do not die during the joint assassination, you win the game.

An Assassination Attempt

1. Attacker plays 1 or more Assassins.
2. The owning player, and then each player after him gets a chance to play Knights.
3. Starting with the attacker, all players may now choose to play 1 or more Poison.
4. Whoever played the most poison may play Antidote, then the next, and so on.
5. If the total of Assassins and Poison exceeds the number of Knights, the target is killed.

The Order of Succession

When there is an opening at any Rank, the Heir with the highest Seniority of the Rank beneath it is Promoted to the new rank (at lowest Seniority.)

1 King: "Coronation" At the start of any turn, you may declare your coronation. All players must give you 1 card from their hand. If you are alive at the end of the turn, you win.

2 Dukes: "Execution" After you draw, you may discard your hand to kill any one Heir except the King or the other Duke.

3 Marquis: "Influence" Your hand size is 6 instead of 5.

4 Earls: "Negotiation" At any time you may discard two cards and replace them with "Bribe"

5 Viscounts: "Planning" Draw 5 cards each turn, then discard down to 5.

6 Barons: "Draft" At any time you may discard one card and replace it with Knight(1)

Unlimited Commoners: "Beneath Notice" Immune to all effects.

The Cards

KNight(1,2,3) Knights can be played in defense of any attacked Heir.

TAssassin(1,2,3) Assassins can be played to attempt to kill any Heir.

AShip to a Distant Land: Play when an Heir would die, remove them from play instead. Or, play at any time to return to play a removed Heir at lowest Rank. (Gain their loyalty)

QPoison(1): Play after any assassination attempt, as an additional assassin.

QAntidote: Cancel all "Poison" and gain the loyalty of the poison's target.

ABribe: At any time, gain the loyalty of one Heir until the end of the turn, then return that loyalty. If used on a player, they draw a card.

TBlackmail: Pick one Heir and gain their loyalty or reset their Seniority.

QRoyal Pardon: Prevent an "Execution", the target of the execution gains 1 Rank (at the cost of the lowest seniority of the Rank above)

ABetrayal: At any time, kill one Heir loyal to you.

AInvestigation: At any time, prevent one Heir from using their Rank Ability this turn (can target Commonsers)

AStation by Proxy: At any time use the Rank Ability of one of your Loyal Heirs for the rest of the turn.

Unambitious Heirs

1The Magician: The Magician has a 50% chance of surviving any attempt to kill him.

If you would die, The Magician dies instead (ignores the 50% survival chance)

2Royal Sage: Immune to "Poison" and "Antidote"

At any time you may discard three cards and replace them with "Poison" or "Antidote"

3The Queen: The Queen uses Poison during any assassination of the King.

You decide if The Queen will use Poison during each assassination of the King.

4True Heir: If the True Heir is King, everyone loses.

You cannot win.

5The Hierophant: The Hierophant is immune to Blackmail

All Heirs loyal to you are immune to Blackmail.

6The Spy: Knights cannot be played to defend The Spy.

You may use "Blackmail" and "Investigation" interchangeably.

7The General: The General plays Knight(10) to defend himself.

You may use Knights as Assassins.

8Crooked Bishop: When you gain the Crooked Bishop's loyalty, discard your hand.

After drawing, draw a Blackmail.

9The Hermit: The Hermit is immune to all effects. If the Hermit becomes King, he dies.

You cannot gain the loyalty of The Hermit.

10The Gambler: The Gambler is immune to Blackmail, but Bribe acts as Blackmail.

At any time you may discard 2 cards to draw 1 card.

11The Fool: Any effect targeting The Fool has a 50% chance of targeting the King instead.

At any time you may discard your hand to redirect one effect from yourself to the Fool.

12The Hanged Man: If the Hanged Man becomes King, he will attempt Coronation.

If the Hanged Man succeeds in his coronation, you win.

13Executioner: Executioner is immune to "Execution"

You are immune to Execution.

14Poison Taster: The Poison Taster cannot die the turn Poison is used on him.

You are immune to Poison.

15The Devil: Anyone who attempts to assassinate The Devil and fails gets his loyalty.

You must play with your hand revealed. If you kill any Heir, lose The Devil's loyalty.

- 16**Royal Librarian: The Royal Librarian automatically loses Rank when he is Duke or King.
Instead of drawing, you may add 1 card of your choice from the deck to your hand.
- 17**Prince of a Distant Land: PoaDL plays Ship to a Distant Land when he would die.
You automatically move to the top of Seniority at your Rank.
- 18**Old Man of the Mountain: Old Man of the Mountain is immune to Assassination.
At any time you may discard one card and replace it with Assassin(1)
- 19**The Merchant: The Merchant is immune to "Bribe"
Draw 3 cards when you gain The Merchant's loyalty. Discard 2 when you lose it.
- 20**The Judge: If the Hanged Man attempts coronation, The Judge executes him immediately.
You do not lose Rank (except by dying)

Rules

When a Player Heir dies all his loyalties become neutral (or return to their original owner, if gained by bribe), he discards his hand, and he skips his next turn; instead returning at the lowest unfilled Rank and Seniority with a new hand of 5 cards.

Rule Clarifications

The Queen will play Poison to aid assassinations targeting herself if she is King.
If you use Bribe to gain immunity to an effect, it will protect you from that effect currently resolving, unless the one protecting you is killed or bribed.
You cannot gain the loyalty of a player.
If you use Blackmail on a player, you must use the "reset their Seniority" effect.
When the Hanged Man attempts a Coronation, each player must discard one card.
If the Hanged Man succeeds in his Coronation and no one has his loyalty, everyone loses.
If the Hanged Man is dead, The Judge's ability no longer activates.

Optional Rules

Card Conversion for a dice based game

- 1:Assassin(1)
- 2:Assassin(2)
- 3:Assassin(3)
- 4:Knight(1)
- 5:Knight(2)
- 6:Knight(3)
- 7:Squire
- 8:Poison(1)
- 9:Antidote
- 10:Bribe
- 11:Blackmail
- 12:Stay of Execution
- 13:Betrayal
- 14:Investigation
- 15:Station By Proxy