

2 PLAYERS | AGES 8+ | 20 MINUTES

Order and power are everything in the Kingdom of Darkhill. The royalty maintain a fragile hold on the realm while the scheming citizens plot to get ahead by any means. In a land with no secrets, your cunning will be your only tool in the struggle for supremacy.

COMPONENTS

14 Character Cards
2 Quick Reference Cards
1 Title Card

SETUP

Give each player a Quick Reference Card.

Shuffle the 14 Character Cards and deal 7 to each player.

The players decide on one player as the Gold player and the other as the Purple player.

Each player places their cards on the table in front of them and flips them to show their player color. (Note: all cards are viewable by both players.)

The player who was dealt the Imposter plays first.

The starting player takes the Title Card, flips it to their color, and places it between the players to the far right. The Discard edge of the Title Card should face outward, leaving a large space in front of the Line edge.



GAMEPLAY

During the game, players create the Line of Power: a path to the throne won by the player holding the final position.

The starting player chooses one of their Character Cards (see Valid Plays) and plays it on the Line side of the Title Card.

Players take turns playing cards on top of the Line, leaving the previous card's name and number visible.

When a card is played, it becomes the new top card of the Line.

VALID PLAYS

Perform the following when playing a card:

Check the numbers - The new card's number must be higher than the top card's number unless the new card's ability allows it to be played atop the top card.

Check the top card - Any abilities on the top card must be followed and take precedence over any abilities on the new card.

Check for conditions - Some cards have conditions (marked by a circle) and cannot be played unless those conditions are met.

VALID PLAY EXAMPLES

The Baroness can be played atop the Dragon, because its number is higher and its ability requires the Line to have 7 or fewer cards in it.



The Knight can be played atop the Dragon, because its ability allows it to be played atop the Dragon.



INVALID PLAY EXAMPLES

The Sorcerer cannot be played, because the Usurper's ability prevents a card with a higher number from being placed on top.



The High Priest cannot be played, because its ability requires it to be played atop specific cards.



WINNING THE GAME

If a player cannot play a card during their turn, either because they have no valid plays or because they have no cards left to play, they lose the game and the other player wins the game.

CARD-SPECIFIC NOTES

Royalty (👑): Cards that refer to Royalty refer to any card with a crown by its name (i.e. the Tower, Baroness, Queen, and King).

Serf (3): The Serf is played as a 3, but counts as a 7 while it is on top of the Line. For example, the Serf and Knight can never be played atop each other.



Tower (4): The Tower can be played normally atop lower numbers. If its owner discards another one of their own cards into the Discard Pile, it can also be played atop higher numbers. It counts as two cards in the Line, even when it isn't the top card.



Surgeon (5): After the Surgeon is played, its owner chooses a card of their opponent's Color from the Line and places it back in front of the opponent. Then the opponent chooses a card in the owner's color and places it back in front of the owner.



Sorcerer (8): When the Sorcerer is on top of the Line, all cards in players' hands are considered to have no text besides their name and number (i.e. only cards with a printed number higher than 8 can be played atop the Sorcerer).



High Priest (11): The High Priest can be played atop the Queen (12) and King (13).



Imposter (?): The Imposter gains the name, number, and abilities of the copied card, but not its color. For example, it can't be played as the Baroness if the Line has more than 7 cards, but it can be played as the Tower as long as its player discards a card. Once the Imposter is no longer the top card, it loses the name, number, and abilities of the copied card.

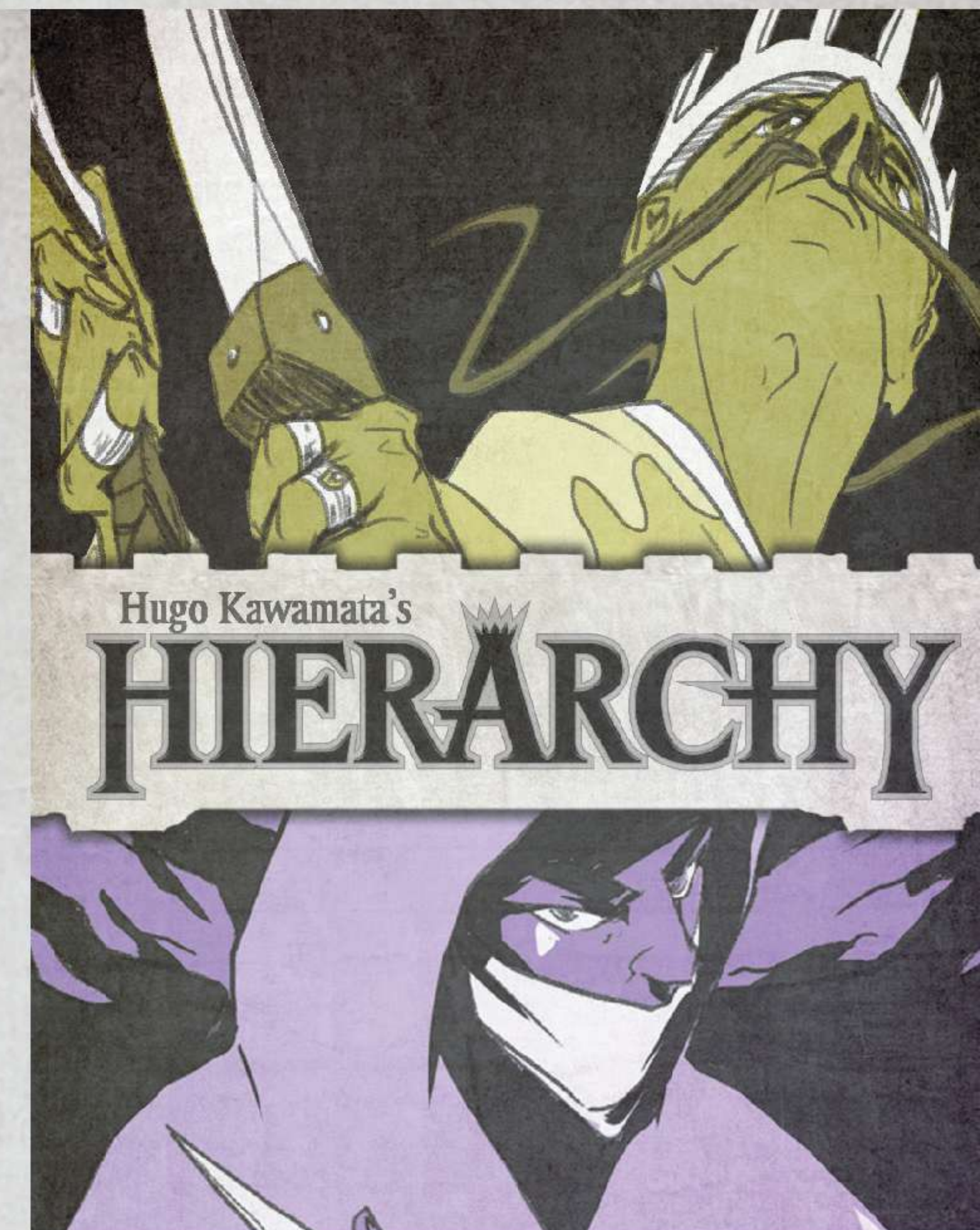


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