

CLAIM 2



The new King has died, and he only lasted a year on the throne! Not a long life for a King. Now, five new factions have joined the power struggle to win the throne. Will you try to favour the Gnomes, assuming you can protect them from the stomping giants? Will you use the wisdom of the Seers? Can you tempt the shy Trolls into joining your cause? Or will you rely on the power of the Dragons? Choose your favour carefully and claim the throne!

COMPONENTS

52 cards - in 5 Factions:

13 Gnomes	(3x 1, 3x 3, 3x 5, 3x 7, 1x 9)
9 Giants	(2x 1, 2x 3, 2x 5, 2x 7, 1x 9)
10 Dragons	numbered 0-9
10 Trolls	numbered 0-9
10 Seers	numbered 0-9

2 overview cards



SET UP

Shuffle all cards and place them in a face-down deck in the middle of the table.

Deal each player 13 cards. Each player takes their cards into their hand without showing these to the other player.

GAME OVERVIEW

The game is played in two distinct phases. In Phase One, each player gets a hand of cards that they will use to recruit followers. In Phase Two, they will use the followers they gained in Phase One to compete and win over the five factions of the realms. At the end of the game the player who has the majority of followers of a faction wins that faction's vote. The player who wins the vote of at least three factions wins the game!

PHASE ONE: RECRUIT FOLLOWERS

This phase consists of thirteen tricks, one for each card in each player's hand. The Leader for each trick is the player who won the last trick (exception: Dragons). The first Leader of the game is the youngest player. Each trick is played by following these three steps:

Reveal one card

Flip the top card from the deck in the middle of the table and place it between both players. The players will be competing for this card.

Play cards

1. The Leader plays any single card from his hand.

Note: He can choose a card of any faction, this doesn't have to be a card of the faction the players are competing for.

2. Then the other player plays any single card from their hand.

Important: If able, the other player must follow faction. Which means, if this player has a card in their hand of the faction of the card just played then it must be played. In other words, a player can only play a card of a different faction if no card in their hand matches the faction of the one played by the Leader.

Collect cards

1. The player that played the highest valued card (0 is the lowest, 9 the highest) of the faction played by the Leader wins the card in the middle. In case of a tie, the Leader wins the trick.

Note: If the second player played a card of another faction than the Leader automatically wins the trick.

2. The winner places their won card and places it face-down in their Follower deck (exception: Seer). The loser takes a card from the top of the deck in the middle and places it face-down in their Follower deck. This player may look at the card, but is not allowed to show it to the other player.

Note: Cards in your Follower deck will be your hand for Phase Two.

3. Discard all (remaining) cards played.

Important: Be sure to keep your Score pile face-up and your Follower deck face-down to keep them separated.

Continue until the deck is depleted and the players are out of cards in their hand.

Now the game moves onto Phase Two.

PHASE TWO: GATHER SUPPORTERS

Both players take the 13 Follower cards they gained during Phase One into their hand. Now, players will play another 13 tricks. However, instead of competing for particular cards in the middle, this time players compete for both cards played each trick. Each trick is played by following these two steps:

Play cards

1. The leader plays any single card from their hand.

2. Then the other player plays any single card from their hand.

Important: The rules regarding following faction are still in effect!

Collect cards

1. Determine the winner like in Phase One.

2. The winner of the trick places both played cards face-up in their Score pile, unless a faction power (Trolls, Gnomes) is in effect.

3. If either player has played a Giant card, the player winning the trick may discard one opponent's won Gnome card for each Giant with the same value.

After all players have played all cards from their hand, all factions are scored.

END OF THE GAME & SCORING

The players count how many cards of each faction they have in their Score pile. Whoever has the most cards of a faction wins that faction's vote. If there is a tie, whoever has the highest numbered card of that faction wins the vote. If a tie still exists check who has the second highest numbered card of that faction, and so on.

The player who wins the vote of the most factions wins the game. In case of a tie for the most factions the player with the most cards of factions which voted for him, wins the game.

FACTION'S SPECIAL POWERS

Each faction has a special power that effects play. They are as follows:



GNOMES

If you win a Gnome in a trick in Phase Two, you must place it face-up in front of you instead of placing it into your score pile. At the end of the game any Gnomes still laying in front of you are placed into your score pile.



GIANTS

If you win a trick in Phase Two, each Giant won in this trick may smash one opponent's Gnome of the same value. Discard the smashed Gnome. It won't be scored and at the end of the game.

Example 1: Player A plays a Giant 3. Player B plays a Giant 5. Player B wins the trick and may smash a Gnome 3 and a Gnome 5 of Player A. Player A has two Gnome 3 cards and one Gnome 7 card in front of him. He discards one Gnome 3.

Example 2: Player A plays a Giant 1. Player B cannot follow faction and plays a Troll 4. Player A wins the trick and may smash a Gnome 1 of player B.

Example 3: Player A plays a Dragon 4. Player B cannot follow faction and plays Giant 3. Player A wins the trick and may smash a Gnome 3 of player B.

Note: If a player doesn't have a Gnome with the same value, the won Giant is placed on the winner's score pile without any consequences. This Giant won't smash any Gnomes this game.



DRAGONS

The last player to play a dragon in a trick will be the leader for the next trick regardless of its value of whether the player followed faction. The winner still takes the card(s) as usual.

Example 1: Player A plays a Dragon 7. Player B plays a Dragon 3. Player A wins the trick, but Player B will be the leader for the next trick.

Example 2: Player A plays a Giant 5. Player B plays a Dragon 4. Player A wins the trick, but player B will be the leader for the next trick.



TROLLS

In Phase Two players can only collect 1 Troll into their score pile at a time. If two Trolls are played, the winner of the trick only takes the higher valued troll and leave the other set aside for the winner of the next trick. If multiple tricks of trolls are played in a row, it is possible that multiple trolls can be set aside waiting to be taken. If there are multiple trolls, the winner will always take the highest value, even if that one was previously set aside and not played in the trick. When the final trick of the game is played, that player will take any troll cards left over.



SEERS

If you win a trick in Phase One while playing a Seer, you may peek at the top card of the deck and decide whether you take the top card or the face-up card. If you take the top card your opponent takes the face face-up card, otherwise he'll get the top card as usual.

COMBINING CLAIM AND CLAIM2

If you own both Claim and Claim 2, you can combine both sets to explore new combinations of factions and new interactions between factions.

VARIANT FOR 2 PLAYERS

Combine both games to make your own Claim deck.
The rules remain the same with the following changes:

SETUP

You can make your own deck by following these rules:

1. Select either the "Knights & Goblins" (Claim) or the "Gnomes & Giants" (Claim2). Place the other pair back in their box. They won't be used in this game.
2. Select 3 factions from Claim and/or Claim2. Place all cards of the unused factions back in their boxes. They won't be used in this game.
3. Shuffle all selected cards and place these in a face down deck in the middle of the table.
4. Deal each player 13 cards.

VARIANT FOR 3 AND 4 PLAYERS

Combine both games to play Claim with up to 4 players.
The rules remain the same with the following changes:

SETUP

Make a deck by following these rules:

1. Select either the "Knights & Goblins" (Claim) or the "Gnomes & Giants" (Claim2). Place the other pair back in their box. They won't be used in this game.
2. Select 5 factions from Claim and/or Claim2. Place all cards of the unused factions back in their boxes. They won't be used in this game.
3. Shuffle all selected cards and place these in a face down deck in the middle of the table.
4. Shuffle the deck and deal cards to all players:
 - in a 3 player game: deal each player 12 cards
 - in a 4 player game: deal each player 9 cards

GAME OVERVIEW

In a 3 player game, everyone plays for themselves.

In a 4 player game, you play in a partnership with another player. The player sitting diagonally opposite to you is your partner. This way cards are played alternating between members of each team.

PHASE ONE

Each trick the top two cards of the deck are revealed and placed face up in the middle of the table.
The youngest player will lead the first trick.

Starting with the leader of the trick, each player will play one card in clockwise order. The first card played each trick determines the lead faction. Players must still follow the lead faction when they are able.

After all players have played their cards, the player who has won the trick chooses the first card in the middle. Then the next player chooses the other card on the table. Any remaining player takes the top card of the deck (the 3rd place player would draw before the 4th place player). All taken cards are added to that player's Follower deck.

When deciding the order to pick cards, the players who played a card of the lead faction go from highest to lowest. In case of a tie, the tied player who played his card first wins. If multiple players played a non-lead faction card, the order goes from highest to lowest, regardless of which faction, with ties going to the player who played it earlier.

Once players have taken their cards, the winner of this trick will be the leader for the next trick.
Continue until the deck is depleted and the players are out of cards in their hand.

PHASE TWO

All players take all cards in their own Follower deck into their hand.

During this phase the winner of a trick gains all the cards played in that trick, unless they are taken by faction's special powers.

END OF THE GAME AND SCORING

In a 3 player game, the player who won the most factions is the winner. In case of a tie for the most factions the tied player with the most cards of factions which voted for him, wins the game. If a tie still exists, each tied player sums the value of the cards of factions which voted for him, the player with the highest total value wins the game.

In a 4 player game, the players in each team combine their won cards. The team who won the most factions is the winner.

FACTION'S SPECIAL POWERS

Some factions will have some small changes in order to make them work for 3 and 4 player games:



KNIGHTS

If Goblins are the lead faction and a Knight is later played during that trick, the Knight wins the trick.

If multiple Knights are played this trick, the highest valued Knight wins the trick.

Important: If the Goblins aren't the lead faction, then the Knight's power will not take effect.



DOPELGÄNGER

If Doppelgängers aren't the lead faction, they are considered to be a card of the lead faction.

Important: A Doppelgänger does not take any special powers from the lead faction or any other cards played during this round.



SEER

In phase one, when a player who has played a Seer wins the trick, only that player may look at the top card of the deck. He may choose to take one face up card or the one he peeked at. If a card from the deck is taken, the 2nd place player takes one of the cards in the middle, the 3rd place player takes the other card in the middle and the 4th player takes the top card of the deck.



DWARVES

In phase two, the player who played the card with the lowest value (regardless of faction) takes all the Dwarves played this trick. In case of a tie, the tied player who had played his card last wins the trick.



GIANTS

If a player wins a trick containing one or more Giants in phase two, all Giants played in this trick smash one Gnome with the same value from each of the winner opponent's.

Important: Giants will never smash the winner of the trick Gnome's or his partners Gnomes, in a 4 player game.

Note: It's possible multiple Gnomes of the same player are smashed, because multiple Giants of the same value are played this trick.

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