

*Fool*  
**1**



You may choose any other card from the Court that is not **Disgraced**, then put the chosen card into your hand.

*— This former hoggar's connections are nothing to joke about —*


*Assassin*  
**2**



**Reaction:** If another player flips their King, you may reveal this card from your hand to prevent their King's power and cause them to lose this round.

*— Luckily, there are more targets now... —*

*Elder*  
**3**



**Immune to King's Hand**  
You may play this card on any **Royalty**.

*— Centuries of life hold more authority than lineage —*

*Zealot*  
**3**



**Immune to King's Hand**  
If your King is flipped, you may play this card on any non-Royalty card.

*— They see but two paths: Royalty or revolution —*

*Fool*  
**1**



You may choose any other card from the Court that is not **Disgraced**, then put the chosen card into your hand.

*— High and low, tricking others at every turn —*


*Assassin*  
**2**



**Reaction:** If another player flips their King, you may reveal this card from your hand to prevent their King's power and cause them to lose this round.

*— Things got complicated with the contract —*

*Elder*  
**3**



**Immune to King's Hand**  
You may play this card on any **Royalty**.

*— Kingdom politics are beneath them, unless necessary —*

*Zealot*  
**3**



**Immune to King's Hand**  
If your King is flipped, you may play this card on any non-Royalty card.

*— Their loyalty has swallowed their sanity —*



*Inquisitor*

4



You may say a card name. Other players with that card in their hand must play one to their Antechamber.

*Rarely do their fingers point in the right direction...*

*Executioner*

4



You may say any number equal or less than the highest base value card in Court. All players must **Condemn** a card in their hand with that base value.

*Only the "guilty" make his acquaintance*

*Soldier*

5



Say a card name. If any opponents have that card in their hand, this card gains +2 value while on the Throne and you may **Disgrace** up to three cards in the Court.

*Investigating others, they found answers to help...or hinder*

*Judge*

5



Guess a card name in an opponent's hand. If correct, you may play a card to your Antechamber with a base value of 2 or more.

*No witness ignored, no truth overlooked*

*Inquisitor*

4



You may say a card name. Other players with that card in their hand must play one to their Antechamber.

*Inquisitors live to point their fingers*

*Executioner*

4



You may say any number equal or less than the highest base value card in Court. All players must **Condemn** a card in their hand with that base value.

*Most only meet him once*

*Soldier*

5



Say a card name. If any opponents have that card in their hand, this card gains +2 value while on the Throne and you may **Disgrace** up to three cards in the Court.

*They owe him their lives, but hate the lives he's given*

*Judge*

5



Guess a card name in an opponent's hand. If correct, you may play a card to your Antechamber with a base value of 2 or more.

*Duty-bound to distill facts from stories*



Oathbound



Immune to King's Hand

You may play this on a higher value card to **Disgrace** that card, then you must play another card of any value. That card is **Immune to King's Hand**.

— They could convince an entire court to listen to a vagrant —

Herald



Shuffle your Successor into your hand and place a new Successor. Then you may play another card value 5 or higher to take the Herald back into your hand. This ability is prevented if played from your Antechamber.

— Those who speak, speak at his discretion —

Warden



If there are four or more faceup cards in the Court, you may exchange any card from your hand with the Accused card

— Sympathetic to those who can afford it —

Warlord



If there are any **Royalty** in the Court, this card gains +1 value in your hand and an additional +1 value after being played

— In chaos, her influence shines —

Oathbound

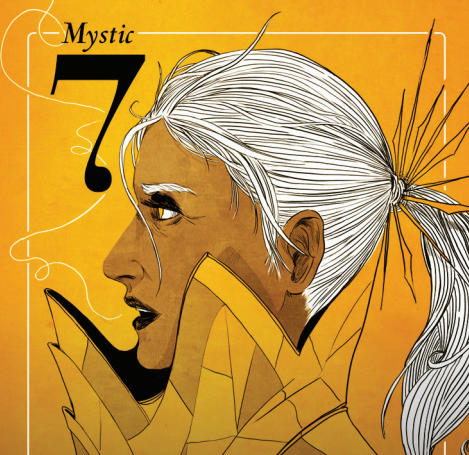


Immune to King's Hand

You may play this on a higher value card to **Disgrace** that card, then you must play another card of any value. That card is **Immune to King's Hand**.

— None dare challenge their decisions —

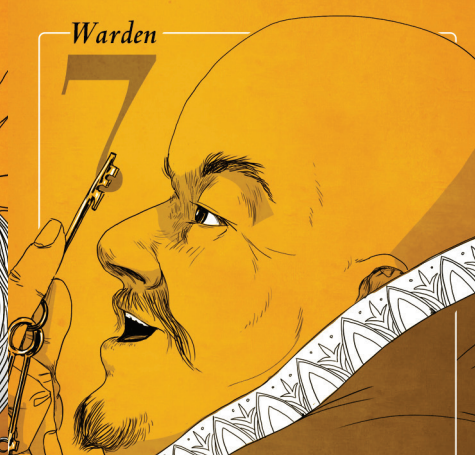
Mystic



If there are any **Disgraced** cards in Court, you may **Disgrace** this card after playing it to choose a number between 1-8. Cards of that base value lose their card text and have a value of 3 after being played for this round

— She speaks and the Court is silenced —

Warden



If there are four or more faceup cards in the Court, you may exchange any card from your hand with the Accused card

— Evidence can change with a little loose change —

Spy



You may **Disgrace** this card after playing it to look at all Successors. You may then force one player to change their Successor with a card in their hand.


— Only hire a Nakbt spy if you have nothing to hide —







King  
**K**



Flip to **Disgrace** the card on the Throne and take your Successor as your turn.

— His authority rests upon his identity —


King  
**K**



Flip to **Disgrace** the card on the Throne and take your Successor as your turn.

— His authority rests upon his identity —


King  
**K**



Flip to **Disgrace** the card on the Throne and take your Successor as your turn.

— His authority rests upon his identity —

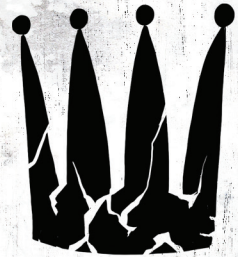
True King  
**K**



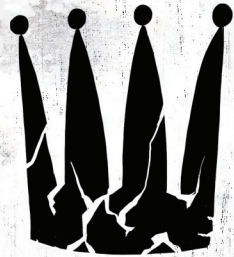
Flip to **Disgrace** the card on the Throne and take your Successor as your turn.

— The impostors clone his body, but not his guile —





*the*  
**IMPOSTER  
KINGS**



*the*  
**IMPOSTER  
KINGS**

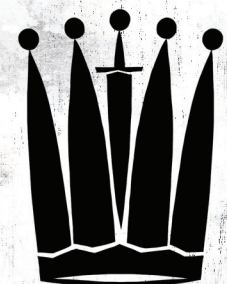


*the*  
**IMPOSTER  
KINGS**

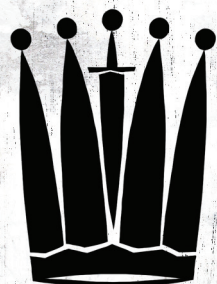


*the*  
**IMPOSTER  
KINGS**

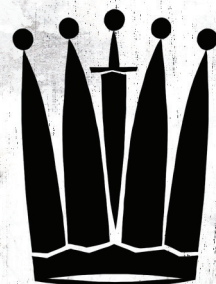




*the*  
**IMPOSTER  
KINGS**



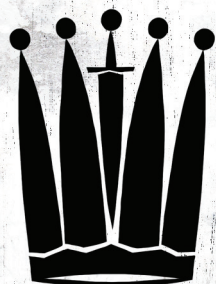
*the*  
**IMPOSTER  
KINGS**



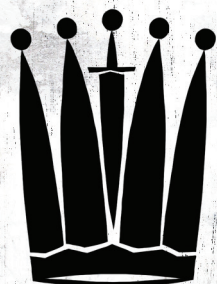
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**IMPOSTER  
KINGS**



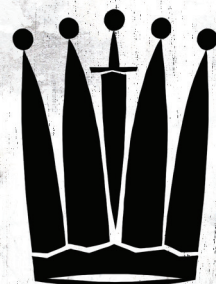
*the*  
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*the*  
**IMPOSTER  
KINGS**



## Cards (2-PLAYER STANDARD) I/2

Legend	
	Royalty
	Immune to King's Hand
<b>K</b>	KING: Flip to <b>Disgrace</b> card on Throne and take Successor as your turn
<b>9</b>	QUEEN (  ): <b>Disgrace</b> all other Court cards
<b>9</b>	PRINCESS (  ): May swap cards with another player
<b>8</b>	KING'S HAND (  ): <b>Reaction</b> : Prevent a player from using a card's ability. <b>Condemns</b> itself and that card
<b>8</b>	SENTRY: May <b>Disgrace</b> itself to swap a card with a non-Royalty/Disgraced card from Court
<b>7</b>	WARLORD: If <b>Royalty</b> in Court, this has +1 value in hand and additional +1 value after being played
<b>7</b>	MYSTIC: If <b>Disgraced</b> card in Court, may <b>Disgrace</b> itself to say a number 1-8. All cards of that number lose abilities and are value 3 after being played

## Cards (3-4 PLAYER STANDARD)

<b>8</b>	SPY: May <b>Disgrace</b> itself to look at all <b>Successors</b> , and may force someone to replace their Successor with another card.
<b>7</b>	WARDEN: If there are 4+ faceup cards in Court, may swap a card with <b>Accused</b> card
<b>6</b>	HERALD: Replace your Successor with any card from your hand. You may then take this back into your hand and play any card with a value of 5 or higher
<b>4</b>	EXECUTIONER: May say a number equal or less than highest base value in Court. All players <b>Condemn</b> a card in their hand with that base value

### Basic Rules

#### Objective

Win the round by being the last one to play to the Throne. You lose the round if:

- You can't play any more cards and your King is used (flipped face down)
- You use your King and a player plays the Assassin

#### Playing on your turn (in order):

If you have any Condemned cards, remove one from game as your turn

If you have any Antechamber cards, play one (ignoring card values) as your turn

#### OTHERWISE

Play any card in your hand that is equal or higher value to the current card on the Throne. After playing a card, the card's ability triggers

#### OR

Flip your King to **Disgrace** the card on the Throne and take your **Successor** as your turn

### 3-Player Setup (each round) Card 1/2

- Create the 3 player deck (25 cards)
- Flip Kings face up. The player that lost last round gets the True King
- Shuffle and deal 8 cards to each player. Flip the remaining card as the **Accused**
- Each player simultaneously reveals 2 cards faceup from their hand to all players
- Each player then simultaneously chooses 1 card to reveal faceup from their hand
- Determine player with the highest value faceup card. Ties broken by True King:
- That player takes 1 card from any of their opponents' revealed cards
- The player who lost a card then takes 1 card from the remaining player
- The final player can take 1 card from the first player's initial cards

*Continued on Card 2*

### 3-Player Setup (each round) Card 2/2

- All players should have 3 cards in front of them, 1 different than they started
- True King holder chooses the first player and the direction of play
- Rotate the first player's King sideways towards the chosen direction of play
- Players pick up their cards, and each hides 1 of their cards as their **Successor**
- Each player chooses one card to remove from the round facedown
- The game starts, with the first player choosing and playing a card
- Special 3p rule** - After successful assassination, take all cards and **Successor** from that opponent and may secretly exchange one with the Assassin
- If you lose, put the rest of your cards facedown until the end of the round

### Keywords

The **Court** is the playing area of the game. It contains all the cards that have been played in the round

The **Throne** is the topmost card of the Court. When you play a card, it often goes to the Throne

**Disgraced** cards are flipped face down in the Court, stripped of text, and have a value of 1 on the Throne (includes Royalty)

To **Condemn** a card, you put that card in front of you face down. If you have any Condemned cards on your turn, remove one from game as your turn (takes priority over Antechamber cards). Condemned cards may not be revealed for the rest of the round

Playing to your **Antechamber** means placing that card in front of you face up. If you have any Antechamber cards on your turn, play one (ignoring card values) as your turn

Cards with **Reaction** may only use their ability during special instances described on the card



## Cards (2-PLAYER STANDARD) 2/2

Legend	♠: Royalty	♣: Immune to King's Hand
6	OATHBOUND (♣): If played on a higher card, must <b>Disgrace</b> that card and play another of any value. New card is ♣	
5	JUDGE: May guess an opponent's card. If right: Play a 2 or higher valued card to your <b>Antechamber</b>	
5	SOLDIER: May say a card name. If an opponent has one: +2 value and may <b>Disgrace</b> 3 cards in Court	
4	INQUISITOR: May say a card name. Other players play one to <b>Antechamber</b>	
3	ELDER (♠): May play on <b>Royalty</b>	
3	ZEALOT (♠): If own King is flipped, play on any non- <b>Royalty</b> card	
2	ASSASSIN: If someone flips King, can be shown from hand to eliminate them	
1	FOOL: Take any faceup card from Court	

### Number of Cards (2, 3, and 4 PLAYER STANDARDS)

Card	2P	3P	4P
True King	1	1	1
King	1	2	3
Queen	1	1	1
Princess	1	1	1
King's Hand	1	1	2
Sentry	1	1	1
Spy	0	1	1
Warlord	1	1	1
Mystic	1	1	1
Warden	0	2	2
Oathbound	2	2	2
Herald	0	1	1
Judge	1	2	2
Soldier	2	2	2
Inquisitor	2	2	2
Executioner	0	2	2
Elder	2	2	2
Zealot	1	1	2
Assassin	1	1	2
Fool	1	1	2

### 2-Player Setup (each round)

- Create the 2-Player deck (18 cards)
- Flip Kings face up. The player that lost last round gets the True King
- Shuffle and deal 8 cards to each player
- Flip 1 of the remaining cards face up as the **Accused** card
- Remove the last card from round facedown
- True King holder chooses the first player. Rotate that player's King side- ways
- Either player may restart the round if they don't like their hand. After the first time, every restart gives their opponent 2 points
- Each player hides 1 of their cards as their **Successor** card
- Each player chooses 1 card to remove from the round facedown
- The game starts, with the first player choosing and playing a card

### 4-Player Setup (each round) Card 2/2

- Following the first player and turn order, each player takes a teammate's card (any of the 4)
- After all players have taken 1 card, players pick up their cards
- Each player hides 1 of their cards as their **Successor**
- Players may check their teammates **Successor** card
- Each then player may exchange up to two cards with their partner
- Each player chooses 1 card to remove from the round facedown
- The game starts, with the first player choosing and playing a card
- If a player loses, the entire team loses.

### 4-Player Setup (each round) Card 1/2

- Create the 4 player deck (29 cards)
- Flip Kings face up. The player that lost last round gets the True King
- Shuffle and deal 7 cards to each player
- Flip the remaining card as the **Accused** card
- Each player simultaneously reveals 3 cards faceup from their hand to all players
- Each player chooses 1 card to place facedown and shares it with their partner
- True King holder chooses the first player and the direction of play
- Rotate the first player's King sideways towards the chosen direction of play

Continued on Card 2

### Scoring Guide

#### 2-Player

1 point for winning the round

+1 point if any opponent still has any cards left in their hand or their **Successor**

+1 point if your King was not flipped

#### 4-Player

1 point for winning the round

+1 point if any opponent still has any cards left in their hand or their **Successor**

+1 point if either teammate's King was not flipped

#### 3-Player

1 point for winning the round

+1 point for each opponent still has their **Successor** or any cards left in their hand

+1 point if your King was not flipped

Only 1 point for 2nd place