



Kingdom Frenzy



In a kingdom ruled by a ruthless king, where peasants revolt, circus performers strike and lovers are left to die, can you fight for the throne and become the new ruler of this corrupted kingdom?

Will you be able to escape the Assassin while you secretly bring your coven together? Or fool around like the Jester and hinder the competition?

Ages: 13+ Players: 3-6 Duration: 20 mins

Objective

The aim of the game is to have the highest scoring card at the end of the game.

Game Contents

- ▶ 30x Unique cards
 - 1x King (10)
 - 1x Queen (9)
 - 2x Lovers (8) (Male, Female)
 - 1x Magician (7)
 - 1x Jester (6)
 - 1x Knight (6)
 - 5x Witches (5) (Red, Yellow, Blue, Green, Purple)
 - 1x Ringleader (4)
 - 1x Priest (4)
 - 1x Sheriff (3)
 - 1x Executioner (3)
 - 2x Spy (2)
 - 6x Circus performers (1) (Strongman, Clown, Juggler, Lion Tamer, Trapeze Artist, Human Cannon)
 - 5x Peasants (1) (Leper, Merchant, Fisherman, Thief, Farmer)

- ▶ 6x Reference cards

Key terms

Hand

In Kingdom Frenzy you play with 3 cards face down in front of you side by side. The positions of the cards only change at the end of your turn.

Exiled

For each game, 3 cards are set aside in an 'Exiled' pile. These cards are hidden from all players for the entire game.

Removed

When you remove a card put it face up in a pile to the side where everyone can see. When you lose a card, immediately draw a card to replace it.

Abilities

Each card (except the King) has an ability that can be triggered in one of 3 ways.

1. When played
2. When revealed
3. When condition is met

Once triggered the ability must be resolved.

1. When played

On your turn, flip over a card to play it. All cards can be played but a few abilities are not triggered this way.

Pass cards

Pass any card from your hand to the next player. Your received card must be put in the same position as the card just passed.

Reveal

Choose a card from either an opponent's hand or your own. That player flips over the card and immediately resolves any triggered abilities before play continues. Cards stay revealed till the end of the turn.

Reveal from the deck

Place the top card face up beside the deck. Whilst the card is revealed the top face down card is the top of the deck. At the end of your turn all revealed cards from the deck get placed back on top face down.

1. When revealed

Immediately resolve the ability before play continues. The player who has the card resolves the ability unless it is revealed from the deck, in which case the current player does. These cards do nothing when played.

3. When condition is met

Immediately resolve the ability before play continues. These cards do nothing when played.

Gameplay

Game Setup

1. Shuffle all the cards and deal out 3 to each player.
2. Place the remaining cards face down in the centre where every player can reach them. This is the Deck.
3. Place the top 3 cards of the deck face down to the side. This is the 'Exiled' pile.
4. Arrange your hand so that each card is face down in front of you side by side. You can look at your hand at any point in the game.

'Exiled' pile



Player D



Deck



Player C



Player B

Who starts?

The last person to visit a castle or museum goes first. Feel free to invent other fun ways to determine who starts, or be boring and have the youngest begin.

On your turn

Choose one of your cards to play, flip it over and if triggered perform the ability. Once all abilities have been resolved, flip all face up cards back over (unless stated otherwise). At the end of your turn secretly rearrange your hand. Play then moves to the player on the left. Only the current player can shuffle their hand and this must be at the end of their turn.

End of Game

The game ends once the last card of the deck has been drawn. Then all hands are flipped over, and the winner is determined.

When the final card is drawn, the current turn is finished before the end of the game.

Score

The winner is the player with the highest score at the end of the game. Each card has a score in the top corner and only the highest card in the hand is counted. However, some cards have bonuses.

Here is a hierarchy table to show which hands are the best.

- | | |
|--|---|
| 1. King - 10 | 15. Witch - 5 (tie) |
| 2. Two lovers - 10 | 16. Priest with a removed peasant - 5 |
| 3. Queen - 9 | 17. Ringleader or Priest - 4 (tie) |
| 4. Three Witches - 9 | 18. Sheriff or Executioner - 3 (tie) |
| 5. Priest with five removed peasants - 9 | 19. Spy - 2 (tie) |
| 6. Male Lover or Female Lover - 8 (tie) | 20. Circus performer of peasant - 1 (tie) |
| 7. Ringleader with two circus performers - 8 | |
| 8. Priest with four removed peasants - 8 | |
| 9. Magician - 7 | |
| 10. Two Witches - 7 (tie) | |
| 11. Priest with three removed peasants - 7 | |
| 12. Jester or Knight - 6 (tie) | |
| 13. Ringleader with Circus performer - 6 | |
| 14. Priest with two removed peasants - 6 | |

Cards

Here is a brief description of all the cards and their abilities.



Name: King **Score:** 10 **Ability:** N/A

The King is the only card without an ability, but if you end the game with this in your hand you will win.



Name: Queen **Score:** 9 **Ability:** When removed, remove a card

When removed, the player who had the Queen must immediately remove any card from any player's hand. If the Queen is removed from the deck, the current player resolves the Queen's ability.



Name: Male Lover **Score:** 8 **Ability:** If Female Lover has been removed, remove Male Lover.



Name: Female Lover **Score:** 8 **Ability:** If Male Lover has been removed, remove Female Lover.

When either lover is removed and put in the 'removed pile' immediately remove the other lover. The player who has the lover, removes it and then draws a card to replace it. If the other lover is in the deck, then it is only removed when drawn or revealed from the top of the deck.

The lovers give each other +2 at the end of the game if they are in the same hand.



Name: Magician **Score:** 7 **Ability:** When revealed, shuffle the Magician into the deck.

When the Magician is revealed, shuffle it into the deck and immediately draw a card to replace it. The Magician is shuffled into the deck before the played card's ability is finished, therefore, it is unaffected by the result.



Name: Jester **Score:** 6 **Ability:** If a card is about to be revealed from your hand, reveal the Jester instead.

You must reveal the Jester instead of the card chosen by the current player. If the Jester is already revealed, then the chosen card is flipped over as normal.



Name: Knight **Score:** 6 **Ability:** If a card, that is 4 or more, is about to be removed from your hand, remove the Knight instead.

You must remove the Knight instead of another card which has a score of 4 or more. If a card is removed due to a 'condition met' ability, then first remove the Knight then remove the other card.

Witches

You must choose one of the two abilities to resolve. Each Witch gives the others +2 at the end of the game if they are in the same hand.



Name: Red Witch **Score:** 5 **Ability:** Look at the top card of the deck or remove the top card of the deck.

Either secretly look at the top card of the deck and return it or without looking remove it.



Name: Yellow Witch **Score:** 5 **Ability:** When revealed, perform the ability from a removed card or remove the Yellow Witch.

Perform the ability from one of the cards in the 'removed' pile. If there are no valid abilities or you choose not to perform any, then remove the Yellow Witch.



Name: Green Witch **Score:** 5 **Ability:** Everyone passes a card to their left or right (you choose).

Decide which direction everyone must pass a card.



Name: Blue Witch **Score:** 5 **Ability:** Swap one of your cards with a removed card or look at the 'exiled' pile.

Either remove one of your cards and replace it with one from the removed pile or secretly look at the 3 cards in the 'exiled' pile.



Name: Purple Witch **Score:** 5 **Ability:** Reveal a card or reveal the top card of the deck. Perform that ability.

The ability on the revealed card is resolved as if the Purple Witch had that ability.



Name: Ringleader **Score:** 4 **Ability:** Reveal all circus performers, perform all abilities.

Everyone reveals all circus performers in their hand. You choose which order to resolve the abilities, but all must be resolved. If a circus performer has already been revealed, then its ability is not resolved.



Name: Priest **Score:** 4 **Ability:** Perform the ability of all removed peasants.

You choose which order to resolve the abilities, but all must be resolved.



Name: Executioner **Score:** 3 **Ability:** Reveal a card. That card stays revealed until your next turn and is then removed.

The revealed card is removed at the start of your next turn before you play a card.



Name: Sheriff **Score:** 3 **Ability:** Reveal a card. Both the Sheriff and that card stay revealed until the end of your next turn.

Both cards stay face-up at the end of your turn. If the Sheriff reveals the Magician, then only the sheriff will stay revealed. If the Sheriff is the target of the Purple Witch or Spy, then the Sheriff will stay revealed instead.



Name: Spy **Score:** 2 **Ability:** Reveal a card, perform that ability.



Name: Spy **Score:** 2 **Ability:** Reveal the top card of the deck, perform that ability.

The ability on the revealed card is resolved as if the Spy had that ability.

Circus performers



This symbol indicates that a card is a circus performer. Circus performers give the Ringleader +2 at the end of the game if they are in the same hand.



Name: Strongman **Score:** 1 **Ability:** Reveal a card.



Name: Clown **Score:** 1 **Ability:** When revealed, swap the Clown with the played card.

Immediately swap the Clown and the played card then continue the turn. If the Clown is revealed from the deck, then the played card is put on top of the deck and replaced with the Clown.



Name: Juggler **Score:** 1 **Ability:** Everyone passes a card to their right.



Name: Lion Tamer **Score:** 1 **Ability:** Reveal a card. If that card is 5 or less, remove it.

If the revealed card is 5 or less, then it gets removed. If it is 6 or more nothing happens.



Name: Trapeze Artist **Score:** 1 **Ability:** Swap two unrevealed cards.

Choose two face-down cards, either an opponent's or your own and swap them.



Name: Human Cannon **Score:** 1 **Ability:** Swap the Human Cannon with the top card of the deck.

Draw a card and put Human Cannon face down on top of the deck.

Peasants

This symbol indicates that a card is a peasant. When in the removed pile, peasants give +1 to the Priest at the end of the game.



Name: Merchant **Score:** 1 **Ability:** Everyone passes a card to the left.



Name: Thief **Score:** 1 **Ability:** Reveal a card. Remove that card and the Thief.

The player with the revealed card draws first then the player with the Thief..



Name: Fisherman **Score:** 1 **Ability:** Draw a card. Remove one of your unrevealed cards or the drawn card.

As soon as you have drawn the card it is in your hand. If all your cards are revealed, you must remove the drawn card.



Name: Leper **Score:** 1 **Ability:** When revealed, remove the Leper. The played card stays revealed and is then removed on the player's next turn.

Immediately put the Leper into the 'removed' pile. The played card is immediately removed at the start of the current player's next turn.



Name: Farmer **Score:** 1 **Ability:** Reveal a card. If that card is 6 or higher remove the Farmer.

If the revealed card is 6 or more then the Farmer is removed. If it is 5 or less, nothing happens.



Name: Assassin **Score:** 0 **Ability:** If this card is in the same hand as the highest non-removed card, remove that card.

When you have the Assassin and the card with the highest score in your hand, immediately remove that card. If the current highest card is in the 'Exiled pile' then the Assassin is ineffective.

Frequently asked questions

What do I do if all my cards are face up on my turn?

If on your turn all your cards are face up, this means that you have no cards to play and therefore are unable to have your turn. Play moves on to the next player.

What do I do if there are no cards in the deck to replace my removed card?

When the last card is drawn before the end of a player's turn, that player finishes their turn. Therefore, if you have a card removed in that turn you will end the game with less than three cards.

What do you do if, at the end of the game, a card should have been removed?

Before declaring the winner, remove any cards that have been mistakenly kept. For example, if a player reveals the Male Lover and the Female Lover has been removed, that player must remove the Male Lover before calculating their score.

Now you have read the rules, you
are ready to set forth and fight
for the throne!

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