

Throne and the Grail

Players: 2 Playing time: 20 min Age: 10+

Introduction

The king has not long to live.

Meanwhile, in preparation for the fatal day, the 2 candidates to the throne strive to receive the support of influential people across the land.

But stay on your guard.

However many people's support you manage to get, you still must bow down before the one with the Holy Grail.

Throne and the Grail is a 2-player card game about a conflict over the succession in the middle ages.

The players, candidates to the throne, compete to ascend the throne.

However, in this land in this age, the legendary Grail is very precious.

If you manage to collect all the parts of the scattered Grail, you can immediately ascend the throne.

Components

45 Territory cards

26 Influence cards

7 Plus cards

9 Minus cards

3 Grail cards

Back

Components Other than Territory Cards

This rule sheet

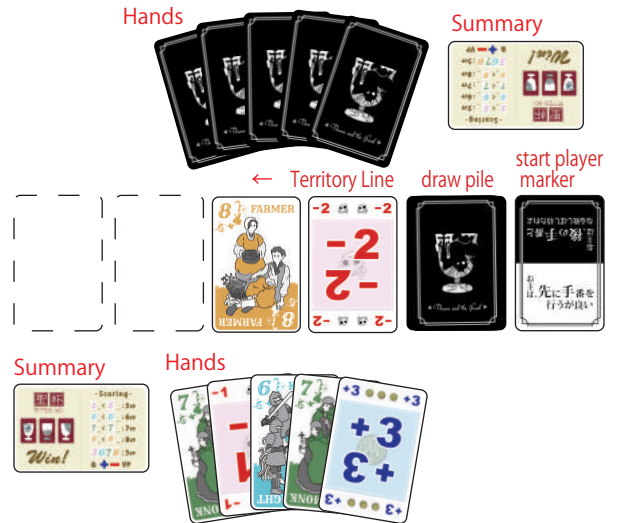
1 start player marker

2 summary cards



Set Up

1. Shuffle the 45 Territory cards (hereafter "cards") face down, remove 3 cards from them and put them into the box. (These 3 cards will not be used in the game.)
2. From among the remaining 42 cards, deal out 5 cards face down to each player. Hold the cards dealt to you as your hand, concealed from the view of the other player.
3. Place the remaining cards face down in the center of the table as the draw pile. Draw 2 cards from the draw pile and place them in a row next to it. The row of these cards are called the Territory Line.
4. Each player receives 1 summary card and places it in front of him/her with its colored side face up.
5. The person who has most recently succeeded a throne becomes the start player. Place the start player marker next to the draw pile with its white (start player) part closer to the start player.



How to Play

The game is played over up to 4 rounds.

In each round, starting from the start player, the players take turns alternately.

After both player have taken 6 turns, change the start player and move to the next round.

In this game, the objective is to succeed the throne.

Aim for the throne in one of the following ways:

- Standard Succession

After 4 rounds, the total of your score from your Influence cards and Plus/Minus cards is higher than your opponent's score.

- Succession by the Grail

Collect all 3 Grail cards.

If one the players achieves **Succession by the Grail**, the game immediately ends with that player's victory. Otherwise, determine the winner after 4 rounds by the **Standard Succession** whereby you calculate your scores.

<What to Do in Your Turn>

In your turn, choose to either "Play a Card" or "Take Cards".

"Play a Card"

Play a card from your hand and place it face up at the end of the Territory Line (at the farthest position from the draw pile).

If do not have any card in your hand, you cannot "play a card". In this case, "take cards".

"Take Cards"

Take 5 cards in a row from the end of the Territory Line (at the farthest position from the draw pile). If the number of cards in the Territory Line is less than 5 cards, take all of these cards. (If there is not any card in the Territory Line, you cannot take any card.)

Place the cards you have taken face up in rows in front of you.

Place each type of Influence cards, Plus cards, and Minus cards in groups. If you have cards taken in previous rounds, place them in groups together with those taken in the current round.

On each round, each player can "take cards" only once. After you "take cards", you can only "play a card" in the current round. (After you "take cards", to indicate it, we recommend that you flip your Summary card to the black and white side.)

[Caution!] Even after you "take cards", continue to take turns until you have played all the cards from you hand.

<End of a Round>

Each round ends after both players have taken 6 turns. (After 6 turns, both players must have "taken cards" and "played" all the cards from their hands.)

After the round ends, draw and deal 5 cards face down to each player as his/her hand.

The cards remaining in the Territory Line are carried over to the next round.

Turn the Start Player marker beside the draw pile to the other direction and start the next round with the player to whom the white (start player) side is closer. (If you have flipped your Summary card to the black and white side face up, flip it back so that the Colored side faces up.)

Scoring (Standard Succession)

The game ends after 4 rounds.

Calculate your score according to the cards you have taken and determine the winner.

<Influence Cards>

By the Influence cards, 2 types of points are scored as follows:

1. Influence Majority

The player who has taken each type of Influence cards more than his/her opponent gains the score of that card. (If you have more "5" cards than your opponent, you gain 5 points. If you have more "6" cards, you gain 6 points, and so on.)

You do not gain any point for the Influence cards which you have less than your opponent.

If both players have taken the same number of the same Influence card, neither of them gains any point for that Influence card.

2. Influence Set Bonus

You gain 5 bonus points for collecting each set of 4 types ("5", "6", "7", and "8") of Influence cards.

You gain the Influence Set Bonus regardless of the Influence Majority results.

- Example of scoring by Influence cards

Player A has 4 "5" cards, 2 "6" cards, 3 "7" cards, and 2 "8" cards.

Player B has 0 "5" cards, 3 "6" cards, 3 "7" cards, and 6 "8" cards.

In this case, Player A, who has more "5" cards, gains 5 points.

Player B, who has more "6" cards, gains 6 points. Player B also gains 8 points for having more "8" cards.

Both players have the same number of "7" cards, so neither of them gains any point from "7" cards.

Player A also has 2 sets of 4 types of Influence cards, so gains 10 points by them as the Set Bonus. Player B does not have any "5" card, so s/he cannot gain any Set Bonus.

As a result, by the Influence cards, Player A gains 15 points and Player B gains 14 points.

<Plus Cards / Minus Cards>

By the Plus/Minus cards, you gain/lose points matching the numbers on them.

Apply the total of points from your Plus/Minus cards to your score gained by the Influence cards.

<Grail Cards>

Grail cards are counted as 0 point in the scoring.

The player who has gained a higher score in total wins and is approved as the next king!

In case of a tie, have a rematch!

Succession by the Grail

In addition to the victory by scoring, you can also win this game by the Grail cards.

Even if you have 1 or 2 Grail cards, they are not counted as any point.

However, if you manage to collect all of the 3 Grail cards, you are approved as the king and win the game.

During the game, if either of the players gains 3 Grail cards, the game immediately ends with that player's victory.

Credits

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