

REGICIDE

Players: 1-4

Objective

As a team, defeat 12 powerful enemies to win!

Setup

1. Shuffle the 4 Kings and put them face-down in a pile on the table. Shuffle the 4 Queens and put them face-down on top of the pile. Do the same with the 4 Jacks. This is the **Castle deck**.

2. Place the Castle deck in the center of the table and turn the top card face-up. This is the current enemy.

3. Shuffle all cards numbered 2 to 10 with the 4 Animal Companions (Aces) and a number of Jesters based on the number of players to form your **Tavern deck**.

Players	Jesters	Max Hand Size
1	0	8
2	0	7
3	1	6
4	2	5

4. Make a space for a **shared discard pile** beside the Tavern deck.

5. Deal cards from the Tavern deck to each player up to their maximum hand size. If no players have a Diamond in their hand, shuffle cards from all hands back to the deck and deal again.

6. The player who has most recently committed regicide goes first and follows the steps below.

Steps of a Turn

1. Play a Card or Yield

Play a card from your hand onto the table. The number of the card determines the attack value.

Instead of playing a card a player may choose to yield. Say "Yield" and move directly to Step 4. A player may not yield if every other player has yielded on their last turn. For example, in a 3-player game, if 2 players have yielded in a row the 3rd player may not yield.

2. Activate the Suit Power

A card played also grants a power associated with its suit. Powers from red suits are resolved straight away, while powers from black suits take effect in later steps. **Suit powers are mandatory.**

Hearts

Heal from the discard: Shuffle the discard pile, then take a number of cards face-down equal to the attack value played or if there's not enough, take all. Place them under the Tavern deck without looking, then return the discard pile to the table face-up.

Diamonds

Draw cards: Going clockwise starting with the current player, each player draws a card until either a number of cards equal to the attack value played have been drawn or the Tavern deck is empty. Players that have reached their maximum hand size are skipped.

Clubs

Double damage: During Step 3, damage dealt by clubs counts for double (e.g. 8 of Clubs deals 16 damage).

Spades

Shield against enemy attack: During Step 4, reduce the attack value of the current enemy by the attack value played. Shield effects are cumulative for all spades played against an enemy by any player, and remain in effect until the enemy is defeated.

3. Deal Damage and Check

Enemy	Attack	Health
Jack	10	20
Queen	15	30
King	20	40

Dealt damage equal to the attack value of the played card to the enemy. Check if the total damage dealt by all players so far is equal to or greater than the enemy's health. If so, the enemy is defeated; follow these steps:

1. Place the enemy in the discard pile. If the players have dealt damage exactly equal to the enemy's health, place it face-down on top of the Tavern deck instead.
2. Place all cards played by players in the discard pile.
3. Turn the next card of the Castle deck face-up.
4. The player who has just defeated the enemy skips Step 4 and begins a new turn.

4. Suffer Damage

The enemy attacks the current player by dealing damage equal to that enemy's attack value. Remember to reduce the enemy's attack value by the total value of Spades that players have played against the enemy.

The current player must discard cards from their hand one at a time face-up to the discard pile until their total value at least equals to the enemy's attack value. Animal Companions have a value of 1 and the Jester a value of 0 when discarded to cover damage. If the player cannot discard enough cards to satisfy the damage, they die and **all players lose the game**. It's ok to have an empty hand.

The next player in clockwise order begins their turn.

End of the Game

The players win by defeating the last King. The players lose when a player is either unable to satisfy the damage dealt by an enemy, or is unable to play a card or yield on their turn.

Discard Pile

You can never see the content of the discard pile except the topmost card.

Animal Companions

In Step 1, Animal Companions may also be paired with **one other card** except the Jester (even with another Animal Companion). Animal Companions count as 1 towards the attack total and their suit power is also applied. For example, when playing the 8 of Diamonds with the Animal Companion of Clubs the attack value is 9 and the effects of both suit powers are applied for 9: 9 cards are drawn and 18 damage is dealt.

If you play an Animal Companion with another card of the same suit, you only apply the suit power once.

Any time where both a Hearts power and Diamonds power are resolved together, resolve the Hearts healing before drawing with Diamonds.

Combos

In Step 1, instead of playing a single card, players can combine cards together in sets of 2, 3 or 4 of the same **number** as long as the combined total of the cards played **equals 10 or less**. Animal Companions cannot be added to a combo; they can only ever be paired with one other card (which could be another Animal Companion). So, players can play a pair of 2s, 3s, 4s, or 5s, triple 2s and 3s, or quadruple 2s.

When a combo is played, **all suit powers are resolved at the total attack value**. For example, if a player plays the 3 of Diamonds, Spades and Clubs together, players will draw 9 cards, reduce the enemy's attack value by 9 and deal 18 damage.

Any time where both a Hearts power and Diamonds power are resolved together, resolve the Hearts healing before drawing with Diamonds.

Enemy Immunity

Each enemy is immune to the suit powers of cards played against them which match their suit. For example, players will not draw cards when a diamond is played against the Jack of Diamonds (however the number is still added to the damage total). The Jester can be played to cancel an enemy's immunity.

The Jester

The Jester has an attack value of 0 and must always be played on its own. The Jester's power is to negate the immunity of the enemy, meaning the suit powers of cards with the same suit as the enemy will now take effect when played.

After playing the Jester, skip steps 3 and 4, then instead of play moving to the next player the player of the Jester chooses any player to go next.

After playing the Jester the normal restrictions on player communication (see *Communication*) are temporarily changed. Until the next player starts their turn players may express their desire (or reluctance) to go next in a general way. For example, you may say "I have a good play" or "I would rather not go next". You still may not reveal the contents of your hand.

If the Jester is played against a Spades enemy, Spades played prior to the Jester will begin reducing the attack value of the enemy, however Clubs played prior to the Jester against a Clubs enemy will not count for double.

Drawing A Defeated Enemy

Jacks in hand count as a 10, Queens in hand count as a 15 and Kings in hand count as a 20. These values are applied when either playing them as an attack card or discarding them from hand to suffer damage. Their suit power is applied as normal when played.

Communication

Players may not communicate to the other players any information which may reveal or suggest the contents of their hand. They may however remind other players of any public information. Some examples of allowed communication are: "I have two cards in hand" or "We only have 3 cards left in the Tavern deck!". Some examples of prohibited communication are: "I've got a 10 of Clubs" or "I hope someone plays a Diamond soon!" or "If you play a Heart then I can probably help us get some cards in hand" or "Don't kill that enemy, leave them for me!

After a Jester is played the communication restrictions are temporarily changed (see *The Jester*).

Solo Play

On setup, place the 2 Jesters face-down to the side.

A Jester can be flipped face-up to activate the following power: "Discard your hand and refill to 8 cards – this does not count as drawing for the purpose of enemy diamond immunity". If the Tavern deck doesn't have enough cards, draw as much as you can. Flipping the Jesters in this way does not cancel enemy immunity.

You are allowed to use the Jester power a) at the start of Step 1 before you play a card or b) at the start of Step 4 before you have to take damage.

A win having used 2 Jesters = Bronze Victory

A win having used 1 Jester = Silver Victory

A win having used 0 Jesters = Gold Victory