



2-5 Players ~30 Minutes

In the Land of Danger, there is nothing a King likes better than a gigantic, audacious castle. How else are you to flaunt your power and wealth?

King of Danger is a trick taking game where you are one of those Kings ... and the tricks you take will either build up your castle, or tear down the others.

Scoring is based on the size of your castle at the end of each hand. Whoever has the most points at the end of the game – the King who owned the biggest castle most often – must be the King of Danger!

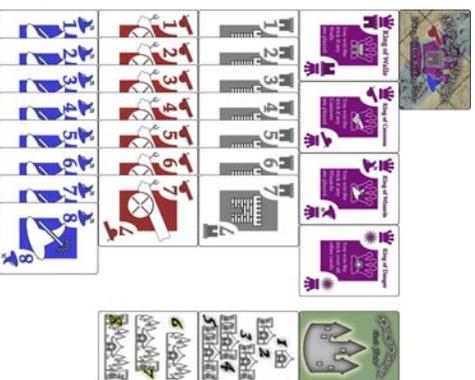
The Cards

King of Danger uses a unique custom deck of cards. There are 26 cards in the main deck, plus 10 Castle Tracker cards for players to track their current point values.

The main deck consists of:

- 4 Kings (trump)
- 7 Walls (1-7)
- 7 Cannons (1-7)
- 8 Wizards (1-8)

The Castle Tracker cards come in 5 pairs, with one card showing point values of 1 to 5 and the other showing 6 to 8.



Keeping Track of Scores

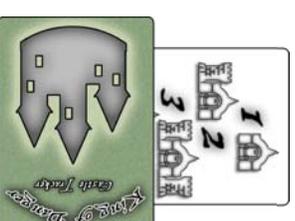
You will need paper and a pen/pencil to keep track of scores.

Playing the Game

(Note: A 2-player game has a different dealing method and other rules adjustments. The 2-player-specific rules follow at the end.)

Castle Trackers

Give each player a pair of Castle Tracker cards. Place the 1-5 card face up on the table in front of you, and then place the 6-8 card face down on top of it. Cover up the bottom portion of the card so that only the 1, 2 and 3 are showing. *(pictured)*



This indicates that a player's current point value is 3, which is what all players start with at the beginning of a game. As points are gained and lost, players adjust the Castle Trackers to show current point values.

Dealing a Hand

Choose a player to deal the first hand. Shuffle all 26 cards in the main deck and deal an equal number to each player.

There will be 1 or 2 cards left over. Reveal the extra card(s) to all players and set them to the side. They will not be used during the current hand. *(Do not forget about them when preparing the next hand.)*

Playing a Trick

A hand is played out in rounds (called "tricks"), with each player playing a single card on each trick.

The player to the left of the dealer starts the first trick by playing a card from his/her hand, face up, to the middle of the table. Going to the left around the table, each of the other players plays a card in the same manner.

Once all players have played a card on the trick, the winner of the trick is determined and Castle Trackers are adjusted. **The winner of the trick plays the first card on the next trick.**

The Trick Suit

Each trick is considered to be either a "Walls trick" or a "Cannons trick." This is called the Trick Suit.

The first card played on a trick determines the Trick Suit:

- Walls card = Walls trick
- Cannons card = Cannons trick
- If a Wizard's card is played first, the player playing it calls out "Walls" or "Cannons" to name the Trick Suit
- If a King is played first, the first non-King played on the trick is used instead. (If only Kings are played on a trick, it is set aside and the previous winner starts the next trick.)

You must play a card of the suit matching the Trick Suit if you have one in your hand – a Walls card on a Walls trick or a Cannons card on a Cannons trick. (This holds true even when a Wizard's card was played first to name the Trick Suit.) If you do not have a card matching the Trick Suit in your hand, you may play any card, including a King.

Winning a Trick & Gaining/Losing Points

Based on the cards played on the trick, the winner is (in order):

1. The King of Danger card
2. The last King card played on the trick that meets its winning condition as shown on the card
3. The highest number in the Trick Suit OR in Wizards (If there is a tie for the highest number between the Trick Suit and Wizards, the Trick Suit wins.)

Points are gained on Walls tricks:

- The winner of the trick gains 2 points
- Any non-winning player that played a Walls card gains 1 point
- A player may never have a point value greater than 8.

Points are lost on Cannons tricks:

- All non-winning players lose 1 point
- A player may never have a point value less than 1.

Adjust Castle Trackers to show the updated point values, and then start the next trick.

End-of-Hand Scoring & Dealing the Next Hand

After all tricks of a hand have been completed, add each player's current point value to their score that is being tracked on paper. If the game is not over, the player to the left of the previous dealer becomes the dealer for the next hand. (Make sure to return the 1 or 2 leftover cards to the cards that had been used on the previous hand before shuffling.)

Winning the Game

The game ends when at least one player has 31 or more points. The player with the highest total score wins the game. If two or more players are tied with the highest score, play another hand.

Two-Player Rules Adjustments

Special Dealing Method

All 26 cards are used in a 2-player game, without any extra cards being left over. Arrange the cards as follows:

- Deal 4 face down cards in front of each player
- Top each of those 8 cards with a face up card
- Deal the remaining cards into a 5-card hand for each player



Playing Hand Cards or Face Up Cards

When playing a trick, you may either play one of the cards from your hand OR one of the face up cards on your side of the table. If you play a face up card from the table and there is a face down card under it, flip the face down card to be face up.

Reduced Points on Walls Tricks

The winner of a Walls trick only gains 1 point. The other player does not gain any points, even if he/she played a Walls card.

Acknowledgements: Thanks for design assistance, proofreading and discussion from Chevee Dodd, AJ Porfino, Grant Rodiek, and Brett Noneman.

Print and Play Cards

The following pages include the graphics for the cards used in the game. The faces are really all that are needed, but I'm providing backs as well for those that wish to make the deck look a bit better.

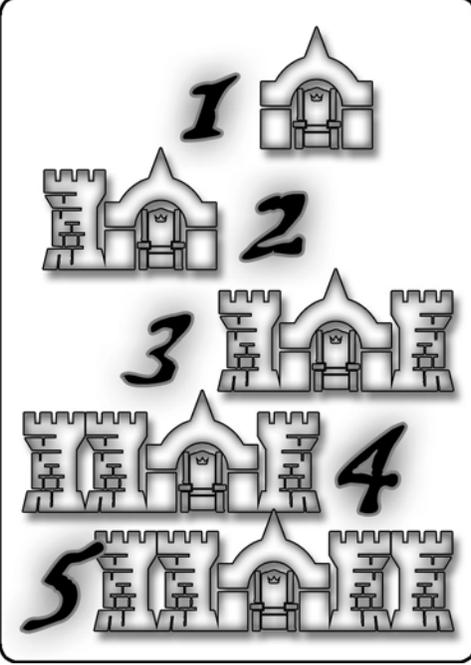
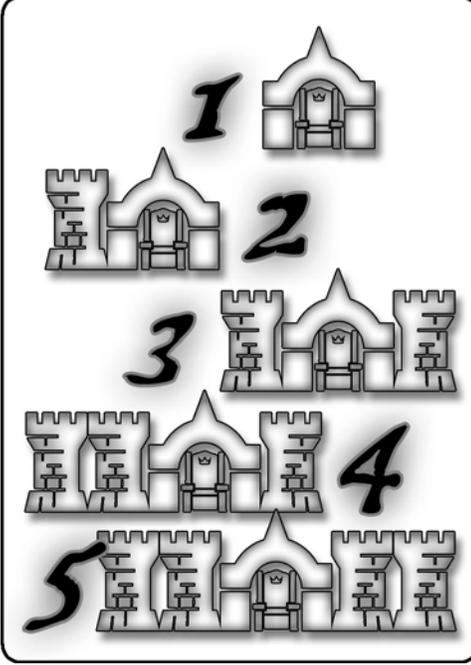
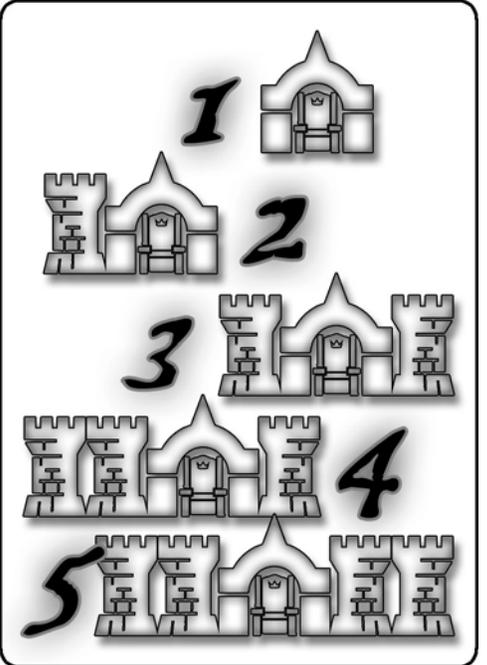
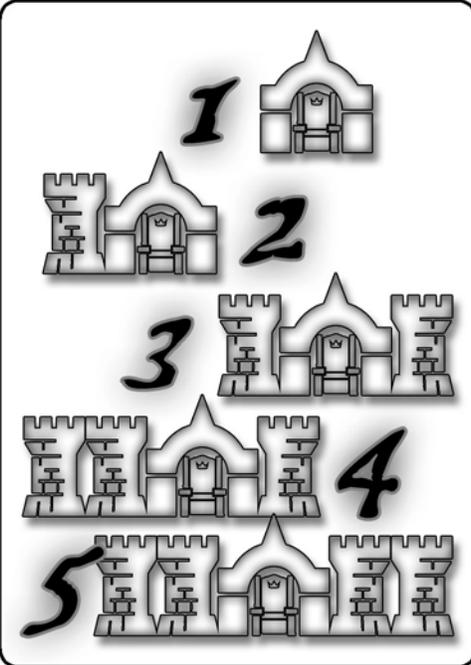
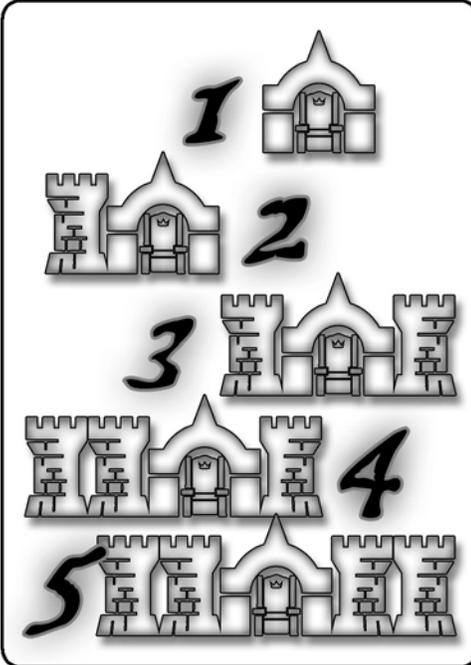
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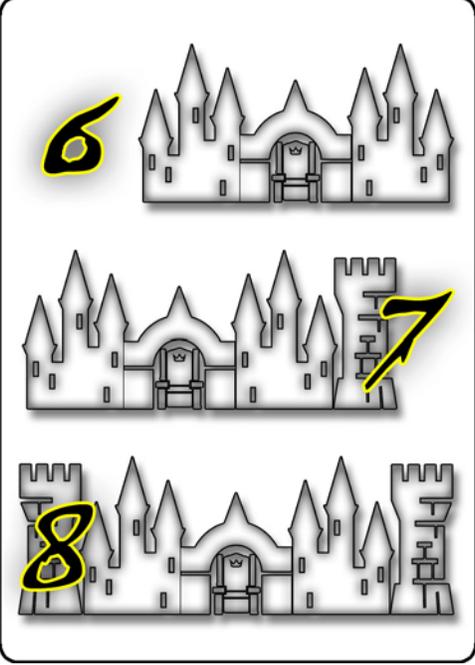
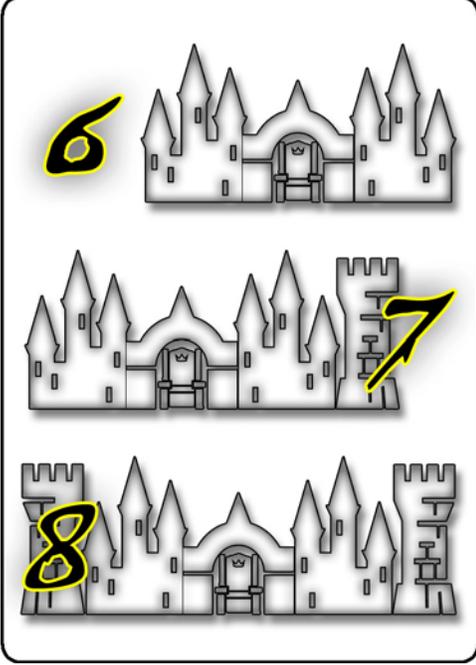
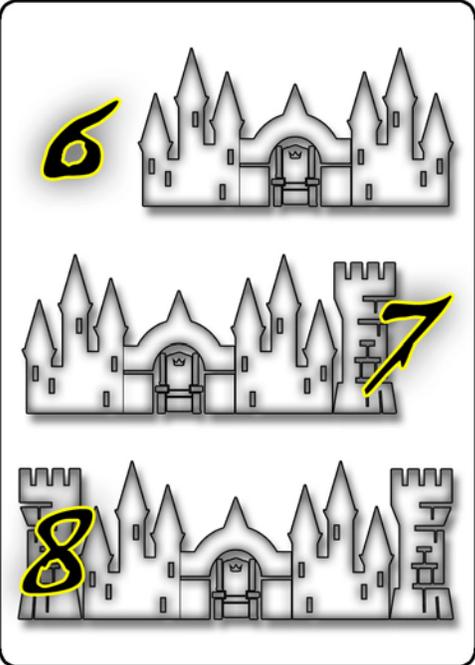
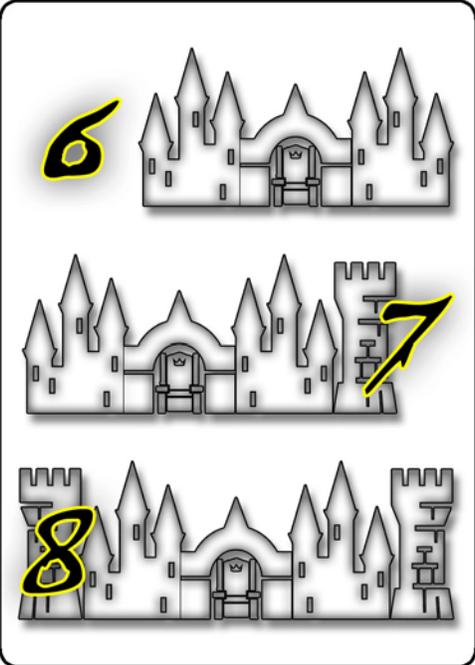
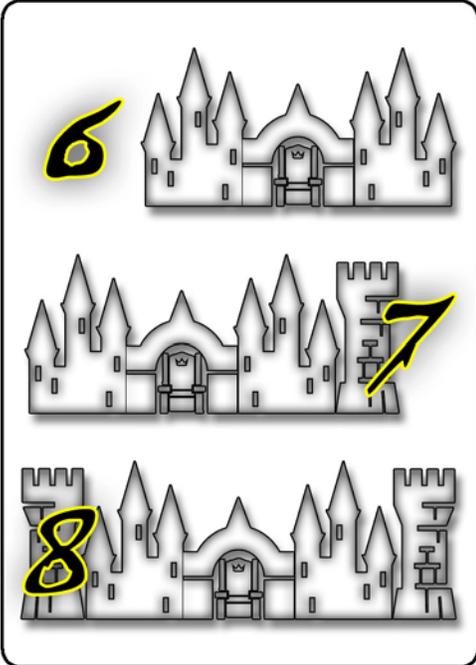
- Castle Tracking Cards:
 - o Print Page 2 with Page 4 printed as its back
 - o Print Page 3 with Page 4 printed as its back
- Main Deck:
 - o Page 5 with Page 8 printed as its back
 - o Page 6 with Page 8 printed as its back
 - o Page 7 with Page 8 printed as its back

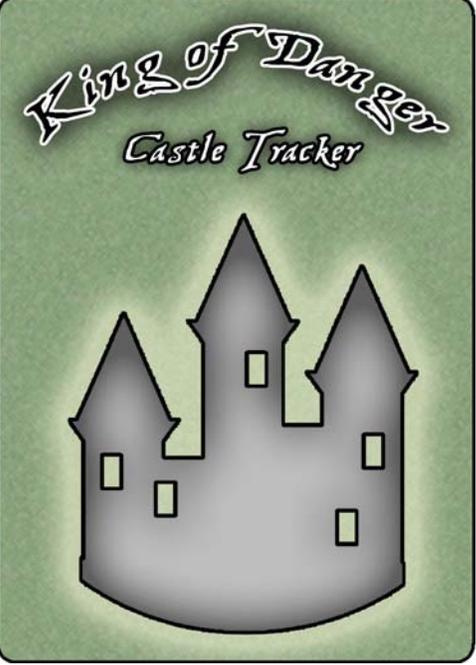
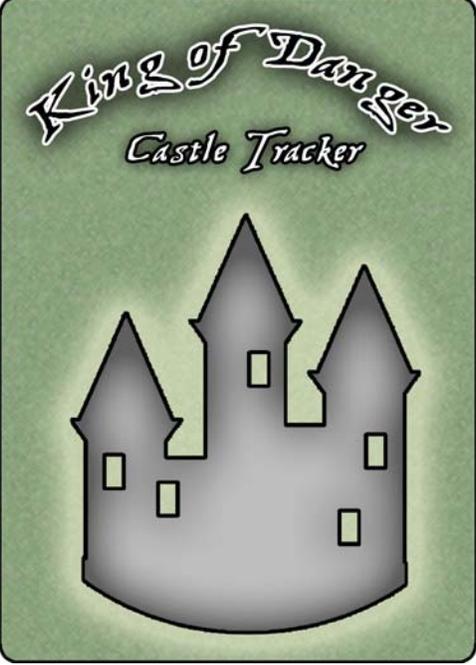
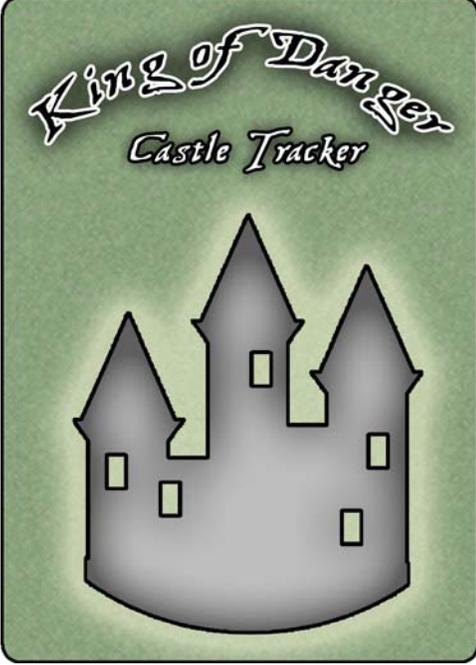
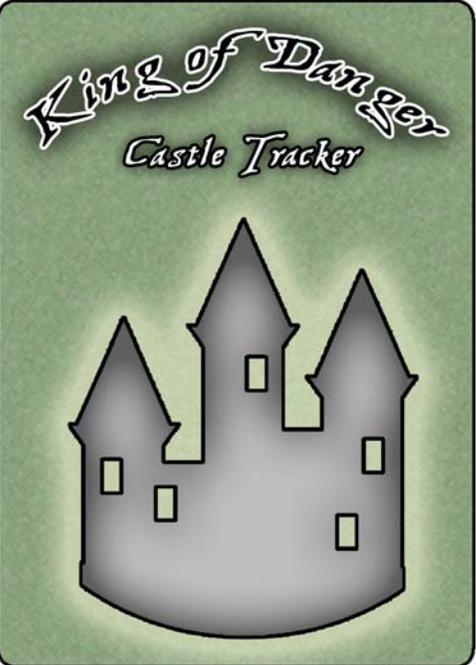
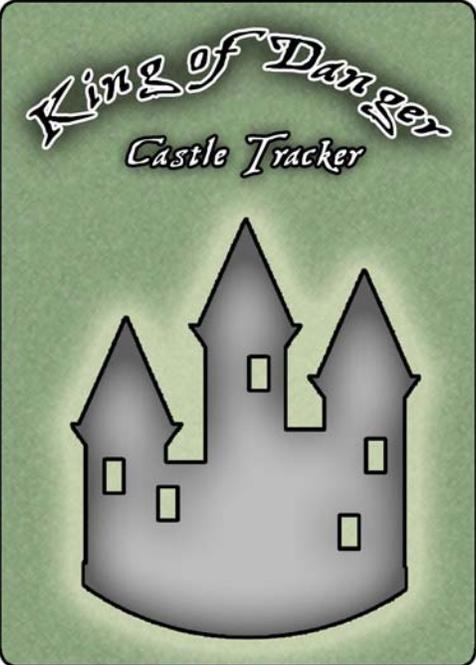
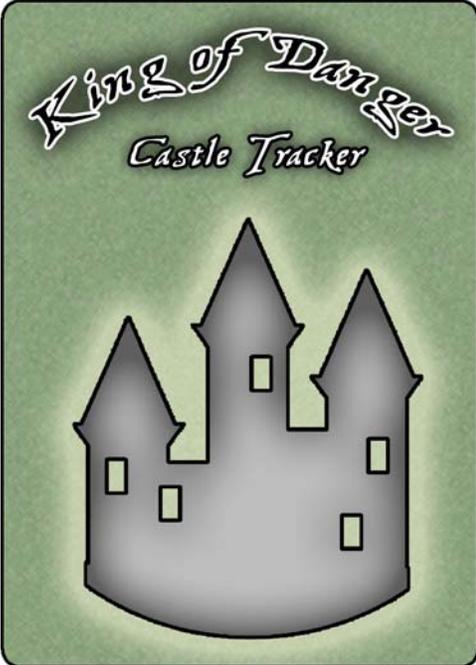
Any questions and comments should be directed to me at:

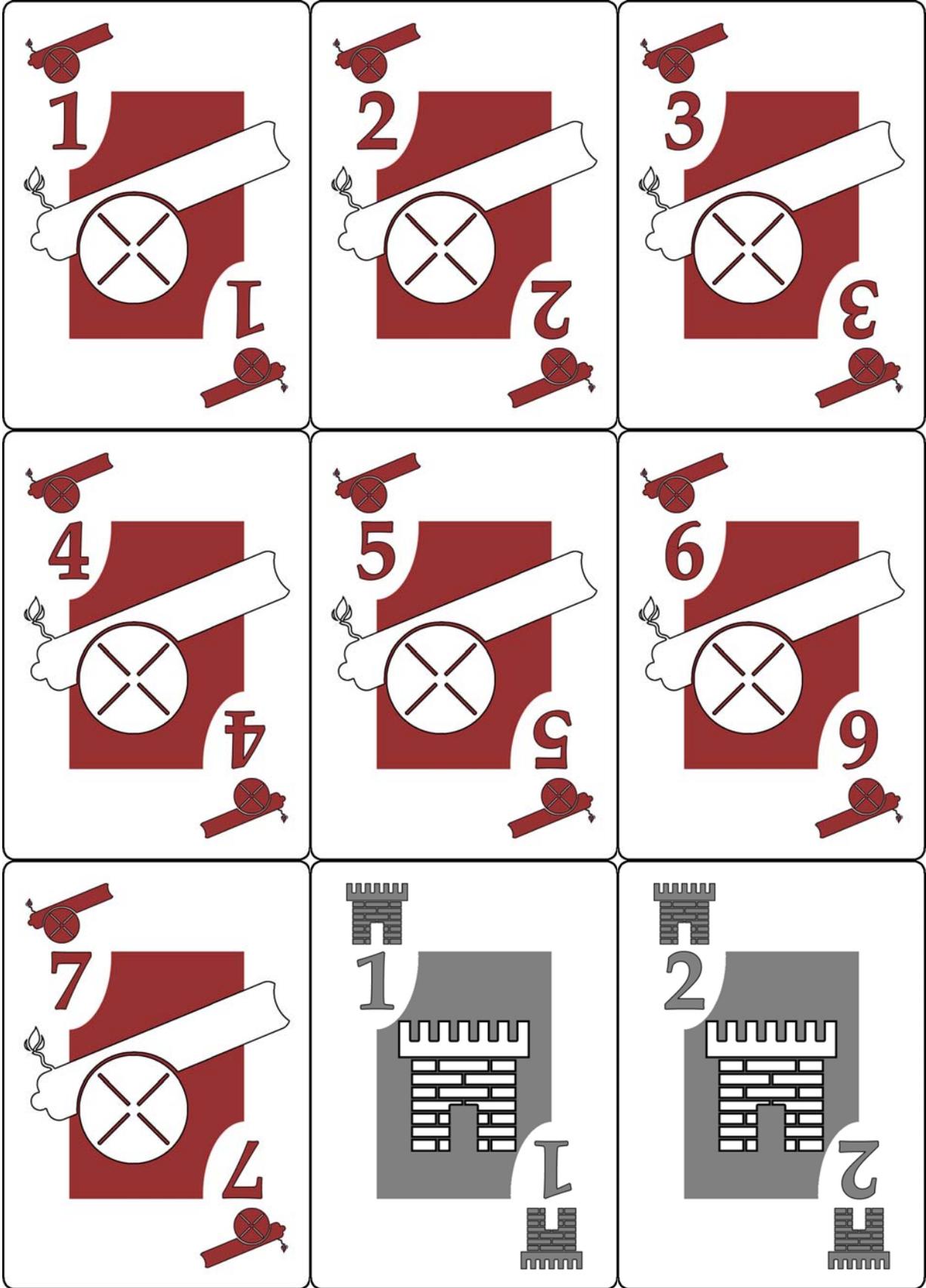
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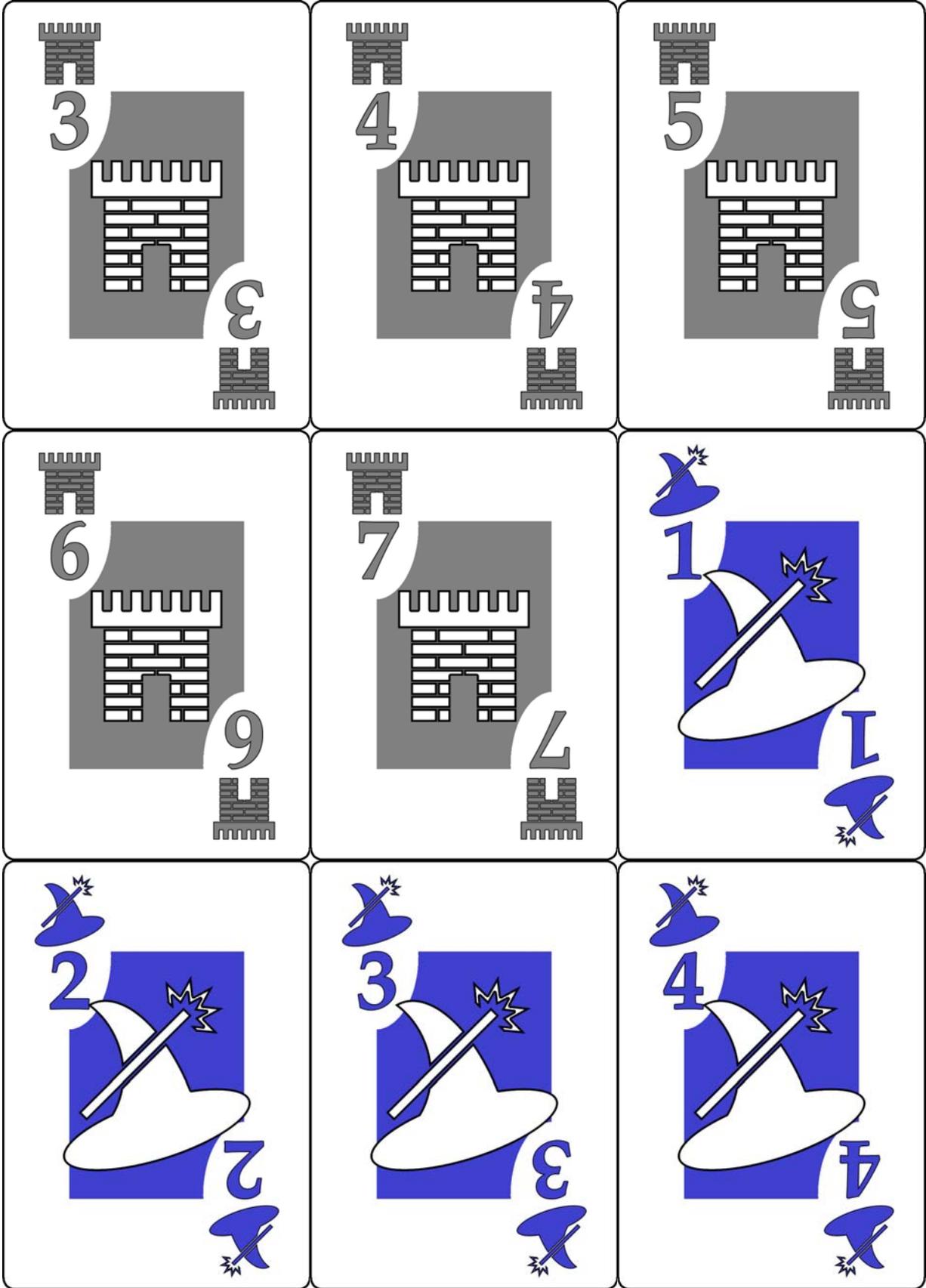
I want to thank you in advance for taking an interest in this game and for any feedback you are able to provide.

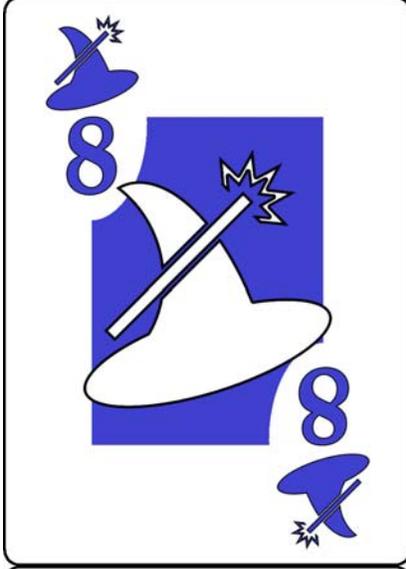
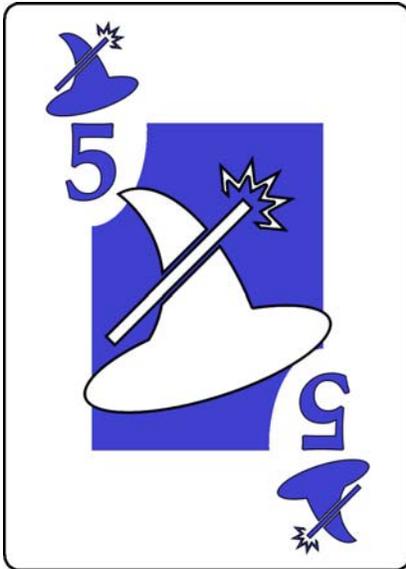












 **King of Cannons**



You win the trick if any Cannons are played.



 **King of Danger**



You win the trick over all other cards.



 **King of Walls**



You win the trick if any Walls are played.



 **King of Wizards**



You win the trick if any Wizards are played.



