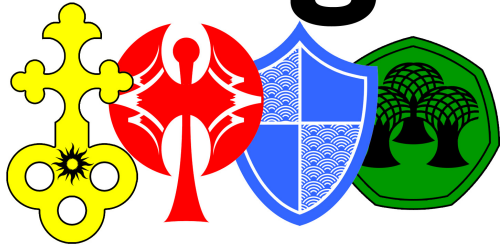


King's



Keys

www.JankenDeck.com/Kings

Relic Hunters

4 Players

**Trade relics within the
underground market to satisfy your
wealthy investor!**

Story:

A wealthy collector will pay a high bounty for a collection of relics. He needs an item from each ancient Kingdom (Sun, Mountain, Forest and Ocean). He also wants at least one Coin, Shield, Axe and Key in the collection. But you must hurry because he has told other Relic Hunters about his quest and he will only pay the first one who can deliver! Barter and trade within the underground market but beware- some of the traders may be working against you. There might even be something extra for you if you can deliver a Holy Relic!

The Object:

Collect four cards that represent at least one of each item and one of each Kingdom.

The Deck:

Separate the Jokers and Kingdom cards

The Deal:

Deal four cards to each player. Set the rest of the deck down as the draw pile. Play begins with the player to the left of the dealer.

The Play:

In your quest to collect cards that represent all four items and all four Kingdoms you are forced to rely on the seedy underground market that trades in such things. The underground market is all of the other players at the table.

When it is your turn, ask the player to your left to pass you a card of a certain type: you may request a card representing any item or any kingdom. The player to your left will draw a card and then pass a card around the table to his left, past all of the other players, until you finally receive a card. You may choose to discard it or keep it and discard a different card from your hand. Then your turn is over.

When it is the turn of the player to your right, they will ask you for a certain type of card. When you hear their request, draw one card from the draw pile or the top card from the discard pile. If you have any card representing the requested Item or Kingdom you must pass it to the player on your left. If you do not have any cards for the requested Item or Kingdom, choose any other card to pass to your left.



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The Play (continued):

The players who are in between are the “Middlemen”. When you are in a Middleman position and a card is passed to you, you may pass the same card to the player on your left OR you may keep it for yourself and pass a different card. BUT you can only pass a different card if it represents either the same Item or Kingdom as the card that was passed to you. For example, If someone passes you the Three Mountain Axes, you can keep it and pass any other Mountain card or any other Axe card from your hand. If you do not have any of those cards, you must pass the same card.

The End:

When you have fulfilled the wishes of your investor and you have collected four cards that represent each Item and Kingdom you are ready to make the winning play. During your turn, show all of your cards to claim your reward. Note: you can claim your reward when your turn begins or before you discard at the end of your turn, but not during someone else’s turn.

Scoring: The player who wins the round earns one million dollars for each item they hold. In other words, add the numbers on all four cards, multiply by one million, and add it to their score.

The first player to reach 50 million dollars wins the game!

Variations:

Holy Relics: Your investor wants a Holy Relic with his collection and will pay double for those!

There are four types of Holy Relics in the game determined by the Joker Item cards and the Kingdom Cards. After dealing four cards to everyone, each player also is dealt one Item Joker and one Kingdom Card. For example, if you are dealt the Sun Kingdom card and the Coin Joker card, that means that any Sun Coin card is a Holy Relic for that round. (Note: the Jokers are different colors, but the colors do not matter in this game, only the item shown on the card)

To win the round, you must include at least one of your Holy Relics in your collection. So in this example, your Coin card must also be your Sun card.

When scoring, you earn twice as much money for any Holy Relics. When the round is over, confirm that the winner has every Item and Kingdom, and that they also got the Holy Relic that they were looking for. Then the other players reveal what the other Holy Relics were for that round. If the winner has any other Holy Relics in their hand, they earn double the score for those cards too!



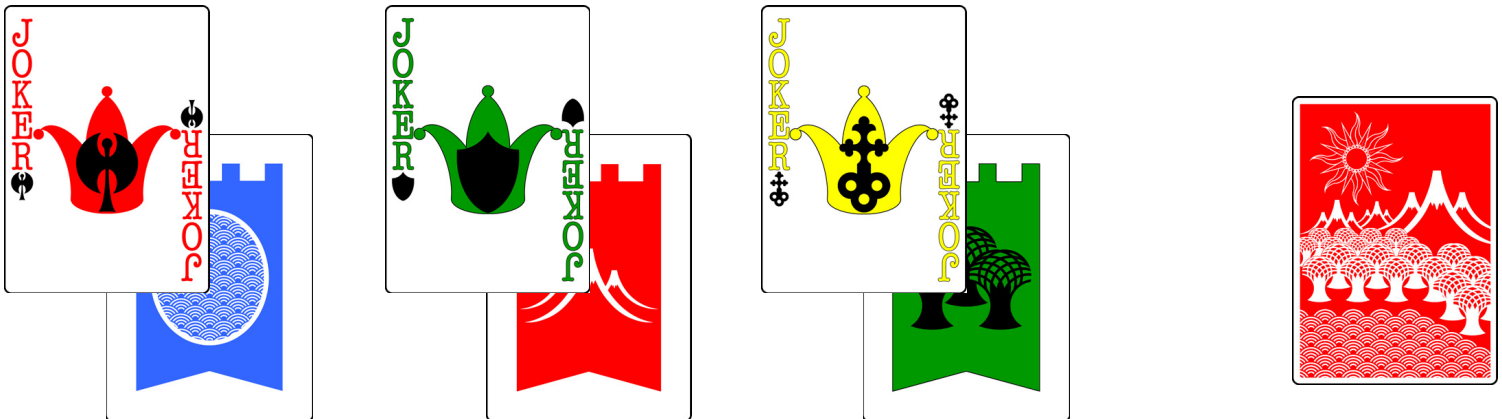
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**If you play with Holy Relics, combine the Kingdom
card with the Item Joker to discover which Relics are
Holy. In this example, your Holy Relic is the Sun
Coins. The other Holy Relics are any Ocean Axes,
Mountain Shields and Forest Keys.**



The other players' Holy Relic cards

**Your winning hand here has two Holy Relics,
so you get double the score for your One
Mountain Shield
and Four Sun Coins!
So this hand is
worth 13 points.**

