

King's



Keys

www.JankenDeck.com/Kings

Bim, Bam, Boom!

3-8 Players

**A Party Game
for Everyone!**

Story:

The King needs everyone to take inventory of supplies. Gather the most supplies to impress the King and earn his favor!

The Object:

Complete the most sets of the King's supplies (Keys, Axes, Shields and Coins) to win the game.

The Deck:

Remove the Jokers and Kingdom cards and shuffle the deck well.

The Deal:

Deal the cards to each player one at a time until the deck is used up. It is ok if some players have more cards than others.

The Play:

In this game the King's supplies belong in the same set when the cards share the same Color AND Item. There are 16 matching sets in all.

The player left of the dealer begins by playing any card from their hand face up on the table to open the first round.

Players continue to the left (clockwise) playing any matching cards (with the same color and item) that they hold. For example if the first player plays the 3 Red Coins, Any players who holds the 1, 2, or 4 Red Coins must play those when it is their turn.

If a player does not hold a matching card they say "Pass" and play goes to the next player.

When you play the second card of the set, say "Bim" as you play it. When you play the third matching card of the set, say "Bam".

And if you play the fourth and final card to complete the set say "Boom!" and take all four cards for yourself. After taking the set, choose any card from your hand to open the next round.

If you hold more than one card in your hand from the set, you must play them all in the same turn. If you open a new round, you must play all of the cards in your hand that match your opening card.



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The End:

Play until any player runs out of cards. If a player plays their last card and the set is incomplete, no one gets credit for that incomplete set.

Each player shows how many sets of supplies they collected to impress the King. The player who holds the most sets wins! OR play multiple rounds scoring one point per set. Play until someone gets to 50.

Variations:

“Bim, Bam, Kaboom!”:

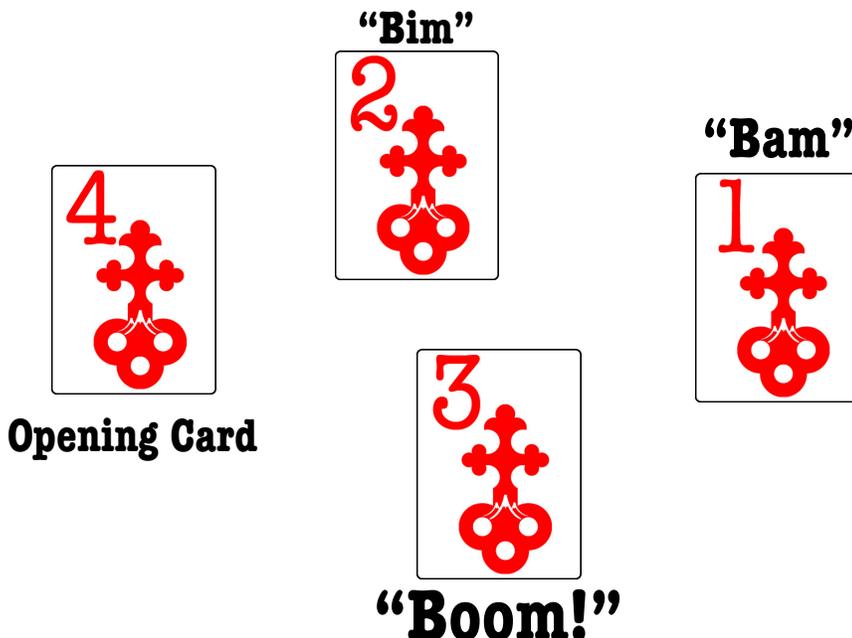
If you completes a set by playing a 1, say “Kaboom!” A “Kaboom” set is worth double in the end.

Kingdom points:

If you have 4 players, deal the 4 Kingdom (banner) cards face down at the start of the game so each player represents a Kingdom. At the end of the game each player gets 2 points for each set they take with the same color as their Kingdom Card.

If there are more than 4 players, mix the Jokers and Kingdom cards and deal one to each player at the start of the hand. If you are dealt a Joker you get 2 points for any set you take with the same Item held by your Joker. Keep your Joker or Kingdom cards secret from the other players for even more suspense!

“First One Out”: The game plays the same, but instead of counting sets of cards you win by being the first person to play out all if the cards from your hand.



The player to the left of the dealer can play any card to open. In this illustration it is the 4 Red Keys.

Then go around the table clockwise and if you have any other cards with Red Keys you must play all that you have.

When you play the second card, say “Bim”, when you play the third card say “Bam”, and if you can play the fourth card say “Boom!” Take the set of cards for yourself and then you get to choose which card to play next to open the next round.