



King's Treasury Score Sheet

| Basic Categories | Totals |
|-------------------------|--------|
| Keys | |
| Axes | |
| Shields | |
| Coins | |
| All 4 Numbers (10 pts) | |
| All 4 Items (10 pts) | |
| All 4 Colors (10 pts) | |
| All 1 Color (15 pts) | |
| All 1 Color & Item (50) | |
| Total | |

| 3 of a Kind | Different Items +5 | Different Colors +5 | All 1 Item +10 | All 1 Color +10 | Totals |
|-------------|--------------------|---------------------|----------------|-----------------|--------|
| 1s (3) | | | | | |
| 2s (6) | | | | | |
| 3s (9) | | | | | |
| 4s (12) | | | | | |
| Total | | | Fill Bonus 15 | Bonus | |

| 4 of a Kind | All 4 Items +10 | All 4 Colors +10 | All 1 Item +20 | All 1 Color +20 | Totals |
|-------------|-----------------|------------------|----------------|-----------------|--------|
| 1s (4) | | | | | |
| 2s (8) | | | | | |
| 3s (12) | | | | | |
| 4s (16) | | | | | |
| Total | | | Fill Bonus 25 | Bonus | |



6 Sun Keys _____ Bonus Keys _____

| | Keys & Coins | Key bonus | Totals |
|----------|--------------|-----------|--------|
| Sun | | | |
| Mountain | | | |
| Forest | | | |
| Ocean | | | |
| Total | | | |



6 Mountain Keys _____ Bonus Keys _____

| | Axes & Shields | Key bonus | Totals |
|----------|----------------|-----------|--------|
| Sun | | | |
| Mountain | | | |
| Forest | | | |
| Ocean | | | |
| Total | | | |

Player Name _____

Grand Total _____

King's Treasury Score Sheet Table

| Basic Categories | | Game 1 | Game 2 | Game 3 | Game 4 | Game 5 | Game 6 | Game 7 | Game 8 |
|-----------------------------|----------|--------|--------|--------|--------|--------|--------|--------|--------|
| Keys | | | | | | | | | |
| Axes | | | | | | | | | |
| Shields | | | | | | | | | |
| Coins | | | | | | | | | |
| All 4 Numbers (10 pts) | | | | | | | | | |
| All 4 Items (10 pts) | | | | | | | | | |
| All 4 Colors (10 pts) | | | | | | | | | |
| All 1 Color (15 pts) | | | | | | | | | |
| All 1 Color & Item (50 pts) | | | | | | | | | |
| Total | | | | | | | | | |
| 3 of a Kind (Fill Bonus 15) | | | | | | | | | |
| Odd Items +5 | 1s (3) | | | | | | | | |
| Odd Colors +5 | 2s (6) | | | | | | | | |
| Same Item +10 | 3s (9) | | | | | | | | |
| Same Color +10 | 4s (12) | | | | | | | | |
| Total | | | | | | | | | |
| 4 of a Kind (Fill Bonus 25) | | | | | | | | | |
| All Items +10 | 1s (4) | | | | | | | | |
| All Colors +10 | 2s (8) | | | | | | | | |
| Same Item +20 | 3s (12) | | | | | | | | |
| Same Color +20 | 4s (16) | | | | | | | | |
| Total | | | | | | | | | |
| Treasury Bonus Keys | | | | | | | | | |
| 6 Yellow Keys | Sun | | | | | | | | |
| to Open | Mountain | | | | | | | | |
| Keys & | Forest | | | | | | | | |
| Coins | Ocean | | | | | | | | |
| Total | | | | | | | | | |
| Armory Bonus Keys | | | | | | | | | |
| 6 Red Keys | Sun | | | | | | | | |
| to Open | Mountain | | | | | | | | |
| Axes & | Forest | | | | | | | | |
| Shields | Ocean | | | | | | | | |
| Total | | | | | | | | | |
| Grand Total | | | | | | | | | |

King's Treasury

1-6 players (45 - 60 minutes)

Summary:

In this Flip & Fill game you earn points by completing card sets and unlocking the King's Treasury.

The Object:

Complete as many categories on the score sheet as you can to get the highest score.

The Deck:

Use the complete deck with the Jokers and Kingdom cards shuffled in. Give everyone a pencil and a copy of the Score Sheet. Print copies of the Score Sheet Table to play multiple games. The Score Sheet Table uses some short cuts to save space, so be sure you understand how to score your bonuses!

The Deal:

Each player takes turns as the Dealer. Choose the first dealer at random, then the dealership passes to the player to their left after each hand.

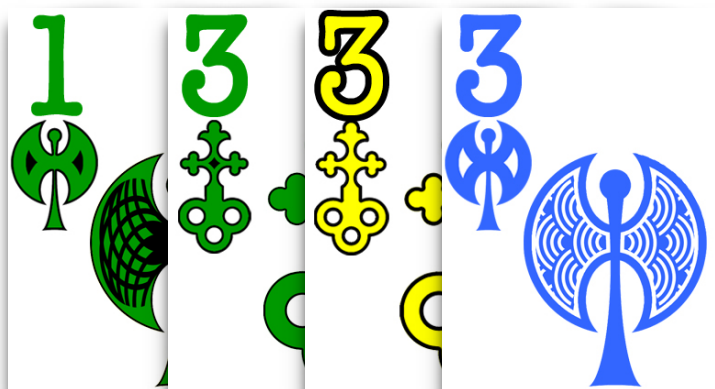
Each hand has two deals. Each player gets four cards in the first deal, then they get one extra deal to improve their hand.

After you get your four cards, decide which cards (if any) you want to replace. Turn those cards face down. Starting with the player to the left of the dealer each player asks for a number of new cards. Say 1, 2, 3 or 4 for how many new cards you want from the Dealer. Say "Pass" to hold all 4 cards.

You may substitute one card from the Dealer's hand for any one of your cards. If you are the dealer, you may substitute one card from any player's hand for one of your own.

Calculate your score and fill in any blank space on your score sheet with the appropriate score for that category. Once you fill a category you can not change it later.

The Dealer passes the deck to the player on their left to shuffle and start the next deal.



This hand has a 3 of a Kind with Threes.

If the Dealer holds any Three in their hand you can substitute it for your One Forest Axe to fill the 4 of a Kind category with Threes. If their Three is Red you can get an added bonus for having all 4 colors.

King's Treasury

1-6 players

The Categories:

The categories are arranged in five groups. The Basic categories, 3 of a Kind, 4 of a Kind, the Treasury and the Armory.

Basic Categories:

Fill the Basic Categories with the total number of each item (Keys, Axes, Shields or Coins). Collect as many of each item in any combination of colors to maximize your score. Add the numbers of the matching Item and put the amount in the "Total" column.

There are also categories for All 4 Numbers, Items and Colors. Simply gather four cards with all four elements to score 10 points in the appropriate category. All four cards in the same color earns 15 points.

You can combine the scores for different "All 4" categories in the same hand. For example, if your four cards have all 4 Numbers AND all 4 Items you can fill either category with 20 points. A hand with all 4 Items AND Numbers in all the same Color can fill any of those categories for a total of 35 points.

A hand with all one Color AND all one Item scores 50 points.



This hand has 6 coins for the Basic Coin category. It scores 6 points, one for each coin.

This hand also has all four Kingdom Colors. You can fill the All 4 Colors category for 10 points.



This hand can combine the categories "All 4 Numbers", "All 4 Colors", and "All 4 Items".

Fill any one of these categories with a score of 30 points.

King's Treasury

1-6 players

3 of a Kind and 4 of a Kind:

These categories are for matching 3 or 4 of the same Numbers. Complete the categories for all four numbers in either group for an added Fill Bonus! (15 or 25 points)

Bonuses:

Each time you get a 3 of a Kind or 4 of a Kind you can add bonus points if the Items or Colors are all different or all the same.

For example, in the 3 of a kind category 3 Twos give you 6 points. If all three of those Twos are different items you get a bonus of 5 points added for 11 points. And if all of the Twos are the Same Color too your bonus is 10 points more.

Combine the bonuses for each row and write them on the right under Totals. At the end of the game combine the totals (and any Fill Bonus) for a grand total for the group on the bottom right. (If you use the Score Sheet Table you just get one space for the total score plus any bonus). If you score zero in any of the categories you will not get the Fill Bonus for completing the section.

| 3 of a Kind | Different Items +5 | Different Colors +5 | All 1 Item +10 | All 1 Color +10 | Totals |
|-------------|--------------------|---------------------|----------------|-----------------|--------|
| 1s (3) | | | | | |
| 2s (6) | | | | | |
| 3s (9) | 5 | | | 10 | 24 |
| 4s (12) | | | | | |
| Total | | | Fill Bonus 15 | Bonus | |

The hand below is a 4 of a Kind with Threes. It scores 12 points.

It can also be a 3 of a Kind with all Red Threes. It only scores 9 points as a 3 of a Kind, but it gets a bonus for the Items being all different AND the colors being all the same. Add the 5 point bonus and the 10 point bonus to the 9 points (for 3 Threes) for a score of 24 points.

| 4 of a Kind | All 4 Items +10 | All 4 Colors +10 | All 1 Item +20 | All 1 Color +20 | Totals |
|-------------|-----------------|------------------|----------------|-----------------|--------|
| 1s (4) | | | | | |
| 2s (8) | | | | | |
| 3s (12) | | | | | 12 |
| 4s (16) | | | | | |
| Total | | | Fill Bonus 25 | Bonus | |



King's Treasury

1-6 players

The Treasury and Armory:

Collect Keys and Coins for each Kingdom and put them in the King's Treasury. Collect Axes and Shields for each Kingdom and put them in the King's Armory.

These categories are sorted by Kingdom Color so all of the Items must match the Color of the category.

These scores stay locked away until you get enough keys to add them to your score!

Treasury:

At any time during the game you can put Keys and Coins into the treasury. You need a hand with at least 6 Yellow (Sun) Keys to unlock the Treasury for those points to be part of your final score.

If you use more than 6 Yellow Keys to unlock the Treasury, any extra Keys are "Bonus Keys". They each count as one extra point in each category you fill.

For example: In the diagram below you unlocked the Treasury with 8 Yellow Keys. That's 2 more Keys than you need so you get 2 Bonus Keys for the group. You got 5 Sun Keys & Coins in one turn, add 2 for the bonus Keys for 7 points.

The diagram also shows that you did not put any Red Mountain Keys or Coins into the Treasury, so you don't get points for the Key Bonus in that category.

Armory:

The Armory works just like the Treasury but you need at least 6 Red (Mountain) Keys to open it.

Collect both Axes and Shields in the same color to fill the Armory.

The Diagram below shows that you've collected Axes and Shields from three Kingdoms for the Armory but haven't collected enough Red Keys in one turn to unlock it or calculate a Key Bonus yet. If you do not get 6 or more Red Keys in a turn by the end, those points are not added to your total score.

Note: it takes one turn to collect keys for the Treasury or Armory, but you do not earn a score for that turn. If you unlock the Treasury or Armory with exactly 6 keys, enter Zero for "Bonus Keys".



Treasury

6 Yellow Keys 6 Bonus Keys 2



Armory

6 Red Keys _____ Bonus Keys _____

| | Keys & Coins | Key bonus | Totals |
|----------|--------------|-----------|--------|
| Sun | 5 | 2 | 7 |
| Mountain | 0 | 0 | 0 |
| Forest | 7 | 2 | 9 |
| Ocean | 3 | 2 | 5 |
| Total | | | 21 |

| | Axes & Shields | Key bonus | Totals |
|----------|----------------|-----------|--------|
| Sun | 10 | | |
| Mountain | 8 | | |
| Forest | | | |
| Ocean | 5 | | |
| Total | | | |

King's Treasury

1-6 players

Wild Cards:

Kingdom Cards and Item Jokers are Wild Cards but they have limits.

A Kingdom Card can represent any card in the deck with a matching color (except a Joker).

For example, the Red Mountain card below can represent any Number and any Item, as long as it is red.

Jokers can represent any card in the deck with a matching Item to what the Joker is holding.

For example, the Coin Joker below can represent Coins in any Number and any Color. Don't let the Joker trick you into thinking that he must be a color that matches his outfit!

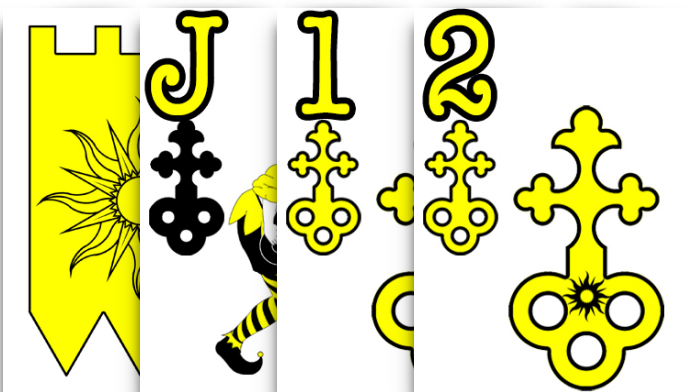
Wild cards can even be a duplicate of a card already in your hand as long as the rules above are followed. When you play a Wild Card, announce what card it represents before filling in your category. A Wild card can represent different cards to different players in the same hand when it is used as a substitute card.



Red Mountain Kingdom Card



Coin Joker



In this lucky hand the player can use the Sun Kingdom card to represent 4 Sun Keys and use the Key Joker to represent 4 Sun Keys as well. Now they have 11 Sun Keys to unlock the Treasury with 5 Bonus Keys!

This hand can also fill the category All 1 Color and Item for 50 points. Just announce that the wild cards represent Yellow Sun Keys.

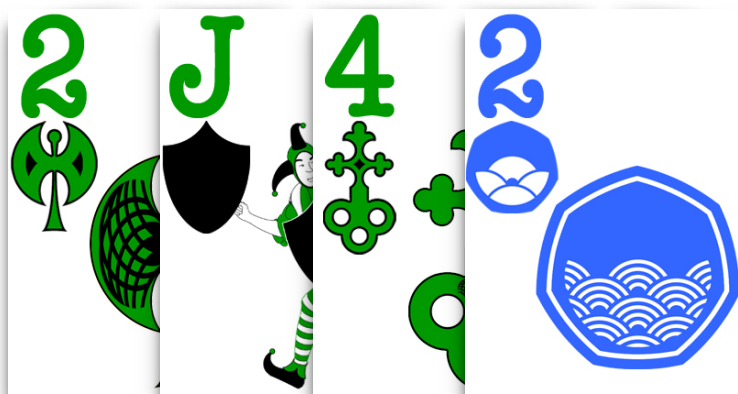
King's Treasury

1-6 players

The End:

The Game ends when there are no more spaces left on the score card to fill. This will happen after 27 deals (There are 25 categories and 2 hands are needed to unlock the King's Treasury and Armory). Remember that if you can not fill a category with a score, you must choose a space to fill with a score of Zero (Even if that space is for the Keys to the Treasury or Armory).

Each player adds their scores for each of the five groups and then combines those scores for their final total. The player with the highest score wins!



Your Hand

After the second deal you have these four cards in your hand. If you want, you can substitute one of your cards with any card the Dealer holds below. What category would you fill?

Some options:

Substitute your 4 Green Keys with the 2 Red Keys and call the Shield Joker the 2 Yellow Shields (it can be any Color or Number, but it must be Shields). Now you have a 4 of a Kind in 2s with all different Items and Colors. (28 points)

Substitute your 2 Green Axes for the 1 Yellow Axe and call the Shield Joker the 3 Red Shields. Now you have a hand with all 4 Numbers, Items and Colors. (30 points in any "All 4" category)

Substitute your 4 Green Keys with the 3 Green Axes and call your Shield Joker the 4 Green Shields. Now you have a combination of 9 Green Axes and Shields for the Forest portion of the Armory. (9 points plus any bonus keys)

Dealer's Hand

