



25 Kingdoms



A Territory-Control Game for Two Players

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1.0 Setup

Shuffle a standard 52 card deck. Lay cards face down in a grid 5 rows tall and 5 columns wide (these will be referred to as Kingdom Cards. A Kingdom Card is Uncontrolled if it is face-down).

Deal 8 cards to each player face down. Place what remains of the Deck next to the grid of cards.

Play rock, papers, scissors to decide who takes the first turn.

2.0 Player Turns

On a player's turn, they must perform one, and only one, of the following actions:

- draw a card from the top of the Deck
- draw a card from the top of the Discard Pile
- Attack a Kingdom.

After they have completed their action, their turn ends.

If they have control 13 Kingdom Cards, they win.

2.1 Attacking

2.10 General Case

To Attack a Kingdom Card, a player reveals one card from their hand (referred now to as the Attacking Card).

The player selects one of the Uncontrolled (face-down) Kingdom Cards and looks at it.

They may choose at this point to put the Kingdom Card face down again and put their Attacking Card into the Discard Pile.

Otherwise they reveal the card to their opponent, and if their Attacking Card is stronger, gain control of it, and put the Attacking Card is put on the bottom of the Deck. If the Attacking Card is not stronger, put the Attacking card on the top of the Discard Pile face-up. Then return the Kingdom Card to its original position.

2.100 Card Strength

If the Attacking Card plus modifications is numerically greater than the Kingdom Card.

Kings have a value of 13, Queens 12, and Jacks 11.

2.1001 Allies

Each Card orthogonally adjacent to the defending Kingdom, that the player controls, adds 1 to the numerical value of the Attacking Card.

2.1002 Foes

Each Kingdom Card that is orthogonally adjacent to the defending Kingdom, that the opposing player controls, subtracts 1 from the numerical value of the Attacking Card.

2.101 Royalty Lords Over

If the Attacking Card is a Royal (King, Queen, Jack) and the Kingdom Card is not a Royal or an Ace.

2.102 Assassins

If the Attacking Card is an Ace and the Kingdom Card is a Royal (King, Queen, Jack).

2.2 Marking Control

When the player who takes the first turn takes controls a Kingdom Card, they leave the card on the grid, but rotated it 90 degrees. When the second player controls a Kingdom card, it is left face up and unrotated.

