

Kings & Things*



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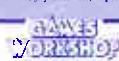
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INTRODUCTION

Welcome to the strange and silly world of **Kings & Things*** (for the full title please refer to the cover!). It is a world of varied terrains and magical items, of mythical beasts and valiant heroes, of Grand Dukes and Master Thieves.

In **Kings & Things*** you play the role of a minor noble, vying for control of the broken kingdom of Kadab. Opposing you are three other equally minor nobles, all hoping to emerge as the new emperor. To accomplish your divine task you must expand your control of the varied lands of Kadab, increase your income, muster rag-tag armies of whatever creatures are willing to join your cause, recruit powerful heroes to lead them, and build towers, keeps, castles, and finally a citadel to establish your base of power. Sounds easy, doesn't it?

But watch out! Those other players are under the impression that it is *their* divine right. And they have the same chance to recruit armies and even - gasp! - steal away some of your loyal troops, the fiends! If they build a citadel the same turn you do, then you can only win by conquest. That means you have to get your troops marching and capture a second citadel from someone else! Any questions? Good! Read on and all will be explained.

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EQUIPMENT

Kings & Things* includes:

- ★ 48 hex tiles
- ★ 351 playing pieces
- ★ 8 player racks
- ★ 4 dice
- ★ 1 16-page rule book (including 4-page pull-out)
- ★ 1 game box

(1.1) The Hex Tiles

Historical Note: *Once the lands of Kadab were blessed with really nice weather. We mean really nice. It was so nice that people (and Things) came from all over the world to settle down and soak up the sun. Then an accident destroyed Yazilik University, the empire's centre of magical learning and power. Well, when the old school went boom in the year 250 it released several conflicting fertility spells which changed the climate and complexion of the land. Frozen wastelands are now in close proximity to steaming swamps and vast deserts are adjacent to verdant plains.*

Kings & Things* does not use a regular board. Instead, you build your own board, changing the terrain layout each time you play. (Those fertility spells are fickle and still quite potent.)

The hex tiles represent the seven different types of land (jungle, frozen waste, forest, plains, swamp, mountain, desert) and sea you will encounter and battle over on your way to imperial glory.



JUNGLE



FROZEN WASTE



FOREST



PLAINS



SWAMP



MOUNTAIN



DESERT



SEA

(1.2) The Playing Pieces

Historical Note: *The creatures of Kadab (and even many inanimate objects) have been blessed with at least a rudimentary intelligence since the Big Boom at Yazilik U. As the magic that was released from those hallowed halls settled over the land, it became evident that life wasn't going to be quite the way it was. Things were awarded full rights as citizens by Emporer Nablopal III's Code of Laws and Things (back in the Year 248, before the empire collapsed). So goblins, dinosaurs, flying squirrels, elves, buffalo and even killer penguins all have a say in the politics of the land (even though some still have a little trouble understanding - much less appreciating - the honor).*

One of the ways you gain power is by mustering rag-tag armies of whatever creatures are willing to join your cause (usually in exchange for gold, food and a good time).

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