Cards in Game

- 1 Turn Order Cards
  (For reference only - not played in game)
- 1 Special Cards Explained
  (For reference only - not played in game)
- 1 Artisan
- 1 Assassin
- 2 Kings
- 3 Sorcerers
- 4 Thrones
- 4 Judges
- 4 Warriors (has both sword and shield symbols)
- 16 Attackers
- 16 Defenders

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Players | Age

2 | 13+

See game play: YouTube @siegethekinggameplay

Siege The King

Rules of Play

The Goal

Siege the King by reducing the king card column to 0 (zero).

Set up your castle

Each player takes **1 king** and **2 throne** cards *(each of these cards has a value of **10** and are called 'Castle Cards').*

Each player places the cards **face down** in front of them from left to right in any order. These now form the base of three columns.

Siege Grounds

The Siege Grounds is the space between your castle cards and your opponent's castle cards.

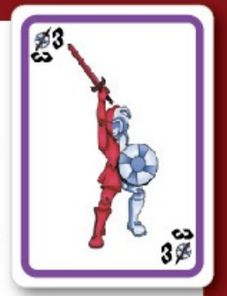
Defender cards

These have blue borders and are laid sideways and added to **your own column** and will add to the defensive value of the column.
Each column **begins at a value of 10** then defender cards increase the value. ***Once at zero the flip the castle card over.***

Attacker cards

These have red borders and are laid vertically on one of **your opponent's columns** and reduce the defensive value of the column. ***Once the opponent's value of the column is 0 (zero) then the castle card is flipped over.***

Warrior card



This has a purple border and can be **Defender** or **Attacker**.
Played as Defender, turn it sideways on one of your columns. When played as Attacker place on one of your opponent's columns vertically *(like any normal attacker card).*

Special cards

Include in the game for shorter play or remove for longer play. See special cards section.

Continued overleaf

Playing the game

To decide who goes first fan out the cards and each player selects a card. The card of the highest value determines who will begin play. If the card selected has no number draw again until a numeric card is selected.

Shuffle the deck and deal **five cards** to each player. Place the remaining cards face down forming a **draw pile**. Play begins with the first player choosing an **Attacker** or **Defender** card then placing it face up on the appropriate column on the Siege Grounds *(table)*.

Adding cards to the columns

Each turn, the player adds either a **Defender** to one of their columns or an **Attacker** to one of their opponent's columns. **You cannot do both on same turn.**

Removing Cards from the columns

Remove cards from Siege Grounds columns and place on discard pile when:

- A special card calls for it *(see special cards section)*.
- A Throne is revealed *(ALL cards in that column are removed)*.
- The value of Attacker and Defender cards played on top of each other are **equal**.
- The value of consecutive cards above the Attacker or Defender card played is sum to the value of that card, *Eg. in column 1 there is a Defender valued at 2 and an Attacker valued at 3. Playing a card with a value of 5 will remove the played card, plus the other two cards (5=2+3).*

After each turn take a card to replace the one just played, then your turn is done. *(If there are no more cards to draw, reshuffle the discard pile to create a new draw pile; then draw a card).*

Example 1

At the start of the game Player 1 puts an **Attacker** card with a value of **4** on their opponent's column three, which drops the value of that column to **6**, then they draw a card and the turn ends.

Player 2 then puts a **Defender** card with a value of **5** on their column three which changes the value of that column to **11** *(10 – 4 +5)*.

All cards remain on the Siege Grounds.

Example 2

At the start of the game Player 1 puts a **Defender** card with a value of **2** on his column one, which changes the value of that column to **12** *(10 + 2)*, then they draw a card and their turn ends.

Player 2 then puts an **Attacker** card with value of **2** on Player 1's column one which changes the value of Player 1's column one back to **10** *(10+2-2)*.

10

+2

-2

Both Defender and Attacker card are removed and placed in the discard pile; Player 2 then draws a card and the turn ends.

Special Cards

Increase strategy and difficulty with these special cards.

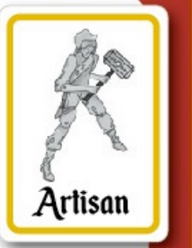
The game can be played with or without these special cards. Generally gameplay is faster when they are in play and slower when they are not. **They can be played on yours or your opponent's columns.**

The Assassin

When drawn immediately select one of the opponent's columns and reveal the Castle Card. If it is a King the game ends. If a Throne is revealed remove Throne card from play and move rest of cards to the discard pile. The player draws a card as normal and ends their turn.

The Artisan

Stops the Assassin, Judge and Sorcerer from carry out their function. When any of these cards come into play, the Artisan stops them. Both cards got to the discard pile.



The Judge

When the Judge card is played select any card, except the Castle Card, in that column and place on discard pile.

The Sorcerer

When the Sorcerer is played the user selects a column and all cards in that column up to the Castle Card are moved to the discard pile.