

# **Cardinal and King (Kardinal & Konig)**

**A game for 3 to 5 players aged 12+**

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## **V1.0**

**V1.1 – Clarified initial placement options in an empty province**

**V1.2 – Clarified monastery expansion and advisor placement and card drawing**

**V1.3 – Clarified the Joker rules and advisor and monastery chain scoring**

## **Game Overview**

Cardinal and King is set in 12th century Europe, where religious orders in the nine most important countries fight and struggle for supremacy. By the use of cards, players found or build monasteries, and bring advisors to the courts of the Princes. Thus players receive points for the skilful placing of monasteries on principal roads and for the successful alliances between advisors placed in different lands. By intrigue and strategic placement, players will tighten their web of influence. The player with the most points wins the game.

## **Components**

55 playing cards:

- 13 red denoting Franken and Aragon
- 12 green for the territories of Bayern (Bavaria) and Burgund (Burgundy)
- 11 cream for Lothringen (Lorraine) and Italien (Italy)
- 10 orange for England and Schwaben (Swabia)
- 9 purple for Frankreich (France)

100 monasteries (20 tokens in each of 5 colours)

40 advisors (8 cylinders in each of 5 colours)

5 Scoring markers (one in each colour)

1 Start player marker (black)

Board showing 12th century Europe

Rules

## **Preparing to Play**

Place the board in the centre of the table. Each player receives all the monasteries and advisors in his/her chosen colour. Players place scoring markers on the zero space on the Scoring track.

Players agree on the starting player, who receives the black marker. This is kept by that player until the end of the game.

With fewer than 5 players, separate cards into their five ‘board areas’ or colours:

- With 4 players remove a card of each colour from play
- For 3 players remove two cards of each colour from play

The starting player then shuffles the cards and deals three face-down to each player as their starting hand. At no point must cards be shown to the other players.

The remaining deck of cards is placed face-down next to the board.

Finally the top two cards are drawn and place face-up next to the draw deck.

The start player begins the other players follow in clockwise order

### **The Board**

This shows a medieval map of Europe with nine countries indicated by colour. On the cards, eight countries are grouped in pairs possessing the same background colour (e.g. Bayern and Burgund) with Frankreich occurring alone.

In each country, there are cloister fields showing images of buildings. On these the monasteries are built later in the game. These cloister fields are connected by roads, and having four or more monasteries connected together via roads is important for scoring at the end of the game.

Each country has a crest where advisors are placed during the game.

At land and sea borders there are small squares numbered 1 to 15 which represent possible alliances between countries. In play these are appraised in the sequence, 1 first up to 15 and are scoring aids for the end game only.

Around the board is the scoring track. A player who reaches 99 can advance past 0 and continue scoring.

### **Playing the Game**

On a player’s turn they play 1, 2 or 3 cards from their hand (face up) and place their game pieces in the corresponding region. After that they refill their hand to 3 cards and the next player takes their turn

A player who cannot (or does not wish to) play at least one card on their turn must exchange a card instead.

When the draw pile is exhausted there follows an intermediate scoring where only monasteries on the board score points.

When the draw pile is exhausted for a second time the game ends and final scoring

occurs. Here, in addition to the monasteries, advisors and monastery chains are also scored.

## **Card Play**

On your turn

- play 1, 2 or 3 cards from your hand (these go to an open discard pile)
- place pieces on the board (**in one region only**)
- draw back up to 3 cards (these can come from a combination of the two face-up cards or from the draw deck)

If either or both of the face-up cards are taken then new cards are drawn from the deck to replace them **after a player has completely refilled their hand**. Therefore if a player needs to draw three cards **at least** one will come from the draw pile.

A game card shows in which country a player may place pieces. For cards with two countries, the player selects **one** from the two countries shown.

## **Placing Pieces**

You must follow these rules for placing pieces:

- Fundamentally you place one piece in **one country only** choosing either of the two options on cards showing two countries.
- In an **empty country** (where no players have yet placed pieces) a player can **only place a single piece which must be a monastery**. They are not permitted to place an advisor **and their turn is over**.
- If at least one monastery (**colour is unimportant**) has already been placed in a country then a player can place **up to two pieces** there.

*The two pieces can be any combination of monasteries and advisors provided that the placement rules are not broken.*

- Only one piece may be placed per card played
- Two cards of the same colour can be played as a "Joker" in order to place a playing piece in any country.

*Remember that players must still only play in a single country so playing two cards as a Joker as well as a third Frankreich card is only possible if the player chooses Frankreich as the territory they are placing into this turn. If they want to play in another territory only the two Joker cards can be played, allowing placement of one piece in any country.*

### **Examples:**

1. Andreas has one card for Frankreich and two cards denoting Franken/Aragon in his hand. He decides to play into Franken and plays a Franken/Aragon card only placing one monastery because he is the first person to play in this country. His turn is over since he cannot place pieces into two countries on the same turn

and cannot place further pieces into Franken (not even an advisor).

2. Barbara has a Franken/Aragaon card and two Bayern/Burgund cards. She decides to place two tokens in Franken as this country already has a token there (Andrea's). Barbara places her first token, a monastery using the Franken / Aragon card. She uses the two cards Bayern/Burgund as a Joker, thereby placing her second token, a advisor on the seal in Franken.

Remember two cards of the same colour constitute a ‘Joker’ allowing placement into **any** country so long as you only play into a single country per turn.

3. Chris has three Frankreich cards in his hand. Since he may only place two tokens at the most this turn and because there are already monasteries in France his options are to:

- Place two tokens in Frankreich using two cards
- Use two Frankreich cards to produce a joker and place a piece into any country

To help when taking your turn remember the 3-2-1 rule:

***A maximum of 3 cards may be played, to place a maximum of 2 pieces into 1 country.***

The supply of tokens is limited so if a player uses all their monasteries and advisors, the only remaining action is to exchange a card.

**Played cards are discarded as an open discard pile next to the board.**

### **Monastery and Advisor Placement**

The rules for monastery placement vary slightly from those for advisor placement:

#### **Monasteries**

- Monasteries are always **placed on cloister fields**, indicated by named symbols on the board
- There can **only be one monastery per cloister field** and when all locations in a country are occupied no more monasteries may be built there

#### **Advisors**

- Advisor tokens are **placed on the crest symbols of the selected country**
- There can be several advisors of different colours (or of identical colours) on the same crest
- The **total number of advisors placed in any particular country** (regardless of who owns them) **must never exceed the total number of monasteries belonging to the majority player in that country**

If Frankreich contains three red, two blue and two yellow monasteries, for example, then there can be no more than three advisors on the Frankreich crest

since the majority player in this country owns three monasteries.

**A player may place an advisor in a country where they do not possess a monastery but no advisors may be placed in a country where there are no monasteries or when the player is placing the first monastery in a country.**

**Examples:**

1. Andreas wants to place two advisors in Frankreich. He has one Frankreich and two England/Schwaben cards in his hand. Since Barbara currently has 4 monasteries in Frankreich, making her the majority player, the country's crest can hold a maximum of four advisors. Presently it contains two advisors (Chris and Barbara have one each) so Andreas plays his Frankreich card along with the two England/Schwaben cards (as a Frankreich joker) and places his two advisors on the crest. This makes a total of four advisors which is perfectly legal, being no higher than the number of monasteries Barbara, as the majority player, own in this country.
2. In Italien Barbara and Doris have two monasteries each, making this the majority number (majorities can be shared). With no advisors currently placed here a maximum of two can be added by the current player. With the appropriate cards, Barbara and Doris could place:
  - two advisors
  - two monasteries
  - or one monastery (taking the total to three) and hence allowing them to place one more advisor as well

**Trade a card**

If a player is unable or does not wish to play a card on their turn, they must exchange one card from their hand.

To do this the player chooses a card from their hand and places it on the discard pile.

Next they either:

- draw one card from the draw deck
- or**
- choose one of the two face up cards

If one of the two face-up cards is chosen then a replacement is drawn from the deck to replace it.

This player's turn is now over and play moves to the next player in sequence.

## **Intermediate Scoring**

**When the last card is drawn from the draw deck,** the game is interrupted for a monastery evaluation.

**Only the monastery majority in each of the nine countries is determined.** The advisors are not scored until the end of the game.

The easiest way is to score all countries clockwise around the edge of the board first (England, Franken, Bayern, Italien and Aragon) and then to score the four internal countries (Frankreich, Lothringen, Schwaben und Burgund). The players move their score markers around the scoring track to indicate their score

## **Monastery Scoring**

- The player with the most monasteries (majority) in a country receives one point for **each** monastery there **regardless of its colour**.
- The player with the second highest number of monasteries in a country receives one point for each monastery owned by the majority player
- The player with the third highest number of monasteries in a country receives one point for each monastery owned by the player in second place
- The player with the forth highest number of monasteries in a country receives one point for each monastery owned by the player in third place
- The player with the fifth highest number of monasteries in a country receives one point for each monastery owned by the player in fourth place
- A player with no monasteries in a country receives no points

**If two or more players tie, they both receive the same score and further players receive scores for the directly following places (in other words if two people tie for first place, the following player is considered second, not third).**

## **Examples**

1. In Frankreich, Andreas (green) has 4 monasteries, Barbara (red) has 2 and Doris (blue) has 1. Andreas possesses the most monasteries and receives 7 points (4+2+1). Barbara has the second most and gets a point for each of Andreas' monasteries (4). Doris has 1 monastery in Frankreich and is third giving her a point for each monastery Barbara owns (2).
2. In Lothringen, Barbara (red) and Chris (purple) each have 2 monasteries. Doris (blue) has 1. Having the majority, Barbara and Chris each receive 5 points (2+2+1) while Doris possesses the second most monasteries and receives 2 points (only one of the two majority players is used to calculate her points).

After the intermediate scoring of all nine countries has taken place, the second half of the game begins.

The discard pile is shuffled and placed as a new draw pile next to the board. **The two face-up cards are not reshuffled into the new deck along with the discards.**

The player who caused the intermediate scoring now draws their hand back up to three cards if necessary. If either of the two face-up cards are missing, they are replaced and then the next player in sequence continues the game.

### **Game End and Final Scoring**

**When the last card is drawn from the deck again**, the game ends. The current round however, is played to its conclusion, ending with the player to the right of the start player.

**The game also ends if it is not possible for anyone to place a piece.**

### **Final Scoring**

At this stage the advisors and monastery chains are scored along with monasteries.

### **Monastery Scoring**

This is the same as for intermediate scoring.

### **Advisor Scoring**

Alliances between advisors in "allied" countries score points. On the board there are 15 possible alliances numbered from 1 to 15. Alliances are scored in sequence beginning with box 1. To aid scoring, the black start player marker is placed on the current alliance sequence box between two countries. This alliance is then appraised as described later, before the turn order marker is moved to the next alliance box in sequence until all 15 have been scored.

**An alliance only brings points if a player possesses the majority of advisors in both countries involved (majority may be shared).**

If a player has an advice majority in a country, they can naturally win points in several alliances, as long as they also possess advisor majorities in the appropriate allied countries.

If a player has an advice majority in both allied countries, he receives one point for each advisor in both countries (regardless of their colour). If several players tie then each receives the full score and the remaining players receive no points.

### **Examples**

- The black start player marker is placed onto square "14" and the Italien/Burgund alliance is scored. In Italien there are four advisors: 2x blue, 1x red, 1x green. While in Burgund, there are two, 1x blue and 1x red. Thus Doris (blue) has a

majority in both Italien and Burgund and receives 6 (4+2) points. The other players get nothing.

- The start player marker is moved to square "15" and the Italien/Bayern alliance is scored. Bayern contains three advisors, 2x red and 1x green. Because Doris (blue) has the advisor majority in Italien and Barbara (red) has the advisor majority in Bayern, no alliance exists and no player receives any points.

### **Scoring of Monastery Chains**

Finally monastery chains are scored.

**For a chain to score, a player must have 4 or more monasteries of their colour in an uninterrupted chain along a road.** Branches are not taken into account (the chain can only have one beginning and one end) but chains may cross one or more country boundaries.

**For each monastery in the chain the player receives one point.** Each monastery in any chain may only be scored once.

Example: in the preceding picture example, Chris (purple) has 5 monasteries in an uninterrupted chain through Burgund and Italien. The monastery that branches off into Bayern is not counted since it would give the chain multiple start/end points. Therefore Chris receives 5 points for this chain.

### **Determining the Winner**

When all scoring has taken place, **the player with the most points is declared the winner.**

However, **if there is a tie then the player with the most pieces (monasteries and advisors) remaining in their supply wins.**