King maker

cheviots = a range of hills on the boundary between England and Scotland
estuary = Flußmündung, Meeres arm
writ = behördlicher Erlaß, gerichtlicher Befehl, Wahlausschreibung für das Parlament

KINGMAKER has been designed in such a way that no game, and no move, will be exactly like another. Good fortune and bad will present players with a constant challenge, with every move requiring attention to every piece. No player can be eliminated from the game before it is won, which will be within two or three hours, depending on the number of players and the degree of their experience. A beginner is unlikely to win the first game, but he is sure to learn quickly, since there are few rules not made obvious by the equipment, and the element of luck is always present to handicap the expert.

GIBSONS GAMES

INTRODUCTION

KINGMAKER is a Game which recreates the *Wars of the Roses,* the period of sporadic civil war in England between 1450 and 1490. Ruled by a weak and mentally unstable King, Henry VI; demoralised by defeat in France at the end of the Hundred Years War; and encouraged by the ambitions of Richard, Duke of York and his sons, the country's noble families used their large private armies in attempts to gain control of the Government. Although ostensibly a continuation of the fifty year old struggle between the royal Houses of Lancaster and York (the Red Rose and the White Rose), the Wars of the Roses became a series of brutal and bloody power struggles between factions or groups of self-interested Nobles.

The Game of *KINGMAKER* takes as its starting point the year 1453, when the birth of a son to the Lancastrian King Henry VI and his Queen Margaret of Anjou, finally shattered the hopes of Richard, Duke of York, that he might succeed to the throne peacefully.

BRIEF DESCRIPTION OF PLAY

KINGMAKER is played by from 2 to a recommended maximum of 7 players. The object of the game is to control the last of the eight rivals of the royal houses of Lancaster and York for the throne of England. To accomplish this, players manoeuvre Noble counters representing the 23 major families in England in order to capture and support their royal heir while simultaneously eliminating all other rivals through combat. Each Noble counter has a corresponding Noble card which the controlling player displays and which he may strengthen with title, office and other awards. At the beginning of each player's turn, a card from the Event pack is drawn and any instructions thereon are followed by all players. At the end of each player's turn, a card from the Crown pack is drawn which may add a new Noble to his faction or may augment the strength and power of one already in play.

PREPARE FOR PLAY

1. All Crown and Event cards and all counters marked with an asterisk in the upper right corner are removed from play for the Basic Game.

NOTE: An asterisk indicates equipment relevant to optional or advanced games rules only.

2. Both the Crown and Event packs are shuffled thoroughly. The Event pack is placed face down in its designated location on the gameboard. A discard pile will be maintained adjacent to the pack. As soon as an Event card has been played, it is placed here face up. During the game, if the Event pack becomes depleted, the discard pile is shuffled and reused as the Event pack. Cards in the discard pile can never be reviewed.

3. 36 cards are removed from the Crown pack and are distributed evenly to all players. Any remaining cards are returned to the pack which is then placed on the board.

4. Each player must separate the Crown cards dealt to him according to type and arrange them in front of him in the manner described below.

a. All Noble cards are placed face up.

b. All title cards must be allocated (given), one apiece, to each *untitled* Noble. Title cards which cannot be allocated are placed in Chancery.

c. All office cards must be allocated, one apiece, to each *titled* Noble. Office cards which cannot be allocated are placed in Chancery.

NOTE: A Noble can never have more than one title and office.

d. All town, bishop, mercenary and ship cards remaining are allocated without restriction to any Noble(s).

All cards dealt must either be allocated to a Noble or placed in Chancery and cannot be retained to be played later.

Any player(s) not receiving a Noble card in the deal draws cards from the Crown pack until one appears which he plays. The inverted cards are reshuffled into the pack. Every player must start the game with at least one Noble card.

Once a Crown card has been allocated to a Noble card, it may never be returned to any player's hand or transferred to another noble except as outlined in *Transfer.*

CHANCERY

A separate pile for office and title cards which cannot be allocated at the start of play or which belonged to Nobles killed or executed during play is maintained face down. They may be reapportioned during *Parliament*. Cards in the Chancery can never be reviewed.

FACTION

The arrangement of Crown cards in front of each player represents his faction. The basic unit of the faction is the Noble. He will be represented on the game board by a corresponding counter. The other Crown cards placed under him are his awards. These awards increase his strength in troops, give him control of certain cities, towns and castles, allow him to travel by ship, and award him several other privileges to be outlined in the rules. Each player controls and manoeuvres the Nobles and their awards in his faction.

Any town, city or castle awarded to a Noble is considered friendly to all Nobles of his faction. They may enter these places freely. A neutral town, city or castle (not under any faction's control) may not be entered by any Nobles of a faction. An unfriendly town, city or castle (controlled by another faction) may be entered only by permission of the player controlling the faction. Any ship awarded to a Noble may be used by all Nobles in the faction.

The number of Nobles in a faction will fluctuate as some are killed or executed and others added through the draw of the Crown pack. A player will be able to add new Crown cards to his faction. He may not add a Crown card to a Noble "under siege" or at sea that would increase his troop strength. A player who loses all of his Nobles is not eliminated from play. He continues as a new faction.

SETTING OUT COUNTERS

1. The seven royal heir counters are placed in the following locations on the gameboard:

HOUSE OF LANCASTER

Henry VI—in London
Margaret of Anjou—in Fotheringhay
Edward, Prince of Wales—in Coventry

HOUSE OF YORK

Richard, Duke of York—in York
Edward, Earl of March—in Harlech
George, Duke of Clarence—in Cardigan
Richard, Duke of Gloucester—in Calais

They are placed on the symbol of the town, city or castle that they occupy. Royal heirs do not have Crown cards to represent them.

2. For each Noble card allotted in the deal, the corresponding Noble counter is placed by the controlling player in any one of the castle(s) on the board that is listed on his card. Place the counter on the symbol of the castle that he occupies. These castle(s) are identified by the coat-of-arms of the owning Noble.

3. Each ship counter awarded to a Noble by either a ship or office card is placed on the port listed on her card.

SEQUENCE OF PLAY

KINGMAKER is played in turns. Each player takes his turn in clockwise order around the table. When all players have taken their turn a round of play is completed. The game continues for an unlimited number of rounds until the requirements for victory have been fulfilled. Play starts with the player who controls the Noble allocated the office of Chancellor of England. If no Noble holds this office then play starts with the player who controls the Noble who has been allocated the senior Bishop in this order: Canterbury, York, Durham, Carlisle, Lincoln, Norwich: otherwise play starts with the player with the most troops. Each player's turn is composed of 6 phases which must be completed in the exact sequence presented below:

1. Chance Phase—The top card of the Event pack is drawn and any instructions printed thereon are acted upon by all players.

2. Movement Phase—All, some or none of the player's counters are moved.

3. Combat Phase—Any battles or sieges are resolved.

4. Parliament Phase—Parliament may be summoned by the sole king or the Noble awarded Chancellor of England office (if there is no sole king).

5. Coronation Phase—A royal heir first in the line of succession in his or her royal house may be crowned king.

6. Crown Pack Phase—A card is drawn from the top of the Crown pack. It may be played immediately or kept hidden and played at *any* time. When a Noble card is played, the corresponding Noble counter is placed in one of the castle(s) listed on his card. It may happen that the castle(s) held by a Noble to be played becomes unfriendly. In this case, he may be placed on the board at the nearest friendly town, city or castle. Any other type of Crown card *must* be allocated to a noble in order to be played.

MOVEMENT

1. Noble Counters

A Noble may move up to 5 squares in any direction (including diagonally) subject to certain terrain restrictions. (See Terrain Key) A Noble may move any part of his allowed 5 squares or he need not move at all. This constitutes his *move* for the turn. The path of movement over land is never blocked.

2. Royal Heir Counters

A royal heir may not move unless captured or instructed to do so by an Event card. Once captured a royal heir must have at least one Noble with him (her) at all times and may never be voluntarily left alone. A royal heir is always allowed to move with the accompanying noble(s).

3. Ship Counters

A ship may move up to 5 squares at sea in any direction (including diagonally). A ship may move any part of her allowed 5 squares or not at all. This constitutes her move for the turn. A ship may stay at sea indefinitely or be forced to port by an Event card. A ship's movement may never be blocked while at sea.

A ship may move unloaded or with passengers. A ship may never move on land but may enter a friendly or unfortified port. A port is counted as a separate square in movement. A ship may move along an estuary to reach a port. A ship may never enter an unfriendly or neutral port unless ordered there by an Event card or attempting to besiege it with her passengers. A ship which occupies or involuntarily enters a neutral port is free to leave in her turn. A ship which occupies or involuntarily enters an unfriendly port may leave only by permission of the player controlling the port.

SEA TRANSPORTATION

A Noble may combine land and sea movement but *never* in the same move.

To embark (pick up) a Noble counter, a ship must occupy a friendly or unfortified port. A ship may embark any Noble counter(s) which occupy the square in which the port is located at the start of her move. The ship immediately moves out to sea carrying the passengers on board. The troop strength of the Noble(s) travelling on a ship at sea can never exceed the capacity printed on the ship's counter. The troop strength of Noble(s) can be split between 2 or more ships as long as they travel together.

To disembark Noble counter(s), a ship must occupy a port. If a ship enters a friendly or unfortified port, the passengers may be placed anywhere in the square in which the port is located. Disembarked noble(s) may combat any force in the square.

For a ship voluntarily to enter and disembark Noble counter(s) in a neutral or unfriendly port, her passengers must participate in a siege of the port.

Passengers of a ship which *involuntarily* enters a neutral or unfriendly port must attempt to besiege it if able. If unable to besiege or if unsuccessful in the siege they end their move in the port square in the open.

Noble counter(s) cannot stay aboard a ship in port. They must be disembarked.

A ship may embark Noble counter(s) only at the start of her move. Disembarkation of passengers ends her move.

Royal heirs may accompany nobles to sea.

A ship whose Crown card is returned to the Crown pack or which changes ownership while carrying passengers remains under the control of the previous owner until the ship next touches port.

ROAD MOVEMENT

A Noble beginning his move in a square containing any part of a road may travel an unlimited distance along it as long as he doesn't pass through a town, city or castle on the road (symbol printed over the road) which he or his faction does not control. In this case the Noble must stop in the square. If the town, city or castle is not controlled by anyone he must end his move at that point. If the town, city or castle is controlled by another player he may request permission to pass through which, if granted, allows him to continue road movement, but if denied causes him to end his move there.

Movement on and off a road cannot be combined in the same move.

Any number of Noble and royal heir counters may use road movement.

STACKING

There is no limit to the number of counters which may occupy a square. Nobles of the same faction in the same square need not be together. Those Noble(s) which are to be together are stacked in a single pile and are termed a *force*.

TOWNS, CITIES AND CASTLES

A Noble(s) may end his turn inside a friendly• town, city or castle in the square that he occupies. It costs nothing to enter. The counter(s) is placed over the symbol. A player may allow the Nobles of another faction to enter a town, city or castle he controls. If a noble occupies a square containing one or more friendly towns etc., the controlling player must indicate his exact location upon entrance into the square. There are limitations as to the number of troops each town, city or castle may hold. (see Terrain Key).

COMBAT

At the end of his movement phase, a Noble may combat any unfriendly Noble or force of Nobles occupying the same square. He is termed the attacker and the Noble(s) that he is attacking are termed the defender. A Noble may make only one attack per round and only in his turn. A defending Noble may never be attacked more than once in a turn.

Any number of Nobles in the same force may combine their strength for an attack. All Nobles defending in a force must be attacked together. Nobles in the same force cannot attack or be attacked separately. Combat is never required and is always voluntary. Ships are never involved in combat.

There are two types of combat: battle and siege.

Battle:

A battle may be fought only between Nobles in the open (not in a town, city or castle). Six steps must be followed to resolve battle.

1. The attacking player designates which Noble(s) he is attacking and which Noble(s) he is using in the attack.

2. Both players add the total strength in troops of their Noble(s) involved. These strengths are compared as a ratio. (see Table of Odds).

3. The attacking player draws the top card from the Event pack and refers to the lower pink half of the card.

4a. If the ratio between the two forces is equal to or greater than that printed on the card, then the larger force is victorious and captures all defeated Noble and royal heir counters with them.

[handwritten: If ratio ≥ ratio force card ↓ Victor exists!]

b. If the ratio between the two forces is less than that printed on the card then the battle is considered indecisive and there is no victor.

c. If the result on the card reads "Bad Weather Delays Attack," then no attack occurs and the Nobles remain where they are.

5. Also printed on the card is a list of Nobles killed. All Nobles participating in the battle even if indecisive and named on the list are killed. Loss of Nobles incurred in this manner does not alter the battle or the results. The Event card is placed on the discard pile.

Siege:

Each town, city and castle on the gameboard has its own permanent garrison. For a player to enter a town, a city or a castle not under his control, he must capture it by siege. (see Terrain Key).

Three steps must be followed to procure and resolve a siege:

1. The attacking player must allocate as many Nobles in a stack to the siege as needed to maintain at least an equivalent (equal) strength to the garrison of the defending town, city or castle. Any Noble(s) inside may add their strength to the garrison. If more than one player's noble(s) are inside, only one faction (defenders' choice) may add to the defence. If an attacking player cannot collect enough Nobles to match at least the defending strength of the town, city or castle, he may not besiege it.

2. The attacking player draws the top card from the Event pack to determine if any of the participating Nobles are killed. The odds ratio is ignored. The Event card is placed on the discard pile.

3. A siege is always successful and the town, city or castle plus all Nobles and royal heirs inside are captured unless delayed by "Bad Weather." In this case, the town, city or castle is termed *"under siege."*

Noble and royal counters inside a town, city or castle "under siege" may leave only if able to reduce the besieging force's strength to less than equivalency. Noble(s) inside may sally forth and initiate or join a battle against the besieging Nobles. The garrison is used in defence only.

A faction which desires to besiege, relieve or enter any town, city or castle already "under siege" must first battle the original besieger. If successful they may either assume the place of the original besieger or enter the town, city or castle if friendly.

Any victorious Noble may end his turn inside the captured town, city or castle.

A captured town, city or castle immediately becomes controlled by and friendly to the faction of the capturing Noble(s).

The attacking player may call off combat anytime prior to drawing for a result. Once initiated all combat must be resolved. If the attacking player draws a *free move or writ* card, he keeps the card and must draw again.

NOBLES KILLED

When a Noble has been killed either by combat or by plague, his counter is removed from the board and his card plus all awards are returned to the appropriate receptacle (either the Crown pack or Chancery). All towns, cities or castles formerly under his control become neutral and any occupants are immediately expelled to an adjacent area.

CAPTURE OF ROYAL COUNTERS

A royal heir is captured by a faction when one or more noble counters of that faction occupies the same open area of a square town, city or castle as the royal counter at the end of their move. If the royal counter is accompanied by another player's Noble(s), they must all be defeated by combat in order to make the capture. A captured royal heir may be executed and removed from play at any time by the controlling player.

A player may not control royal heirs of both royal houses for more than two consecutive rounds from point of capture. He must either execute or transfer to another faction all controlled royal heirs of one royal house.

CAPTURE OF NOBLE COUNTERS

Any Noble(s) captured in successful combat may be ransomed back to the losing player for some consideration *(see Transfer and Trade and Gifts)*. A ransomed Noble must be returned with any title and office cards possessed prior to combat.

Any Noble not ransomed in the turn of capture must be executed and removed from play *(see Transfer)*.

PARLIAMENT

A player controlling the sole King, or Chancellor of England if there are two or no Kings, has the privilege of summoning Parliament. Six steps must be followed to summon Parliament.

1. The King or Chancellor must occupy an unfortified town, town or city (not castle) excluding Calais or one under siege, which is to be the location of the Parliament.

2a. A "writ" card must be presented to another player's Noble summoning him to Parliament. More Nobles may be summoned using other "writ" cards (one "writ" for each Noble to be summoned).

b. In order for the Chancellor to summon Parliament he must also play a "Parliament" Card.

3. Each Noble summoned by a "writ" card *must* immediately move to the Parliament location ignoring movement limitations.

4. Any Noble not summoned may voluntarily move to Parliament ignoring movement limitations.

A Noble may not be summoned nor moved to Parliament if on an island or Calais unless an empty (friendly or loaned) ship(s) is available to transport him to the mainland. The ship(s) must be large enough to support the Noble's troop strength. A ship transporting Nobles to Parliament must end its movement at any friendly or unfortified port on the mainland.

5. The player summoning Parliament draws from the Chancery a number of cards equivalent to the number of Nobles attending Parliament.

6. He must distribute these cards to any Nobles (not necessarily at Parliament) which have not yet received a title and/or office card. Any cards which cannot be distributed are returned to the Crown pack.

The King's Peace forbids any combat in the square in which Parliament is held until the next turn of the player who summoned the Parliament.

CORONATION

1. Only the senior surviving member of a royal house can be proclaimed and crowned King.

2. The senior royal heir to be crowned King must occupy a cathedral with one or more Nobles possessing either an archbishop or two bishops cards.

When the above two conditions have been fulfilled the controlling player announces that the royal heir has been crowned King.

VICTORY CONDITIONS

To win, a player must control the last royal heir in the game and he(she) must be crowned King.

There may be two Kings simultaneously in play, one from each royal house. At the start of play Henry VI is already King. Richard of York as soon as he has been captured may also be crowned King. If either or both should be killed, the next in line of succession of either or both houses may be crowned King. Below is the table indicating the order of succession for both houses.

HOUSE OF LANCASTER		Line of Succession
King Henry VI		1
Margaret of Anjou (Henry's wife)		2
Edward, Prince of Wales (their son)		3

HOUSE OF YORK		Line of Succession
Richard, Duke of York		1
Edward, Earl of March (Richard's eldest son)		2
George, Duke of Clarence (Richard's third son)		3
Richard Duke of Gloucester (Richard's youngest son)		4

A royal heir may not be crowned King until all above him in the line of succession have been killed. There can never be more than two Kings (one from each royal house) in play at the same time.

NOTE: Margaret may be crowned Queen Regent after the death of Henry. As Queen Regent she assumes all the privileges of King.

Beaufort:

If all Lancastrian royal heirs have been killed, the Noble, Beaufort, may be crowned King. In effect he is fourth in line of succession in the house of Lancaster. He still performs like a Noble in all respects.

If crowned his faction may not control a royal heir of the other house.

If the last crowned royal heir on the board is a Lancastrian, the player controlling him is declared the winner whether Beaufort is in play or not.

If the last crowned royal heir on the board is a Yorkist, the player controlling him is declared the winner if Beaufort is not in play.

TRANSFER

1. Town, ship, bishop and mercenary cards (hereafter referred to as *transferables*) allocated to a Noble or royal heir counter(s) accompanying a force may be transferred voluntarily to any other Noble(s) occupying the same square at any time provided that the transferred card(s) is not utilised in the turn of transfer. The Nobles need not belong to the same faction.

2. Transferables and royal heir counters are involuntarily transferred to an unfriendly faction if they were awarded to or accompanied a Noble captured or executed by that faction as a result of combat. The transferables must be distributed among the *victorious* Noble(s) immediately upon transfer.

3. A town card is involuntarily transferred to an unfriendly faction if the town named on the card was captured by that faction. The transferred card must not be allocated to a victorious Noble in this case but placed by itself. This indicates that the town is controlled by the faction rather than a particular Noble.

4. Noble and title cards (hereafter referred to as non-transferables) can never be transferred either voluntarily or involuntarily. If a Noble is executed, his card returns to the Crown pack and any awarded title card is placed in Chancery.

5. Office cards are semi-transferable. They can never be involuntarily transferred but may be voluntarily transferred between any Nobles attending Parliament with the permission of the player summoning Parliament.

Any captured town, city or castle may be transferred voluntarily by the controlling player to another faction as long as at least one representative Noble of each faction occupies the same square. Ships, towns, cities or castles named on a semi-or non-transferable may also be voluntarily transferred (never involuntarily transferred) to another Noble in the same square. The parent card cannot accompany the transfer. It is noted to which Noble the transfer is made. If he should be killed or executed the control of the transferred town, city, castle or ship reverts to the Noble allocated the parent card.
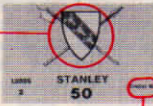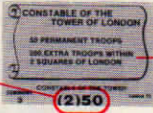
TRADE AND GIFTS

A player may give or trade any ship, bishop, town, city, mercenary or writ cards not played (i.e., in his hand). The recipient may not allocate a traded card to a Noble who is involved in combat in the turn of the trade. Cards given or traded need not be played immediately.

A ship may be loaned to another faction as long as it is moved in only one turn per round.

TERRAIN KEY

TYPE	DESIGN	FUNCTION	EFFECT ON COMBAT	EFFECT ON MOVEMENT
LAND SQUARE	White border over green base colour	various size and shaped figures here-after referred to as squares.	No effect	No effect
FOREST SQUARE	Tree symbol		No effect	Movement ends upon entering. Movement into the open is made normally.
ROAD	Orange line		No effect	see Road Movement rules.
ESTUARY	White stipple		No effect	A ship may move along an estuary to a port. Noble and royal heir counters may not cross.
BORDER		Identifies Wales, Scotland, Devon, Cornwall, North of River Tees, North of River Trent	No effect	No effect
SEA SQUARE			No combat allowed	Only ships may enter
PORT SQUARE	Anchor Symbol	Noble and royal counters may embark onto or disembark from ship.	Same as unfortified town, city, town or castle symbol.	Ships may enter. Same as unfortified town, city, town or castle symbol.
ISLAND		There are 3 Islands: Man (Douglas), Anglesey (Beaumaris), and Wight (Carisbrooke).	No effect, Welsh and Conway Troop bonus extends to Beaumaris	Nobles and royal heirs can enter and/or leave by ship only.
CALAIS		Same as Island, Town and Square in which situated defined as Calais (not part of Continent)	No effect	No effect Nobles and royal heirs can enter and leave by ship only.
UNFORTIFIED TOWN	House	Parliament may be summoned. May be a port and/or cathedral.	No effect Cannot be captured or controlled. Passengers entering an unfriendly port must battle any unfriendly force within.	No effect
TOWN	Double Tower & Gateway	Maximum capacity of 400 troops. Parliament may be held. May be a port and/or cathedral.	Permanent Garrison of 200 troops. Capture by siege only.	If on a road, may block road movement.
OPEN TOWN	Double Tower & Gateway Cardigan, Hereford, Kingston.	Maximum capacity of 400 troops. Cannot be controlled. May be a port. Parliament may be held.	If occupied by unfriendly Noble(s) capture by siege. Permanent garrison of 200 troops.	If empty, may enter freely. If occupied by unfriendly forces, may be entered by successful siege only.
CITY	Triple Tower & Gateway	Unlimited capacity. Parliament may be held. May be a port or cathedral.	Permanent garrison of 300 troops. Capture by siege only.	If on a road may block road movement.
ROYAL CASTLE	Single Tower Name on white panel.	Maximum capacity of 300 troops. 2 Royal Castles marked with * are used in Advanced Game only. May be a port.	Permanent garrison of 200 troops. Capture by siege only.	If on a road, may block road movement.
CASTLE	Heraldic Shield	Capacity of 300 troops. 2 Castles marked with * are used in Advanced Game only. May be a port.	Permanent garrison of 100 troops. Capture by siege only.	If on a road, may block road
CATHEDRAL	White Cross	Coronations may be held. Parliament may be held.	Same as symbol in which located.	Same as symbol in which located.
CHEVIOTS	4 border squares between Carlisle and Berwick exclusive.		No effect	No effect

CROWN CARD KEY

CARD	ILLUSTRATION	NO. IN PACK	ALLOTMENT	NOTES
1) Untitled Noble	Shield / STANLEY 50 / Home Castles	14	Basic unit of game.	Does not have title (May be given title card). Non-tradeable. Non-transferable.
2) Titled Noble	Title — Earl of Northumberland / PERCY 100 / Parliamentary Votes	9	Basic unit of game.	Has title. (May not be given title card. May be given office card). Non-tradeable. Non-transferable.
3) Title	Earl of Essex / Earl of Essex 20	8	Maximum of one may be given to Noble without title.	Has troops. May have fortified town. Non-tradeable. Non-transferable.
4) Office	CONSTABLE OF THE TOWER OF LONDON / Troops — (2)50 / Bonus	12	Maximum of one may be given to Noble with title.	Has troops, towns, city or royal castle. May have bonus of extra troops in some areas, may have bonus of ships. Non-tradeable. May be voluntarily transferred in Parliament only.
5) Bishop or Archbishop	BISHOP OF LONDON / Identifying Name	6	Any number may be held by any Noble.	Has cathedral town or city. Used for coronations. Tradeable. Transferable.
6) Mercenary	COMPANY OF SCOTS ARCHERS / 20	8	Any number may be held by any Noble.	Gives extra troops. Tradeable. Transferable.
7) Ship	Le Michael Ship of Bristol / Home Port	4	Any number may be held by any Noble.	Carries troops on sea. Tradeable. Transferable.
8) Town or City (fortified)	Towns City	10	Any number may be held by any Noble	Tradeable, Transferable.
9) Royal Castle	Royal Castle	1	May be held by any Noble.	Tradeable, Transferable.

COUNTER KEY

TYPE	ILLUSTRATION	NUMBER	SYMBOL	NOTES
Noble Counter		23	Heraldic Shield	Each counter corresponds to one Noble card. Counter represents strength of Noble plus any troops awarded him.
Royal Heir Counter	HENRY OF LANCASTER	7	Red or White Rose and name.	There is no card for royal counter. They cannot move or fight alone. Once captured they may never be left alone.
Ship Counter	LE NICHOLAS LONDON	8	Ship's name, port of origin and capacity.	Awarded to a player through certain office and ship cards in Crown pack. May carry Noble and Royal counters at sea. Ships are never involved in combat.
Faction Counter		84	Various symbols	Seven different sets of 12 available. Each player uses one set. Counters are placed on towns, cities or castles to identify the controlling faction.

EVENT CARD KEY

CARD	ILLUSTRATION	NO. IN PACK	KEY COLOUR	EFFECT	NOTES
Plague	*Instruct* *Combat Results*	17	Red/Pink	All Noble and Royal heir counters in the town(s) or city named are killed immediately. Ships in port are not affected.	Plague never strikes Calais or castles.
Storms at Sea	STORMS AT SEA	10	Light Blue/Pink	Every ship at sea must immediately be moved to the closest port. A ship and any passengers may be moved normally in their turn.	If more than one port is equidistant in squares to the ship, controlling player has choice of which port to enter.
Raid and Revolt	SCOTS RAID	23	Green/Pink	All Noble counters named for themselves or in respect of titles, offices, or Bishop cards awarded to them must move immediately to the location named. If unfriendly, place in the open.	Any Royal heir counter(s) with with the summoned noble may accompany him. A Noble at sea, on an island, under siege, or at Calais cannot respond. A Noble called to two or more places as a result of the Crown card(s) he holds may choose where to go. A Noble is sent *into* the town, city, or castle named. A ship must always respond. Those summoned may move normally in their turn.
Embassy	EMBASSY	6	Dark Blue/Pink	The sole King (ignore if 2 or no Kings are in play) is moved immediately to the location named on the card.	Any Noble(s) with the King may accompany him. They may move normally in their turn. If the King is at sea, on an island, under siege, or at Calais he cannot respond.
Parliament	PARLIAMENT MAY BE SUMMONED BY THE CHANCELLOR	4	Yellow/Pink	Chancellor must play one in order to summon Parliament.	Only the player whose faction has the Chancellor may retain it if drawn. Once played it is discarded. It cannot be given away or traded. If the noble awarded the Chancellor is killed all held Parliament cards are discarded.
Writ	WRIT of Summons to Parliament	10	Yellow	Must be given to at least one Noble in order to summon Parliament.	May be retained by any player drawing one. Once used, it is discarded. May be given or traded.
Free Move	FREE MOVE FOR ONE PIECE	10	Yellow	Allows a single counter (ship, noble or royal heir) one free move. Ship with passengers counts as one. A counter may use only one free move per turn.	May be retained by any player drawing one. Once used it is discarded. May not be given or traded.

SHORT GAME

The following three rules may be used separately or together to provide a shorter game.

1. Distribution of Crown Cards — During the initial deal, distribute all the cards in the Crown pack rather than just 36 cards. Each player need not play all the cards dealt to him, though he must display at least one Noble card. If, in a rare case, a player does not receive a Noble, all the cards are reshuffled and redealt.

2. Setting Out Royal Counters — Place Edward, Prince of Wales with Margaret in Fotheringhay. Place Richard, Duke of Gloucester in Plymouth.

3. Time Limit — Play may be terminated at any time before the condition of Victory has been met either by mutual agreement or at a pre-designated time. At the point of termination each player determines his worth based upon his total number of votes in both Houses of Parliament *(see Optional Rule: Parliament)*. The player with the greatest worth is declared the winner.

OPTIONAL RULES

Any or all of these rules may be added at the players' discretion. These rules supersede any conflicting rules in the Basic game.

INITIAL PLACEMENT

To ensure that no player can be influenced by another's set-up during the initial placement of nobles, each player writes down the castles in which his nobles will start before setting out the counters.

COMMISSION

A writ card now assumes an additional function besides its use in Parliament. As a commission, a writ card may be utilised by a player to substitute a Noble or Nobles in his faction for any Noble (not necessarily in the same faction) responding to a raid or revolt. The commissioned Noble(s) must be equal to or greater in strength than the *specific* Noble title, bishop or office *card* being summoned. If a bishop or archbishop card without a troop strength has been summoned by a raid or revolt, the commissioned Nobles must be equal to or greater in strength than the *total strength* of the Noble possessing the bishop card.

One writ card is used for each Noble named on the Event card.

AMBUSH

A battle in which the attacking force cannot hope to gain at least an indecisive result (i.e., the defending force has a ratio of 4 to 1 or better in troop strength) is no longer allowed. An attacking force which is too weak to do battle may ambush instead. An ambush is conducted in the same manner as a normal battle except that only the lowermost printed Noble in the "Nobles killed" section of the "Event card" is killed. The other noble(s) above him in the "nobles killed" section are ignored. As it is required for the defender to be at least 4 times stronger than the attacker, any surviving ambusher(s) are automatically captured by the defender. "Bad Weather" postpones an ambush.

Noble(s) in a town, city or castle cannot be ambushed.

TOWN FIGHTING

This is a fourth type of combat and occurs only in the following three situations:

1. A Noble or Nobles inside a town, city or castle which has become neutral.

2. A Noble or Nobles forced into an unfriendly or neutral port which they are unable to besiege.

3. Two forces in combat and both occupying the same town, city or castle.

Town fighting is always resolved as a battle. In situations 1 and 2, the affected Nobles must attack the garrison plus any unfriendly Noble(s) inside in their turn. If successful they capture the town, city or castle. If unsuccessful they are captured (and executed if in a neutral town, etc.). If the result is indecisive they are immediately expelled into the open.

In situations 2 and 3 player controlling the town, city or castle may choose to attack the unfriendly noble(s) inside. This may be done with the garrison and any of his forces inside and/or moved into the town, city or castle. This attack frees the affected noble(s) from his obligation to attack in his turn.

BISHOP CARDS

Bishop card(s) allocated to a killed or executed Noble are no longer returned to the Crown pack or transferred but are placed in Chancery. They become *nontransferable*.

OPTIONAL PARLIAMENT

Optional Parliament is procedurely identical to that in the Basic game but with the following additions.

1. Players must determine the number of votes their faction controls in both the House of Commons and the House of Lords using the following table. All votes in Commons are counted as long as the possessing Noble or controlled royal heir is on the board whether in attendance or not. Noble or royal heir counters voting in Lords must be in attendance.

Parliamentary votes are printed on the appropriate Crown cards under the heading Commons for House of Commons and Lords for House of Lords. Town and City votes are not placed on the title, office and bishop cards but must be counted on the board. Use of faction counters to identify controlled or captured towns and cities will facilitate this process.

2. The proposed recipient of a title or office card must be approved by both the House of Commons and the House of Lords for him to receive the card. Approval or disapproval in either House is decided by the most votes (a tie results in disapproval).

HOUSE OF COMMONS

Royal Heirs	Votes
King (Chancellor if no sole King)	20
Senior Lancastrian	10
Senior Yorkist	10
Offices	
Warden of the Northern Marches	2
Chancellor of the Duchy of Cornwall	2
Chancellor of the Duchy of Lancaster	3
Constable of the Tower of London	3
Warden of the Cinque Ports	5
Towns and Cities	
Each controlled or captured city	4
Each controlled or captured town (except Calais, Swansea, open town)	3
Nobles	
Neville	3
Percy	2
Beaufort	2
Mowbray	2
All other *titled* Nobles	1
	Total 156

3. The proposed recipient of a bishop card *(see Optional Rule "Bishop Cards")* needs the approval of the House of Lords only.

4. The player summoning Parliament may propose one recipient for each card drawn from the Chancery. Any cards which cannot be allocated as a result of a disapproval in either the Commons or the Lords are given for distribution to the next player in the following order:

a. Player whose faction controls the largest total vote in both Houses;

b. Player whose faction controls the second largest total vote in both Houses;

c. Player whose faction controls the most town votes. (This includes the Warden of the Cinque Ports who has 5 town votes.)

A player may be able to propose recipients more than once if he meets more than one of the requirements.

5. Bishop cards may be allocated only by the player summoning Parliament. He may propose recipients for these bishoprics as often as he wishes.

6. A player receiving an office or bishopric in his faction may not utilize its vote (if any) in the Parliament in progress.

7. If Parliament is summoned during the two round period of grace in which a player may control senior royal heir counters of both royal Houses, he must count votes for the counter of one House only. He need not execute any royal counters during Parliament though for the purposes of determining votes those of the unfavoured House are considered executed (i.e. cannot be counted at all).

8. Offices and titles which cannot be allocated are placed in the Crown pack. Bishoprics which cannot be allocated are returned to Chancery.

HOUSE OF LORDS

Royal Heirs	Votes
Senior Lancastrian	10
Senior Yorkist	10
Nobles	
Neville	4
Mowbray	4
Percy	3
Beaufort	3
Courtenay	2
Stanley	2
Talbot	2
Stafford	2
Pole	2
Fitzalan	2
All other Nobles	1
Bishops	
Archbishop of Canterbury	7
Archbishop of York	5
Bishop of Durham	4
Bishop of Carlisle	3
Bishop of Lincoln	2
Bishop of Norwich	2
	Total 82

9. Proposed recipients need not accept the title, office or bishopric being offered to him. If refused, the awarding player may choose another recipient.

10. If during a Parliament there are two crowned Kings in play (not necessarily attending Parliament), a vote is taken for Parliamentary support for one before any other business is begun. Support is determined by the most votes in both Houses. This supported Crowned royal heir must act as sole King in *All* respects upon conclusion of Parliament until his voted support is lost in a subsequent Parliament. If support is not given to either Crowned royal heir, neither can act as the sole King.

RETURN FROM PARLIAMENT

All nobles in play may return to their home castles (printed on Noble card), ignoring movement restrictions, immediately upon conclusion of Parliament. A player may demand that all players secretly record which of their Nobles if any are returning and to which home castle before any actual movement takes place.

ALLIANCE

Different factions may ally without restriction for purposes of both offence and defence. The following rules must be enforced to form and continue an alliance.

1. An alliance may be formed by two or more factions at *any* time. The allying factions must announce the alliance.

All Nobles of the allying factions are considered allied. Allies can never attack one another.

2. Allied Nobles in the same square may combine their forces for combat and/or for movement.

3. Allied Nobles together for combative and/or movement purposes must choose a commanding Noble in the faction of the player who will control them (place all allied Noble cards and awards together under the commander). The player controlling the commander may move and/or fight these Nobles in his turn. Nobles under a commander need not stay together though they still remain under his control. A new commander may be chosen at any time the involved Nobles are in the same square. If a commander is killed or executed, movement and combat of the Nobles under his command reverts back to the controlling players until a new commander is chosen.

4. An alliance may be *terminated at any time* by any one of the allying players. One round of peace between the former allies must be enforced from the point of termination. They may not attack one another during this round.

5. Division of spoils is decided by the player controlling the commander. A Noble or royal heir under a commander may use a free move card as long as the player controlling his faction provides the card.

IMPORTANT: No counter (Noble, royal heir or ship) can ever move or attack in more than one turn in a round.

OPTIONAL TRADE

For those players who desire unlimited wheeling and dealing allow all cards held in the hand to be tradeable.

OPTIONAL VICTORY CONDITIONS

The player who can obtain a majority vote (half the total vote plus one) in the House of Commons and the most votes in the House of Lords to support a Crowned royal heir under his control as the one and only King of England is declared the winner.

Many of these Optional Rules have been included at the suggestion of people who have played the Game. Perhaps you will think of a few of your own when you have played the game a number of times.

Typical Holding of Crown Pack Cards

ROYAL CASTLE
TOWN
MERCENARY
OFFICE
MARSHAL OF ENGLAND
NOBLE (with title)
TROOPS
MARSHAL OF ENGLAND →100
SAXONS 10
NEVILLE 50
TOWN
PORT OF ORIGIN
ROYAL CASTLE
CASTLES
Le Rose Ship of Plymouth
Earl of Kent
BISHOP
Earl of Kent 30
CLIFFORD 10
SHIP
TITLE
NOBLE
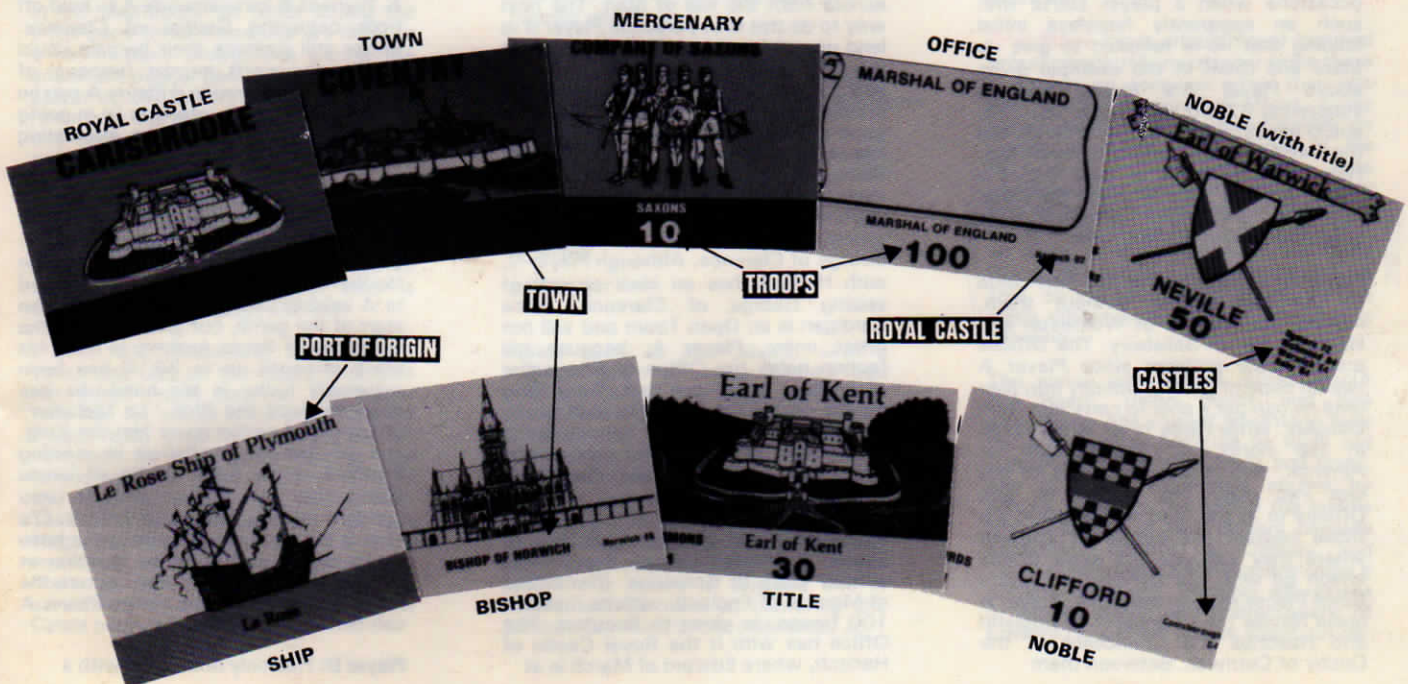
HINTS ON PLAY

Although no KINGMAKER Game can be exactly like another, and there can be no hard and fast rules for winning the game, the following hints are offered, together with examples, to illustrate some of the more important factors which should be taken into account.

The Start of the Game

The player who knows the Board and the equipment for playing the Game has a great advantage over others. Get to know where the Roads run and which Castles and Towns block Road movement. Learn where the Ports are;

there are only 33 Ports and only half of them are Castles or Towns. In the middle stages of the Game a Royal Castle, which does not suffer from Plague, can be a useful base. Six Royal Castles — Bamburgh, Dover, Pevensey, Caernarvon, Beaumaris and Carisbrooke, are Ports.

Take special notice of where the Royal Pieces are at the start of the Game. Note that whereas the Lancastrians are near the centre of the country, in London, Coventry and Fotheringhay, the Yorkists are placed on the fringes, and Richard of Gloucester, last of the Yorkist line, is in Calais, and can only be

captured by a force of at least 200 troops which have to be carried by sea.

The player who is familiar with the Board, and the particular characteristics of the various Nobles and their holding in Castles, together with the demand made upon holders of Offices, is at a great advantage when allocating the cards he receives in the initial deal.

Here is a typical deal in a 4-handed game, with each player receiving 9 cards:

	Player A	Player B	Player C	Player D
Nobles (T = has title in own right)	PERCY (T) NEVILLE (T) STANLEY HASTINGS	BEAUFORT (T) AUDLEY	STAFFORD (T) HERBERT ROOS	FITZALAN (T) BOURCHIER GREY SCROPE
Titles	E. Worcester E. Salisbury	E. Essex	E. Wiltshire	
Offices	Chancellor of England Chancellor of Duchy of Cornwall	Marshal of England	Warden of N. Marches Constable of Tower of London	Chamberlain of C.P. of Chester Constable of Dover Castle
Bishops		Bp. Norwich		Abp. Canterbury
Mercenaries			Company of Scots Archers	Company of Flemish Crossbowmen Company of Saxons
Ships		"Le Michael" of Bristol "Le Rose" of Plymouth	"Le Nicholas" of London	
Towns	Bristol	Northampton Shrewbury	Carisbrooke (Royal Castle)	

The first thing to notice about a typical deal like this is the imbalance of the players' holding of Nobles, Titles, Offices and Mercenaries, the cards which allocate troops. In every Game some players will start stronger than others, and there will even be occasions when a player starts with such an apparently hopeless initial holding that he is tempted to give up there and then! In the example given above Player A's forces total a staggering 370, B has 160, C has 210, and D only 150. But when analysed the various hands begin to even out. Here is an analysis of each player's hand, with the way in which the cards might be distributed, together with suggested opening objectives.

Player A: Would give his two Title cards to the two Nobles without them, making Stanley Earl of Worcester and Hastings Earl of Salisbury. The Offices present little problem since Player A has no hope of getting Stanley into play until he can get a ship to carry him from Douglas, while Percy is so far removed in the north, at Cockermouth or Alnwick, that it will take time to get him into play. The Nobles to give Offices to at the start of the game are those nearest the centre of England where they can use the extra troops which go with the Offices to capture Royal Pieces early in the game. Player A gives Neville the Chancellor of England and Hastings the Chancellor of the Duchy of Cornwall. Between them

these Nobles now have a total of 190 troops, 10 short of the 200 needed to capture Fotheringhay (garrison 200) or Coventry (200) where Margaret of Anjou and her son Edward are at the start of the Game. Player A has three clear priorities. He must get Stanley across from the Isle of Man. The best way to do this is to persuade Player B to lend one of his ships. Player A controls the Ports of Origin of B's ships (Bristol and Plymouth) and can therefore prevent them from sailing. There is a good chance of a bargain being struck. His second priority must be to link Percy with Hastings and Neville, with a view to amassing enough troops to capture Margaret and Edward. A third priority would be to try and capture George of Clarence. Although Player C, with Herbert, has an ideal chance of seizing George of Clarence, since Cardigan is an Open Town and will not resist entry, Player A, because his faction holds the Office of Chancellor of England, will move first. By putting Neville on his Castle of Ogmore, three squares from Cardigan, he can seize Clarence in his first move unless the Event card he draws makes Neville go to Warwick.

Player B: Would give the Title, Earl of Essex, to Audley, since Beaufort is already Duke of Somerset. The Office of Marshal of England, with its massive 100 troops, is given to Beaufort. The Office has with it the Royal Castle of Harlech, where Edward of March is at

the start of the Game, and seizure of Edward, second in line in the Yorkist House, would seem a reasonable priority for B. He will have to negotiate with Player A for the release of his Ships, both of which are trapped in Ports of Origin, which are controlled by A. Perhaps B can persuade A to hold off from capturing George of Clarence. Better still perhaps their bargain could include the swift murder (removal of play) of poor Clarence if Player A can be persuaded that his interests lie in going after the Lancastrians. An interesting bargaining session is in prospect.

Player C: Gives the rich prize of Constable of the Tower of London to Roos after making him Earl of Wiltshire. Stafford receives the Warden of the Northern Marches. Player C is resigned to A seizing George of Clarence at the start of the game, but gives Herbert the Company of Scots Archers to bring his troop strength up to 30. C has been extremely lucky in his hand — he has even received the Ship "Le Nicholas" of London. London gives him the King, and he has no hesitation in starting Stafford in his Kent Castle of Leeds where he can move straight into London. Roos is started on Belvoir. C's plan is simple. Using London as a base he plans to join his forces together at the earliest opportunity and capture the remaining Lancastrians before Player A can consolidate his forces.

Player D: Has only one Noble with a

Title and in a position to receive an Office. He decides to keep the Chamberlain of the County Palatine of Chester, since this gives him an extra 200 troops in Wales. He can only give it to Fitzalan. The other Office card, Constable of Dover Castle, is placed in Chancery. If D starts Fitzalan in his Welsh Castle of Chirk he can use his 200 troops to capture Harlech and Edward of March before Player B can move Beaufort up there. D Bolsters his forces by giving Grey and Scrope the Companies of mercenaries. He decides to give the Archbishop of Canterbury to Fitzalan, his most powerful Noble. D is moving last of the four players, and keeps is fingers crossed that none of three things happen, any of which will stop him grabbing Edward of March. These are that A does not pick up an Event card which orders the Marshal (Beaufort) to either Wakefield or Thetford and B, in the next move, picks up a Free Move card. This combination of events will enable B to move to Harlech in his move. Equally disastrous for D would be a summons to Arundel for Fitzalan. He could never hope to reach Harlech then before B could move Audley there. The third possibility, and the most likely although only a 1 in 4 chance, is for his attacks on Harlech to be delayed by bad weather or for Fitzalan to be killed making the attack. We can leave Player D biting his nails!

The description above gives some impression of the importance of the setting out of the cards at the opening of the game. Remember, you can't change them around, once they've been given out, except for comparatively minor adjustments in Parliament. Summarised, the golden rules for the start are as follows.

1. Know the Board and other Equipment.

2. Give initial strength to Nobles who can capture Royal Pieces early.

3. Know the strength and weakness of other players' factions.

4. Move Ships out of Ports you don't control.

The Middle Game

Just as a player can be lucky or unlucky in the distribution of cards during the Deal, good fortune and bad are likely to arise in equal proportions during the important middle game. The successful player in KINGMAKER is the one who minimises the effect of the bad fortune and capitalises on the good. A player will lose if he fails to recognise either.

The Event cards drawn at the start of each player's turn, and which can affect Pieces belonging to all players, provide the most frequent opportunities for the player who is quick to take advantage of them.

Plague will eventually strike every Town and City on the Board, but does not affect Royal Castles. The player who has his whole force wiped out by Plague really deserves to lose. Keep an eye open for each Event card as it is turned up, both at the start of the turn and when turned up to decide conflicts. Take as a rule of thumb the fact that Plague will strike once every 12 or 15 rounds of play in a 4-player game. Make a note of ''safe'' Towns, particularly if you own them. Note that Calais never gets Plague!

Plague cards can have an important effect at the start of the game if London or York are affected and the heads of the rival Royal Houses are removed from play. This obviously means fewer opportunities for players to hold a Royal Piece and keener competition all round.

Storms at Sea are no more than a minor inconvenience when making sea journeys, since the player is free to move his Ship normally almost immediately. The player most likely to suffer is the one who has taken to the sea with a Royal Piece to wait more favourable times and who, forced to put his Ship into Port by an Event card drawn by another player, has his Noble summoned to deal with a Peasant Revolt. This is because whereas Nobles at sea do not have to obey such summonses, Nobles in Port do. A player who through good fortune and skilful play has command of most of the country will be able to use unlucky landings to crush an elusive rival.

Raids and Revolts can break up carefully constructed Armies by removing a major Noble to the other side of the country on the eve of the planned assault on a Castle or Town. It is the measure of the good player that he overcomes these disadvantages, which will increase as his power increases. Watch out particularly for the Nobles who hold the Offices of Warden of the Northern Marches and the Marshal of England. Between them these two Office Holders are summoned 15 times in one complete round of the Event Pack. By knowing which Nobles are likely to be summoned a player can lay an ambush. Unlike the King going to deal with an Embassy, a Noble summoned to deal with a Raid or Revolt has to go alone. Because a force can break up as soon as it is put together the golden rule of the middle game is strike quickly!

Embassies, particularly when they come at the start of the Game, before the Yorkists have crowned a rival to reigning King Henry VI, can give players who start the Game with an apparently weak force, an opportunity to seize the King.

The following example illustrates such an incident:

Player held cards as follows in a 3-handed game:

COURTENAY	*Chancellor of Duchy of Cornwall "Le Rose" of Plymouth Durham Bp.*
BOURCHIER	*Coy. Scots Archers Ipswich Carisbrooke*
BERKELEY	*Coy. Saxons*
SCROPE	
STANLEY	

Hands such as that above, with a preponderance of minor Nobles and only one Office (the troop strength of the above is only 190 including 50 for Stanley, who is on the Isle of Man) are not uncommon. The player with such a hand could only hope to mark time in the first few moves while he sent a Ship to get Stanley. But fortune takes a hand. While the other two players are quite correctly building up forces around the centre of England and in Wales, with a view to capturing the Lancastrian and Yorkist claimants, an

Embassy moves the King, entirely unprotected, to Weymouth, where he is quickly seized by Courtenay. He has enough strength in the West Country to hold off most forces available at the start of the Game. He can even summon Parliament to Plymouth, Bodmin or Penzance.

For just such eventualities as that mentioned above players who hold the Office of Constable of the Tower of London, and thus have access to King Henry VI at the Start of the Game, should never leave it too long before getting a protective force of Nobles around their monarch. Quick decisions are sometimes necessary when guarding a Royal Piece, as the following example shows:

Player A guards the King in London with three powerful Nobles. Player B draws a Raid and Revolt card which summons one of A's Nobles to the North. Player C next draws another Raid and Revolt card and the second of A's Nobles goes. But Player A is confident that the third Noble is strong enough to protect the Royal Piece, certainly in London. Now, in Player D's turn, an Embassy summons the King to Ravenser which is in Player D's strongest area. Only Nobles actually present with the King can follow him to an Embassy and the result is that A's King is left in open country with only one Noble to protect him. With the threat of Embassies it is often better to move the King with a Noble summoned by a Raid and Revolt than to leave him with weaker Nobles in an ostensibly powerful Town or City.

Parliament can be summoned by the Chancellor during a period in the game when there are two crowned Kings, but the card has to be picked up by the player who controls the Chancellor. There are not many occasions when this will happen, but as a rule the player with the Chancellor in his faction should protect him carefully against such an opportunity.

Writ Cards should be hoarded jealously. They can be given to another player in return for some favour, and the player who controls the King and who has no means of summoning Parliament because other players are witholding Writ cards is in an extremely vulnerable position.

Free Move cards should never be used unless absolutely necessary since there is always an occasion when they can be used to devastating effect. Every player will have about three Nobles on whom he relies to do most of his fighting. Try and accumulate Free Move cards in sets which enable whole Armies to be moved. Remember that it gives a Free Move to *one* piece and that an Army of three Nobles and a Royal Piece will need four Free Move cards. A ship, on the other hand, counts as one piece whatever number of pieces it is carrying.

The player who moves quickly about the Board, using Roads and Sea movement, has a great advantage over the player who, because he does not control vital Castles, Towns and Ports, has to cross the board square by square. Towards the end of the middle game, as one or two players become dominant, control of Castles and Towns becomes very important since it permits the swift, decisive movement or Armies which was characteristic of Edward IV. Certain places stand out as

strategically important in this respect. Note that only Conisborough Castle, owned by Clifford, blocks the road which runs between York and London on the western side of the Pennines. York and London are themselves important, of course, since the roads pass through them. The Town of Shrewsbury can also be important as a springboard into Wales. Players should keep a mental note of which Castles and Towns are held by players and which are not currently held. Only Castles and Towns which are held by other players can block Road movement.

Any combat means taking a risk of losing a Noble, so players should never use more Nobles to attack a Castle or Town, or to crush a small force in open country, than are necessary to ensure victory. A Castle with a garrison of 100 and a force of 50 inside does not require more than 150 to capture, so players should try and attack the Castle with as few troops above that number as possible. The fewer Nobles involved, the less likely the player is to lose a Noble. After the opening stages of the Game, where an imbalance of forces may be necessary to ensure that Royal Pieces are swiftly captured, players should try and distribute Office and Mercenary cards in such a way as to create Nobles of roughly equal strength. In this way he will minimise the risk of overwhelming defeat and will be more prepared to take the risks which are essential to winning the Game.

Parliament, when summoned by the sole crowned King, is the most effective means of increasing power available to a player. As battles are fought and Nobles are killed, the Chancery becomes full of Offices and Titles, all of which can be distributed by the King at Parliament. The only sanctions available to other players are through the Writ cards, since a King requires Writs to summon Parliament, and through their option to attend the Parliament. Here is an example of such a sanction working against the King:

A Player summons Parliament when there are 8 cards, Titles and Offices, in Chancery. He summons the necessary member of another faction by using a Writ card, and supplies 4 Nobles himself. If the other players then refuse to send any other Nobles to the Parliament the player controlling the King can only draw 5 cards from the Chancery pile. If he possesses another Writ card, of course, he could use it to summon another Noble, and thereby draw 6 cards. More likely he would wait until a subsequent turn and summon another Parliament to obtain the remaining cards in Chancery.

Because Royal Power can only be assumed after Coronation, players should take special care to guard their Bishop and Archbishop cards. It is unwise to allocate them to Nobles with strengths of 20-50. A determined rival will soon find the opportunity of attacking the weak Noble and seizing the transferable Bishop card.

At the end of each player's turn he takes a card from the Crown Pack. He is allowed to keep this card concealed, and to accumulate as many concealed cards as he wishes. This represents the secret negotiation. It ensures that a player does not forfeit important Offices because he does not currently have a Noble who can receive it. Concealed cards give a keen edge to

the Game. There are few things more devastating than for a player to reveal that Neville, complete with the Office of Marshal of England and two Companies of Mercenaries has just joined a faction, or that a force which is about to be swallowed up in a remote Castle now includes 30 or 50 more troops which the attacker has to match. Remember that a concealed Crown Pack card can be revealed at any time, not just in a player's own turn.

The rules for the middle game can be summarised as follows:

1   Watch the Event Pack at all times.

2.   Don't squander Free Move cards.

3.   Attack when you can, don't wait around.

4.   Remember you can conceal Crown Pack cards drawn at the end of the turn.

The End of the Game

Players should not forget that KINGMAKER is a game of political as well as military action, and should never lose sight of their objective, the control of the last crowned Royal Piece. Royal Pieces should be ruthlessly eliminated if they do not fit into your winning plan. Collecting a number of Royal Pieces in the same House may seem good insurance, but too often it gives other players a chance of seizing them and it slows down a force wanting to use Free Move cards. Don't be shy about changing allegiance. Always dispose of the junior members of one House before the senior members of another. Pay particular attention to Richard of Gloucester, and don't be tempted to wait until the mainland conflict is resolved before seizing him in Calais. Remember that Beaufort has a claim to the throne only after all the other Lancastrians have been killed, so that the player who eliminates the last Yorkist and crowns Edward, Prince of Wales wins the Game even if Beaufort is in play.

In 1975 KINGMAKER was licensed for manufacture in the United States by the American games firm **Avalon Hill**. The suggestions for the Advanced Game which follow are the result of a Transatlantic pooling of ideas. Gibsons Games gratefully acknowledge the help of Avalon Hill in reproducing this extra dimension to KINGMAKER.

ADVANCED GAME

INTRODUCTION

The Advanced game introduces new concepts which increase both the complexity of the Basic/Optional game and the number of play options available to each player.

All Basic game and Optional rules apply except where noted otherwise. In cases where there is a conflict in the rules, the Advanced game rule always takes precedence.

COMPONENTS

All Event cards, Crown cards, counters and board sections marked with an asterisk in the upper right corner are now usable. Their functions are detailed in the *Advanced Game Components Key.*

A pair of dice will need to be supplied.

PREPARE TO PLAY

1. All Advanced Event cards are shuffled into the Event pack. All Advanced Crown cards but the two Plantagenet Noble cards, the French Aid Mercenary card and the two King's Pardon cards are shuffled into the Crown pack.

2. Distribute the Crown cards as described in the Basic game. After the deal, the French Aid card and the King's Pardon cards are shuffled into the Crown pack available for draw in the Crown pack Phase.

SETTING OUT ROYAL COUNTERS

The starting locations for the royal heirs have been rearranged somewhat and 2 locations have been added.

HOUSE OF LANCASTER

Henry VI — in London
Margaret of Anjou — in Coventry
Edward, Prince of Wales — in Kenilworth

HOUSE OF YORK

Richard, Duke of York — in York
Edward, Earl of March — in Harlech
Edmund, Earl of Rutland — in Ireland
George, Duke of Clarence — in Cardigan
Richard, Duke of Gloucester — in Calais

Edmund, Earl of Rutland is the third in the line of succession in the House of York after Edward, Earl of March.

ADVANCED BATTLE

This system of battle differs from that of the Basic game in order to provide a greater variety in the outcomes of battle and the individual conduct of the battle.

The procedure for each battle must be followed in the sequence presented below.

1. The attacking player draws the top card from the Event pack to determine whether ''Bad Weather'' has postponed the attack. *All* other information on the card is *ignored.* If

the attack is not postponed continue to step 2.

2. All Noble and royal heir counters involved in the battle are removed by their respective owners to a convenient open area off the mapboard. A note is made of the square which they occupied to prevent misplacement of the counters upon their return.

3a. The defending player deploys his Nobles into battle formation.

b. The attacking player deploys his Nobles into battle formation opposite the defending battle formation.

4. Odds are determined for each individual encounter that the attacker wishes to initiate.

5. The attacking player draws an Event card for each individual encounter that he intitiates. Results are determined as described in the Basic game. The victory ratio may be modified by defensive position or by leadership. The ''Nobles Killed'' section is ignored and the ''Nobles Killed'' Table is utilised.

6a. The attacking player may move any or all of his Nobles or royal heirs in battle formation to an adjacent position.

b. The defending player may move any or all of his Nobles or royal heirs in the battle formation to an adjacent position.

7. The defending player may counter attack, following steps 4 and 5. He now becomes the attacker. A round of battle has been completed.

8. Steps 6 and 7 may be repeated by each player in turn for as many rounds as needed to accomplish either of these two conditions:-

a. All Nobles of one side have been either captured of killed.
b. A round of battle has been completed in which no attack is made.

Battle Formation

Nobles must deploy into specific locations in battle formation. Each formation is divided into two rows of three columns plus a reserve stack.

1. *Battle line*—The first row of Nobles who are to receive the brunt of the lighting.

2. *Secondary line*—The second row of Nobles immediately behind the battle line.

3. *Reserve*—A stack of Nobles who cannot, or who the owning player desires not to, occupy a position in either the battle or secondary line.

Nobles may be stacked in reserve. They may not be stacked in the battle or in the secondary line.

Deployment

1. The defending player must deploy his Noble counters into battle formation in the manner described below.

a. A minimum of one Noble to a maximum of three Nobles are placed in the battle line. At least one Noble must be in the battle at all times. All Nobles in the battle line are face-up.

b. A Noble may be placed in the secondary line, face-down, in each column occupied by a Noble in the battle line. He must always be placed behind a Noble in the battle line.

c. Noble(s) not placed in either the battle or the secondary line are placed in the reserve face-down.

d. Each royal heir accompanying the Noble(s) must be attached to one particular Noble of choice. He is stacked with this Noble in the same facing.

2. The attacking player deploys his Nobles into formation in the same manner as the defending player. His formation is placed across from the defender's formation and facing it.
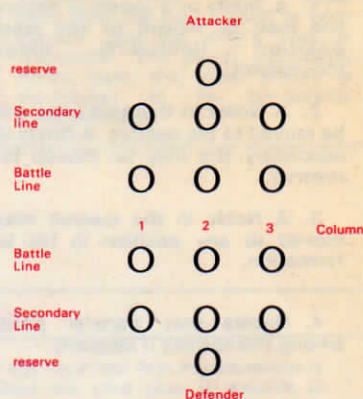
Individual Encounter

An attacking player may attack any noble in the battle line opposite a noble in his battle line. He is under no obligations to attack and can choose which noble(s) he does wish to attack.

Each defending Noble in the battle line facing an attacking Noble must be attacked separately. Each attack is termed an encounter and is resolved individually using the battle procedure outlined in the Basic game with one exception. A ''Nobles Killed'' Table is substituted for the ''Nobles Killed'' section of the Event card

The procedure for determining the participants for each individual encounter is performed as follows:

1. Any opposing Noble, or one not attacked in a different column, may join into the encounter if it is the closest or one of the closest to him.

2. A Noble in the secondary line and in the same column may join into the encounter.

3. An unopposed Noble, or one not attacked in a different column, may join into the encounter if it is the closest or one of the closest to him.

4. A Noble or Nobles battling in a different column may strip off troops from their strength to join into the encounter if he qualifies under the following 2 conditions.

a. It is the closest or one of the closest encounters to him.

b. He maintains at least a 2 to 1 superiority in strength ratio in his own encounter. All Nobles involved in combat must be shown face up.

5. Each individual encounter is resolved separately. A "Bad Weather" result is considered an indecisive encounter. Those Noble counters killed or captured are removed immediately from the battle formation. A Royal heir accompanying a killed or captured counter is himself captured. A Noble cannot be recaptured until all Nobles of the capturing force have been themselves killed or captured. Captured Nobles may be executed at any time by a Noble of the capturing force before this occurs. Exchange of captured Noble(s) and/or royal heir(s) may also occur at any time.
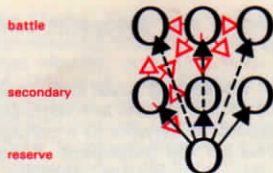
Battle Movement

1. A Noble in a battle or secondary line may be moved to any adjacent position (including diagonal movement).

2. A Noble in the battle line cannot be moved to the reserve. A Noble in the secondary line may be moved to the reserve.

3. A Noble in the reserve may be moved to any position in his battle formation.

4. Nobles may transfer positions among themselves if adjacent.

5. A royal heir may reattach himself to any other Noble in the battle formation. Remember: A Noble may not be placed or remain in the secondary line if there is no Noble in the same column in the battle line.

Encounter Modifications

1. The original defender always adjusts the encounter ratio one step in his favour (i.e. 3 to 1 becomes either 4 to 1 or 2 to 1). in every encounter in which his Nobles are defending.

2. A royal heir or heirs accompanying a Noble or Nobles in the battle line

may adjust the encounter ratio one step upwards or downwards in the controlling player's favour for all encounters along the battle line.

3. Opposing modification will cancel out one another on a one for one basis.

4. Modification can never be greater than one step. Even if a player is able to qualify for a two step modification he gains just one step.

Disposition of Nobles After Battle

Upon conclusion of the battle, all surviving Nobles and royal heir counters are returned to the square that they occupy.

Ransom and Execution

A Noble to be executed cannot transfer his transferable Crown cards involuntarily to the capturing faction. If executed all awards are returned to the Crown pack or Chancery. He may voluntarily transfer all transferables for ransom.

REVISED ALLIANCE

The one round period of peace is deleted. Instead allies may terminate the alliance and attack each other or anyone else in the same round. Former allies may also move in one turn and attack in another in the round of alliance termination though they still may not move or attack in two turns of the same round.
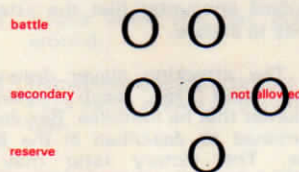
NOBLES KILLED TABLE

This table supersedes and amplifies the "Nobles Killed" section on the Event card. A pair of dice is needed to utilise the table.

REASON	WHO AFFECTED	DICE RESULTS	DISPOSITION
Each encounter or Siege	Each Noble of larger force	2	Noble killed
Each encounter or Siege	Each Noble of smaller force	2, 3, or 12	Noble killed
Ambush	One selected Noble or royal heir (chosen by ambusher) in the target force	2, 3 or 4	Noble or royal heir killed
Ambush	Each Noble and royal heir in the target force	2 or 12	Noble or royal heir killed
Raid and Revolt	Each Noble responding	2	Noble killed
Plague	Each Noble and/or royal heir in the afflicted town(s) and/or city.	2-7	Noble or royal heir killed
Encounter	Each royal heir involved.	2	Royal heir killed

For every *titled* Noble or Crowned royal heir killed or executed, the former controlling player may roll a pair of dice to determine whether the succeeding heir is loyal to the same faction.

LOYALTY TABLE

WHO AFFECTED	DICE RESULTS	DISPOSITION
1. Titled Nobles and crowned royal heirs killed or executed by battle, siege, town fighting or ambush.	2 - 7	Nobles returns to former faction (may be replayed at any time). Crowned royal heir remains in the same square. All awards are lost.
2. Nobles or royal heirs killed by plague or Raid and Revolt.	2 - 5	

ADVANCED GAME COMPONENTS KEY

Terrain Key Feature	Function	Effect on Combat	Effect on Movement
Ireland	Place of refuge	No effect	Unlimited port facilities along coast.
Continent	Place of refuge	No Combat Allowed	Unlimited port facilities along coast. Land movement allowed between Continent and Calais.
Scotland	Decorative function only.	No Combat Allowed	Entry not allowed.

ADVANCED GAME EVENT CARD KEY

Card	No. in pack	Color key	Effect	Notes
Mercenaries go home	3	Black/Pink	Causes named mercenaries in play to be immediately returned to the bottom of the Crown pack.	
French Siege	1	Green/Pink	If Captain of Calais or a commissioned substitute(s) of 50 troops minimum are not available, Calais becomes a permanent part of the Continent.	If Calais is lost to the Continent, the Captain of Calais office card is immediately removed from play.
Revolt in Wales	2	Green/Pink	(Duke of York to Stokesay) is added to the instructions.	Part of the basic game pack
Parliament must be summoned.	2	Yellow/Pink	Parliament is summoned immediately to a location which the player who drew the card chooses. Ignore if there is just one King in play unless it is Henry. Parliament still must be summoned if Henry is sole King. It is not necessary to issue a writ.	Player drawing the card may continue his turn after Parliament. If this Parliament is summoned when Henry is sole King. The player controlling the most votes (excluding the King's vote) in both Houses gets the King's vote in Commons. The player controlling Henry loses this vote. (Henry is considered to be temporarily incapacitated.)

ADVANCED GAME CROWN CARD KEY

Card	No. in pack	Allotment	Notes
Duke of Lancaster and Duke of York (titled Noble)	2	Immediately given to the faction which captures the first in succession of the appropriate royal house. May be allocated offices, etc. It need not be played immediately. When played, the appropriate noble counter is placed in one of the castle(s) named on the card.	If the royal heir first in succession is killed the card plus all awards is given to player who controls next in line or next successor when captured. The counter remains in position. If noble himself is killed he is immediately returned to the faction controlling the proper royal heir, but all awards are lost. Neither noble has any vote in either house of Parliament.
French Aid Mercenary	1	May be allocated to a Noble in Calais or the Continent only. It allows unlimited naval transport to controlling faction one way from Calais or Continent to England. Ships are not provided.	Can never be transferred but may be traded. It can only be used once in an attack or siege. Afterwards it is immediately returned to the bottom of the Crown pack.
King's Pardon	2	Used to prevent a captured noble from being executed. The pardoned noble is released from capture and returns to his faction with all of his awards. (May be used at any time regardless of number of Kings in play). Counter remains in position.	Held in hand until used. Once used it is placed in Chancery. During Parliament most votes in both Houses determines whether it returns to Chancery or the Crown Pack. Tradeable.

TABLE OF ODDS

Weaker Force	Majority*	5-4 1¼/1	3-2 1½/1	2-1 2/1	3-2 3/1	4-1 4/1
10	—	—	—	20	30	40
20	—	—	30	40	60	80
30	—	40	50	60	90	120
40	—	50	60	80	120	160
50	60	70	80	100	150	200
60	70	80	90	120	180	240
70	80	90	110	140	210	280
80	90	100	120	160	240	320
90	100	120	140	180	270	360
100	110	130	150	200	300	400
110	120	140	170	220	330	440
120	130	150	180	240	360	480
130	140	170	200	260	390	520
140	150	180	210	280	420	560
150	160	190	230	300	450	600
160	170	200	240	320	480	640
170	180	220	260	340	510	680
180	190	230	270	360	540	720
190	200	240	290	380	570	760
200	210	250	300	400	600	800
210	220	270	320	420	630	840
220	230	280	330	440	660	880
230	240	290	350	460	690	920
240	250	300	360	480	720	960
250	260	320	380	500	750	1000
260	270	330	390	520	780	1040
270	280	340	410	540	810	1080
280	290	350	420	560	840	1120
290	300	370	440	580	870	1160
300	310	380	450	600	900	1200
310	320	390	470	620	930	1240
320	330	400	480	640	960	1280
330	340	420	500	660	990	1320
340	350	430	510	680	1020	1360
350	360	440	530	700	1050	1400
360	370	450	540	720	1080	1440
370	380	470	560	740	1110	1480
380	390	480	570	760	1140	1520
390	400	490	590	780	1170	1560
400	410	500	600	800	1200	1600

Advanced Game only

HOW TO USE THE TABLE

1. The weaker force locates his troop stength along the left-hand column.

2. The stronger force reads across the row containing the weaker force's strength to locate his troop strength.

3. If his strength is not listed he must choose the closest smaller strength.

4. The head of the column containing the larger force's troop strength lists the ratio for the battle.

EXAMPLE:

A force with a troop strength of 410 attacks a smaller force with a troop strength of 280.

1. Defender locates his strength on the WEAKER FORCE COLUMN.

2. Attacker reads along the row headed by 280. The values are 290, 350, 420, 560, 840, 1120. None of these values corresponds to his strength of 410.

3. He locates the closest smaller value to 410 which is 350.

4. Reading up the column he discovers that the 350 is in the 5-4 column. The ratio for the battle is 5-4.

To win, the attacker must pick a card containing a ratio of 5-4 or less. All other ratios are greater, a selection of which would result in an indecisive battle.

KINGMAKER and the Wars of the Roses.

In KINGMAKER players are invited to emulate the self-interested struggle for power of England's noble families in the period 1450 to 1490. Most famous of them was Richard Neville, the earl of Warwick, nicknamed ''The Kingmaker'' who died at the battle of Barnet in 1471. *Neville* and his family, who are just one of the twenty-three families represented in KINGMAKER, fought at *Barnet* in the name of King Henry VI, but they had fought for twenty years for the Yorkist cause, first for *Richard duke of York,* then for his son *Edward, earl of March,* and then, before changing allegiance to the House of Lancaster, for *George, duke of Clarence,* against his brother Edward IV. Other families changed sides. In 1460, the Yorkists won the battle of *Northampton* because *Grey* betrayed the Lancastrian cause; and the *Courtenay* family, supporters of York in 1460, were to suffer for their reversion to the Lancastrians when the earl was killed at *Towton,* a year later. Many families pursued private feuds in the name of one or other pretender to the throne. Two *Percy* earls of Northumberland, died in battle for *Queen Margaret* and *King Henry VI,* and a third died in 1489, killed by peasants who could not forgive his betrayal of Richard III at the battle of *Bosworth.*

The first family to suffer in the long history of the Wars of the Roses was *Pole,* when the earl of Suffolk was murdered in 1450, probably at the instigation of Richard, duke of York, whose wealth, strength and claim to the throne compared so favourably with that of the King, Henry VI. The ''Yorkist'' faction by then already included Neville, and in 1455, 18 months after the birth of *Edward, prince of Wales,* had set back Richard's plan to succeed to the throne, the Yorkists attacked *Beaufort,* duke of Somerset, and *Stafford,* duke of Buckingham, at *St. Albans.* The Wars of the Roses had begun. It was to be another five years before the Yorkists began to consider proclaiming Richard of York as King, because until then they had been thinking of him as Henry VI's heir. In 1460 the Yorkists won at *Northampton,* but Richard of York himself was killed a few months later at *Wakefield.* The following year, with the Yorkists now actively proclaiming Edward of March as King, battles were fought at *Mortimers Cross*—a Yorkist victory; at *St. Albans*— a Lancastrian victory, despite the efforts of *Neville, Mowbray, Fitzalan* and *Bourchier,* together with Burgundian mercenaries; and at *Towton,* which was the greatest Yorkist victory, and established Edward of March as King. By 1469, however, Neville was ready to break with Edward, and after an attempt to use George, duke of Clarence against his brother, he joined Margaret of Anjou. The one-time implacable enemies made their attempt to overthrow Edward in 1471, but at *Barnet* and *Tewkesbury* the Yorkist proved dominant; Neville and Edward Prince of Wales were killed.

England had peace until Edward's death in 1483, when *Richard* of *Gloucester* usurped the throne of his brother's son, only to be defeated and betrayed himself in 1485, when Henry, earl of Richmond became King after the battle of *Bosworth.* Henry was the great nephew of *Edmund Beaufort,* duke of Somerset who had died in the first battle of *St. Albans.*

Some families tried to continue the struggle in the Yorkist name, but by 1497 Henry was secure. The Wars of the Roses were at an end.