

Kings under mountains



GAME RULES

THE IDEA OF THE GAME

Each player controls one of the races that are fighting for the treasures hidden deep in the mountains. Their goal is to capture the richest mines and to get the treasures. Fully developed deposits will bring victory points in the end of the game. If the mine didn't have enough workers, the player gets penalty points.

CARDS USED IN THE GAME

The card faces show units of one of the four different races. The races differ by colour. In the corner of the card there is a number from 0 to 9 that shows the strength of the unit.

The backs of the cards show mines. The numbers on the mines display:

SIZE OF THE MINE
— how many units of slave-miners are needed to develop the mine

DEFENSE OF THE MINE
— how many unit cards are needed to capture the mine

SIGN OF AN OVERSEER
— shows that the mine requires an overseer



VALUE OF THE MINE
— how many victory points will the player receive for the treasures and/or penalty points for not finishing the development of the mine



Dwarfs



Orcs



Goblins



Giants

Cards of Kings.
These cards have unique gold back with crown jewels.



GETTING STARTED

1. First of all decide what race you will be playing for. Take the four king cards and shuffle them face down. Each player takes one of the cards and places it by himself face up for all to see. If there are two or three players, place the remaining king cards back into the box.
 2. Shuffle the remaining cards and form a deck with the mine side facing up. **Place the top four cards in the center of the table facing mines up. The players will be fighting each other for these mines.** All players must be able to see these cards.
 3. **The next four cards are placed next to the deck facing units up.** This will be the miners' Camp. Cards of the same race are placed in one pile. There can be only four piles near the deck (four races).
 4. **Deal each player 6 cards from the deck.** The players hold their cards with the units facing them. These cards are a player's hand.
- The last person to be in a cave or in the mountains becomes the first player. Or you can decide by rolling a die.

GAME TURNS

In his turn a player must play a unit card from his hand. He can play it:

- on one of the mines in the center of the table;
- or**
- on his own mine that the player captured earlier.

If there are no units on a mine, any unit can be played on it. Otherwise you can only play a **card with a higher strength on a card with a lower strength of a unit** (these cards can belong to different races). For example a card with Strength 2 can be covered by any cards with Strength from 3 to 9. **Cards with Strength 0 can only be played on cards with Strength 9.**

There are certain rules of playing units on your own mine: see "Development of mines" below.

Capturing a mine

Players are trying to capture the mines that are in the centre of the table. If there are unit cards on the mine that have the same strength as the "Defense of the mine" it is considered captured. Some mines can be captured with one card only; others require two or three unit cards. When there are enough cards to overwhelm the mine defense the following occurs:



- 1. All unit cards on the mine are moved to the Camp.** The units are placed into their corresponding piles of the races in the same order as they were lying on the mine. The cards are placed unit side up. If there was more than one card of one race, the cards that were played on the mine later will end up lower than the cards played earlier.
- 2. The last unit card played on a mine determines who gets the mine.** The captured mine is placed near the player who plays for the last card's race. (Image) For example if the last card was an orc unit then the mine goes to the player who is the Orc King, it doesn't matter who played the card. There might be a situation when the last card played belongs to a race that isn't in play. In this case the player who played the last card on the mine captures it.

- 3. A new mine is placed from the deck instead of a captured mine.**

Development of mines

It is not enough to simply capture a mine; you need to mine its riches – gold and gems. To do so you will need to send slave-miners into the mine. *Important! Miners can not belong to the race you are playing for!* «**Mine size**» shows how many miner units you need to develop the mine.

If there is a sign of an "Overseer" on a mine card then after you place enough miners on this mine you will have to play another unit – an overseer. The overseer *must belong to your race.* The rule of playing units also applies here: the overseer must be stronger than the last miner unit card played.



Once all the necessary unit cards are played to develop the mine, all these cards are removed to the discard pile – they no longer take part in the game. The mine card is placed under your king; the card's "Value" is now the number of your victory points.

The player may check his mine cards under the king but must not show them to other players. All the players can look through the cards in the discard pile.

Drawing cards

After playing a unit card from his hand the player needs to draw a card in order to have 6 cards again. **You can draw the top card from any pile in the Camp or the top card from the deck.** The player's turn ends once he draws a card and the next player clockwise begins his turn.

Please note! A player must play a card in his turn even if he gets a disadvantage. It is highly rare if a player can't play any card – there is no card in his hand that can be played. In this case he shows his cards to other players, his hand is discarded and he draws 6 new cards from the deck and continues his turn.

COUNTING VICTORY POINTS AND WINNING

As soon as the deck is depleted the game ends. The players count their victory points. Each captured and developed mine brings victory points equal to the "Value of the mine". These points are summed up, then the penalty points are

subtracted – the "value" of the mines that were captured but not fully developed, meaning they didn't have the required number of units. The player with the most points wins the game.