

The Kingdoms of Crusaders

Ordonnance

expansion rules

In the beginning of the game shuffle the “Ordonnance” expansion cards into the main deck.

Unit cards that share the same symbols are played according to the main rules but allow combining more than four same symbols in one location. Just like in the main game, **the player with the most identical symbols in one location dominates it**, if players are equal then the winner will be decided by symbol power. If by chance they are also identical, then lesser combinations will also count, as well as standalone symbols.

Cards with different symbols on the upper and lower parts of the card can be played to a location any side up chosen by the player. The chosen symbol should be facing up.





Kingdom Cards

Cards with the tower symbol () are called *kingdom cards*. A kingdom card is played in a single location and is placed above that player's location line. *Kingdom cards* **affect all players cards** in the location they were played. A location can hold more than one *kingdom card*. It is prohibited to play *kingdom cards* to a **“full” location, meaning a location where players have already placed the maximum allowed number of unit cards.**

Ordonance cards

Cards with the scroll symbol () are called *ordonnance cards*. *Ordonnance cards* are played according to the text shown on the card itself. If not written otherwise, *ordonnance cards* work only on player playing them. Once played, place the card to the bottom of the deck.



When playing with the expansion, players need to draw up to **6 cards** in the beginning of their turn.

Kingdom cards and *ordonnance cards* may be played after drawing the cards in the beginning of the turn. Players may only play one *ordonnance card* **or** *kingdom card* a turn. **Players must play a unit card** after this. In the end of their turn players may discard from their hand any amount of *kingdom cards* or *ordonnance cards* and place them to the bottom of the deck.



The game ends when players have placed the maximum allowed number of unit cards to all locations. The player who dominates a location places a *victory marker* “III” on his cards in this location. A player whose army take second place in the location places a *victory marker* “II” and a player who takes third place places a *victory marker* “I”. The numbers mean victory points for each of the locations. **The winner is a player who takes more victory points.**

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Special Thanks: I. Gambashidze, A. Goryunova, L. Machina, A. Mironov, I. Tulovskiy, A. Youdkovski.