

“King of the Elves” ~ Rules Quicky

Preparation

- Give each player 10 cards
- Give each player 12 gold

Planning

- Play a village card (max 2, 3 for 2 players)
- Declare “No Village Card!”
- Draw 3 cards, then discard 4
- Buy a card
- Play a Gold, Thief, Tree, or Monster card
- Remove a village (for a price)
- Pass

Journeying






















- start at own first village, travel to the left
- collect gold for each village visited
- Escort protects in one realm
- pay two gold to owner of Thief
- play extra move card for Tree, Monster
- collect double gold for Gold card
- collect 10 extra gold if visit all villages

Ending a Round

- remove all cards from table
- shuffle used cards and deck together
- give 8 new cards to each player
- next player goes first (dragon marker)
- play one round for each player (max 5)

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“King of the Elves” ~ Card Manifest

2		Lake (7)	3		Sea Monster
3		Desert (6)	4		Gold
4		Mountains (5)	6		Tree
5		Forest (4)	7		Thief
6		Plains (3)			
6		River (2)			
6		Dragon.....			
7		Magic Cloud....			
8		Unicorn.....			
9		Giant Pig.....			
10		Elfcycle.....			
11		Trollwagon.....			
13		Raft.....			
5		Change Direction			
5		Escort			

120 cards total

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