

パパスキングダム

Players: 2-5 Playing time: 15 minutes Ages: 7 and up
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■ GAME OVERVIEW

Babanuki Kingdom is a card game in which you recruit characters and develop your kingdom.

Expand your Territory through war or earn Money through trade. The player who develops both Territory and Money most successfully wins.

And how are war and trade carried out? By playing Old Maid!

■ COMPONENTS

- 36 Character cards (9 types, 4 copies each)
- 10 Score boards • 10 Score tokens

■ SETUP

1. Shuffle all Character cards thoroughly and place them face down to form a deck.
2. Remove cards from the deck according to the player count and return them to the box. 3 players: 9 cards / 4 players: 0 cards / 5 players: 3 cards
3. Deal 3 cards to each player (2 cards each in a 5-player game). These cards form each player's hand.
4. Turn the top 3 cards of the deck face up and place them in the center of the table. These are the face-up cards.
5. Each player places a Score board with its Territory (blue) side up and another with its Money (yellow) side up. Place a Score token just to the left of the "1" space on each board.

[Example] Starting layout for a 4-player game



Choose the starting player by playing rock-paper-scissors, then begin the game.

■ WHAT TO DO ON YOUR TURN

Perform the following two steps in order.

[1] Hire a Character

Choose 1 of the 3 face-up Character cards and add it to your hand. (In a 2-player game only, also choose and discard 1 of the other face-up cards.) Then draw 1 card from the deck (2 cards in a 2-player game) to return the face-up display to 3 cards.



[2] Conduct a War or Trade

Choose 1 other player and conduct either a war or a trade. In either case, each player draws 1 card from the other player's hand.



After drawing, resolve the cards as described under ♦ WAR or ♦ TRADE.

♦ WAR

The player whose card drawn by the opponent has the higher Strength gains Territory equal to:

(winner's Strength) - (loser's Strength)

Move that player's Score token forward on the Territory (blue) board by the amount gained. Then return both cards to their owners' hands.

■ WAR EXAMPLE



Player A declares war on Player B, and each player draws a card from the other's hand.

B draws the Strength 8 card on the left from A. A draws the Strength 3 card on the right from B.

Therefore, A's Strength is 8 and B's is 3. A moves their token 8 - 3 = 5 spaces on the Territory (blue) board.



◆ TRADE

The player whose card drawn by the opponent has the higher Wisdom gains Money equal to:

(winner's Wisdom) – (loser's Wisdom)

Move that player's Score token forward on the Money (yellow) board by the amount gained. Then return both cards to their owners' hands.

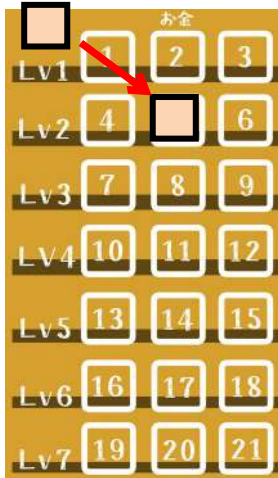
■ TRADE EXAMPLE



Player A declares trade with Player B, and each player draws a card from the other's hand.

B draws the Wisdom 2 card on the left from A. A draws the Wisdom 7 card on the right from B.

Therefore, A's Wisdom is 2 and B's is 7. B moves their token 7 – 2 = 5 spaces on the Money (yellow) board.



NOTE

- When comparing cards, your card is the card your opponent drew from your hand—not the card you drew from theirs.
- Territory and Money cannot increase beyond 21.

■ GAME END AND SCORING

If the deck runs out during a player's turn, finish that turn, then end the game and score. Your final score is A + B below.

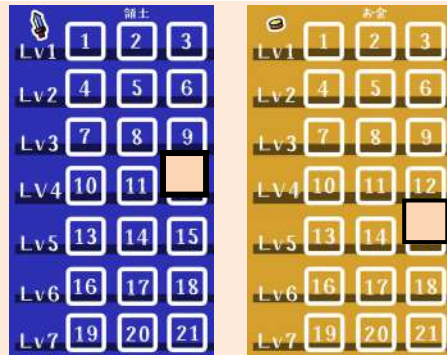
A: Territory Level × Commerce Level

B: Territory + Money

Note: Territory Level and Commerce Level are determined by the row containing the token on each Score board.

Territory Level is the level of the row containing the token on the Territory board. Commerce Level is the level of the row containing the token on the Money board.

[Example] Final score



Territory Level = 4 Commerce Level = 5 → A = 4 × 5 = 20

Territory 12 Money 15 → B = 12 + 15 = 27

A + B = 47 points!

The player with the highest final score wins.

If tied, the tied player with the higher A score wins.

If still tied, the tied players draw cards from one another's hands. The player whose drawn card has the highest Strength wins.

[CARD LIST] 9 types, 4 copies each



CARD TEXT - JAPANESE / ENGLISH

強さ	Strength	バーバリアン	Barbarian	マジシャン	Magician
賢さ	Wisdom	オーク	Orc	マーチャント	Merchant
領土	Territory	ナイト	Knight	バーバヤーガ	Baba Yaga
お金	Money	ファイター	Fighter		
ドラゴン	Dragon	シーフ	Thief		