

AN EMPTY THRONE is a two player card game, pitting players against each other to unite the lands under their own rule and secure their claim to the throne.

Players play **Kith cards** from their hands to **The Tombs** and the **three Fields** to acquire additional cards and gain abilities. From forming Coalitions (sets) at The Fields, to controlling The Tombs, or granting refuge to cards of a certain Kith, players score points a variety of ways. At the end of the game, the player with the most points wins.

SET UP

Shuffle the 30 Kith cards and separate them into three face up decks in the middle of the play area forming a row. Each player takes three Field cards and places a Field card (set to the non-flipped side) on their side of each of the three decks, forming the three Fields. Shuffle The Tombs deck and place it face down next to the three Fields.

Shuffle the five Starting Kith/Refuge Bonus cards and deal two to each player*, forming the players' hands. The remaining starting/Refuge card is flipped to its Refuge Bonus side and is placed to the side of the Fields (this will be the Refuge Bonus card for the game). Each player takes a Reference card and adds it to their hand.

A starting player is chosen using a method agreed to by both player and the game begins.

**After players are familiar with the game, they may find choosing their starting cards more enjoyable. If players choose to do this, the starting player selects one card. Then, the other player selects two cards. Finally, the starting player selects a final card. The remaining card is flipped to its Bonus Refuge side.*



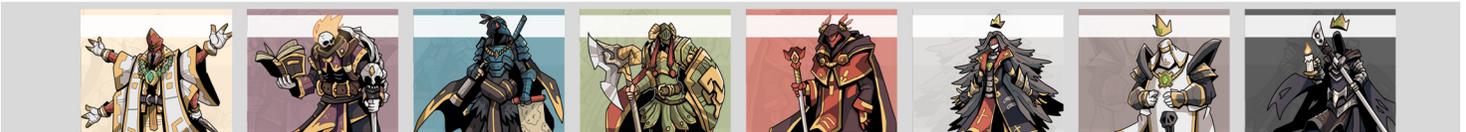
KITH CARDS AND PLAYING AN EMPTY THRONE

An Empty Throne revolves around playing (and moving or exchanging) Kith cards to the sides of the Fields and The Tombs, in order to have a certain combined Value at those locations, create Coalitions, and acquire additional Kith cards.

Kith cards represent the various inhabitants of the land, and most begin the game in the three face up Field decks in the middle of the play area. The five starting Kith/Refuge cards are special, and the back of each features a Refuge Bonus. The Kith cards in The Tombs represent the unrestful and fallen rulers of the land. Each Kith card has several important pieces of information: **Value, Kith, Impact Ability, and Recruit Ability.***

***Kith cards found in The Tombs do not include a Recruit Ability.**

There are 8 different **Kiths**. Five are found in the Field decks and three in The Tombs. A card's Kith is represented by its illustration and color. A card's Kith determines several things throughout the game, and is covered later in the rules.



Each Kith card features a **Value** of 0-9. A Kith's Value determines several things throughout the game, and is covered later in the rules.

Each Kith card has an **Impact Ability (bottom)**. An Impact Ability is used when a Kith card is played from a player's hand to their side of a Field or The Tombs.

Most Kith cards also have a **Recruit Ability (top)**. A Kith's Recruit Ability can be used when it is the top card of a Field deck. Kith cards found in The Tombs do not have a Recruit Ability.

Recruit and Impact Abilities are tied to the card's Kith (all cards of the same Kith have the same Recruit and Impact Abilities). Impact and Recruit Abilities are covered later in the rules.

Finally, each of the five starting Kith cards are special. The back of each features a **Refuge Bonus**, tied to that card's Kith. Each game, one of these will be revealed and represent a Kith that seeks refuge from the struggles of power. At the end of the game, cards of that Kith in the players' hands are worth points.

Kith cards in a player's hand are kept secret from the other player. There is no maximum hand size. There is no discard pile.

FIELDS AND THE TOMBS

There are three **Fields**, each with a face up **Field deck**. The current face up Kith card's **Recruit Ability** is that deck's **Recruit Ability**.

Each player has a Field card at each Field, denoting their side of each Field. Kith cards a player plays are placed on the player's side of the Field, and Kith cards on a player's side of a Field are that player's cards.

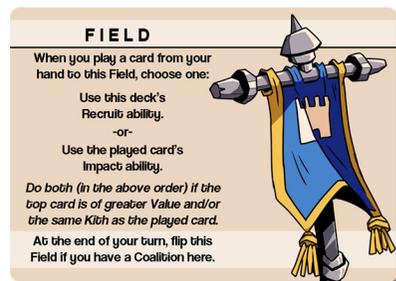
When a player plays a card **from their hand** to their side of a Field, they either: Use the played-to deck's **Recruit Ability** or use the played card's **Impact Ability**.

*If the top card of the played-to Field deck is of greater Value and/or the same Kith as the played card, they use the played-to deck's **Recruit Ability** and use the played card's **Impact Ability**, in that order.*

(The above sequence is referenced in detail on each player's Field cards.)

There is also **The Tombs deck**. Like the three Fields, players will play Kith cards to their side of The Tombs deck.

When a player plays a card to their side of The Tombs from their hand, they draw the top card of The Tombs deck and use the played card's **Impact Ability**. *(This sequence is referenced in detail on each The Tombs deck card backs.)*



TURN REFERENCE (FRONT)

On your turn, select two Actions:
You may not select the same Action twice.

Play one card from your hand to The Tombs or a Field*.

Play one card from your hand to a Field*.

Move one of your played cards to a different Field or The Tombs.
Draw the top card of that deck.

*You cannot play to the same Field (from your hand) more than once each turn.

After you take two Actions, check for Coalitions and the end game triggers.
Then, your turn ends.

PLAYER TURNS

An Empty Throne is played over alternating player turns, with players taking turns until one of the game's end game triggers occurs. What a player can and must do on their turn is covered on each player's Turn Reference card.

On a player's turn, they must select two of the following Actions, and may not select the same Action twice in a single turn:

- Play one card from their hand to their side of The Tombs or a Field*.
- Play one card from their hand to their side of a Field*.
- Move one of their played cards to a different Field or The Tombs and the player draws the top card of the moved-to deck.

**A player cannot play to the same Field (from their hand) more than once each turn.*

After a player takes two Actions, they check for Coalitions on their side of the Fields and for end game triggers. Then, their turn ends. Unless one of the end game triggers has occurred, the other player then takes a turn.

A Kith card's Impact Ability only ever triggers if it is played from the player's hand to their side of a Field or The Tombs. Moving, exchanging, or playing a Kith card from anywhere other than the player's hand never triggers an Impact Ability.

— If an ability directs the player to “exchange” cards, the player switches the placement of the indicated cards.

— A “played card” is a card that is on a player's side of a Field or The Tombs.

— Unless otherwise stated, an Ability can affect either player's cards.

Coalitions

A Coalition is a collection, or set, of specific Kith cards on a player's side of a Field, consisting of:

- Three (or more) Cards of the same Value (ex. A), or
- Three (or more) Cards of the same Kith (ex. B), or
- Cards of four (or more) different Values (ex. C), or
- Cards of four (or more) different Kiths (ex. D).



Ex. A

Ex. B

Ex. C

Ex. D

END GAME TRIGGERS AND SCORING

At the end of a player's turn, the game ends if: two or more decks are empty **and/or** the other player has three flipped Fields. When the game ends, scoring takes place.

For each Field, if a player has a combined Value of 12 or more, that player gains 1 point.

If a player has a combined Value of 12 or more at The Tombs, that player gains 1 point.

Each player gains 2 point for each of their Flipped Fields.

Each player reveals their hand and gains 1 point for the each Refuge Bonus Kith card in their hand.

The player with the most points wins. In the event of a tie, the player with highest combined Value of played cards wins the tie.

AN EMPTY THRONE

Illustrations:
Agum Budianto

Design:
John Clowdus

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