

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. Each player plays **Kith cards** from their hand to their side of **The Tombs** and the **three Fields** to acquire additional cards and gain abilities. From forming Coalitions at The Fields to granting refuge to cards of a certain Kith, players score points a variety of ways. The player with the most points wins.

SET UP

Shuffle the **30 Kith cards** and deal them into 3 even face up decks in the middle of the play area in a row. Each player takes **3 Field cards** and places 1 Field card (set to the non-flipped side) on their side of each of the 3 decks, forming the **3 Fields** and the **3 Field decks**. Shuffle **The Tombs deck** and place it face down to the side of the Fields.



Shuffle the **5 Starting Kith/Refuge Bonus cards** and deal 2 to each player, forming the players' hands. The remaining Starting Kith/Refuge card is flipped to its **Refuge Bonus side** and is placed to the left side of the Fields (this will be the **Refuge Bonus card** for the game). Each player takes a **Turn Reference card** and adds it to their hand.

A starting player is chosen using a method agreed to by both players. The game begins and they take the first turn.

KITH CARDS AND PLAYING AN EMPTY THRONE

An Empty Throne revolves around each player playing (and moving or exchanging) Kith cards to the *their* side of the **3 Fields** and **The Tombs** to trigger Abilities and create Coalitions

Kith cards represent the various inhabitants of the land, and most begin the game in the 3 face up Field decks in the middle of the play area. The 5 starting **Kith/Refuge cards** are special, and the back of each features a **Refuge Bonus**. Each Kith card has several important pieces of information: **Value**, **Kith**, **Impact Ability**, and **Recruit Ability**.

There are 8 different **Kiths**. 5 are found in the Field decks and 3 in The Tombs. A card's Kith is represented by its illustration and color. Each Kith card features a **Value** of 0-9.



Each Kith card has an **Impact Ability** (*bottom - arrow down*). An Impact Ability is **only ever 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 - arrow up*). A Kith's Recruit Ability is **only used when it is the topmost, face up card of a Field deck**. Players should ignore the Recruit Ability of cards in their hand.

Kith cards in The Tombs do not have a Recruit Ability.

All cards of the same Kith have the same Recruit and Impact Abilities.

Finally, each of the 5 starting Kith cards are special. The back of each features a **Refuge Bonus**, tied to that card's Kith. Each game, 1 of these cards will be revealed and represent a Kith that seeks refuge from the struggles of power, and is the **Refuge Bonus** for the game. At the end of the game, cards of the **Refuge Bonus** Kith in each player's hand 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.

This small form card game uses a combination of this rule sheet along with prompts and text found on in-game cards (**Field**, **Tombs**, and **Turn Reference** cards). While this rule sheet offers an overview of the game, the entire text of those in-game cards is not repeated in this rule sheet, but can be found on the cards themselves. In short: the text on those cards are part of the rules. Read and follow what the cards say to do, in the order presented, and in the context of this rule sheet.

For a how to play video, please visit smallboxgames.com/anemptythrone

FIELDS AND THE TOMBS

There are 3 **Fields**. Each Field has a face up **Field deck**. The topmost, face up card of a Field deck features that **Field Deck's Recruit Ability**.

Each player has a Field card on *their* side of each Field, denoting their side of each Field.

Kith cards a player plays to a Field are placed on their side of that Field, and Kith cards on a player's side of a Field are that player's cards. When a player plays a Kith card from their hand to a Field, they follow the text of their Field card.

Kith Abilities are specific in what cards they can affect.

Kith cards currently on either player's side of a Field are *played cards*.

Kith cards on a player's side of a Field are *their cards*. Kith cards on the opposing player's side of a Field are *opposing cards*.

Field cards are double sided. A Flipped Field card remains flipped for the rest of the game and can never be flipped again.

The Tombs deck is similar to the 3 Fields: each player can play Kith cards to their side of The Tombs deck.

However, The Tombs *never* has a Recruit Ability. When a player plays a Kith card from their hand to their side of the Tombs, they follow the text on The Tombs deck.

Kith cards currently on either player's side of The Tombs are *played cards*. Kith cards on a player's side of The Tombs are *their cards*. Kith cards on the opposing player's side of The Tombs are *opposing cards*.

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**.

When a player takes a turn, they follow the text of their Turn Reference card, in the order presented.

Coalitions

A **Coalition** is a collection of specific Kith cards on a player's side of a Field. This is covered on the back of each Turn Reference card.

END GAME TRIGGERS AND SCORING

The end game triggers and scoring can be found on the back side of each player's Turn Reference card.

FIELD EXAMPLE



During his turn, Jeb uses one of his Actions to play a Red Kith (Value 4) from his hand to his side of this Field.

He follows the text on his Field Card.

He may either: Use the Recruit Ability of this Field Deck's top most card (the Green Kith) or he may use the Impact Ability of the Red Kith (Value 4) that he played to his side of this Field.



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.

COALITIONS

A Coalition is a set of your cards at a single Field consisting of:

- 3 (or more) Cards of the same Value
- 3 (or more) Cards of the same Kith
- Cards of 4 (or more) different Values
- Cards of 4 (or more) different Kiths

ENDING THE GAME

If two or more decks are empty and/or the other player has three flipped Fields, the game ends, and scoring takes place.

SCORING

For each Field, if you have a combined Value of 12 or more, gain 1 point.

If you have a combined Value of 12 or more at The Tombs, gain 2 points.

Gain 2 points for each of your Flipped Fields.

Reveal your hand and score points for the Refuge Bonus cards in your hand.

The player with the most points wins. The player with the highest combined Value played cards wins ties.

FIELD

When you play a card from your hand to this Field, choose one:

Use this deck's
Recruit ability.

-or-

Use the played card's
Impact ability.

Do both (in the above order) if the top card is of greater Value and/or the same Kith as the played card.

At the end of your turn, flip this Field if you have a Coalition here.



THE TOMBS

When you play a card here, from your hand, draw the top card of this deck and use the played card's Impact Ability.