

**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 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.





## 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, the player with the highest combined value at that Field gains 1 point.

The player with the highest combined value at The Tombs gains 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.

## 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.