# KINGDOMS

LAWN GAME

GAME OVERVIEW

Kingdoms Lawn Game is a competitive, family-friendly game that combines elements of fantasy with a new variant of bowling. Players or teams will attempt to conquer one another by knocking over each other's blocks (known as castles) by throwing balls (known as armies) while standing behind a designated battle line. The last player to have castles standing claims victory.

GAME CONTENTS

16x ARMIES

16x CASTLES

1x BAG

1x INSTRUCTIONS
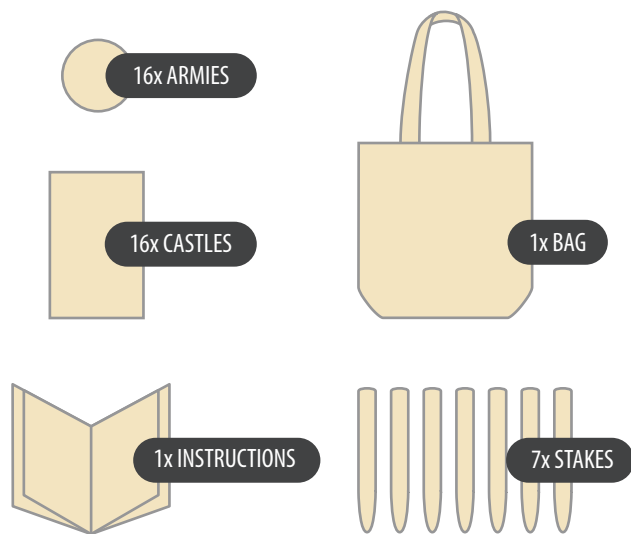
7x STAKES

ANCIENT

Monarch

Rune

Saber

Ember

NEW AGE

Forge

Magi

Lark

Sequoia

DISTANT LANDS

Titan

Relic

Myth

Rogue

SET-UP

Step 1: Establish the realm and battle line

THE REALM

Take the seven stakes from the bag and stake out a playing field known as "the realm.":

- Can be any shape and size. The standard size is a square:

  30 feet width (12 steps) by 30 feet length (12 steps)

- Can include any obstacles such as trees, tyres, cones, etc.
- Can be played on any natural terrain (grass, dirt, or sand) with the land being flat or sloping.
- Has an imaginary line connecting all the stakes to form a boundary.

BATTLE LINE

Designate one side of the realm as the "battle line." The battle line is an imaginary line from two corner stakes. All players will stand behind the line to throw castles and armies.

- Starting on the left side of the battle line, place each kingdom's castles and armies behind the battle line in the correct order.
  (see diagrams on the opposite page)
- Make sure the kingdoms are equally spread out behind the battle line.
- Players cannot move from their designated location on the battle line.

ANCIENT EDITION
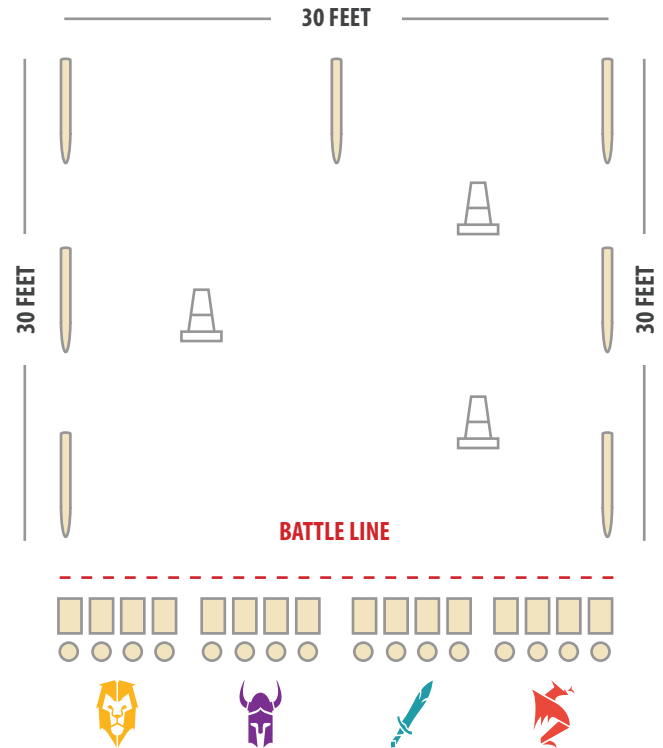
Place kingdoms behind the battle line according to the diagrams for each edition.

NEW AGE EDITION

30 FEET

30 FEET

30 FEET

BATTLE LINE
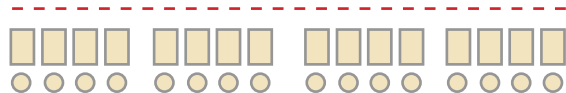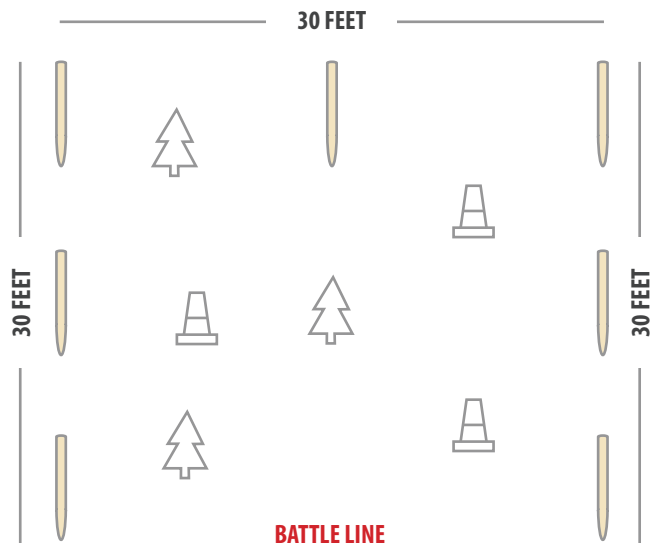
The realm can have any obstacles such as trees, tyres, cones, etc.

DISTANT LANDS EDITION

30 FEET

30 FEET

30 FEET

BATTLE LINE
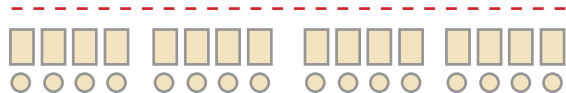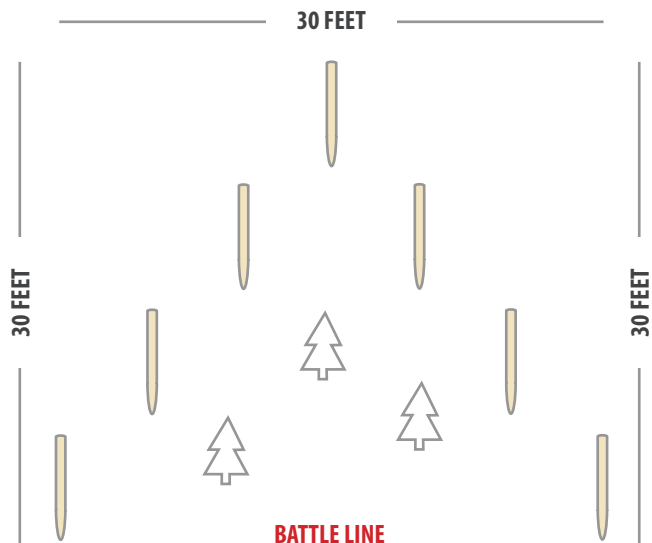
The realm be played on any natural terrain and can be any size and shape.

ALL 12 KINGDOMS

30 FEET

30 FEET

30 FEET

The order for playing with all 12 kingdoms. If playing with less than 12 twelve kingdoms, make sure to equally spread out the kingdoms behind the battle line.

When playing with more than four kingdoms, consider marking the battle line locations to keep the playing order organized (colored popsicle sticks, flags, mini cones, etc).

BATTLE LINE

4x CASTLES, ARMIES FOR EACH KINGDOM

SET-UP

Step 2: Choose Kingdoms

Place one block from each kingdom in the bag and have each player/team randomly draw a castle.

Step 3: Build Castles

Starting with the farthest left kingdom and moving down the battle line in order, players/teams will take turns throwing (underhand) one castle into the realm. The process will repeat until all castles have been thrown.

- *If a castle lands outside of the realm's boundary lines, it is disqualified. If any portion of a castle is touching a boundary line, it is not disqualified.*

After all castles have been thrown, stand up each castle in the location where it came to rest. The castles must be stood up with the image facing the battle line.

- A castle can be touching other objects, but those object must not impede or assist on the castle's ability to stand or be knocked over. If so, move the castle (one castle length, 5.5 inches) from such object.
- Castles can land in or onto objects such as tyres, stumps, etc.

HOW TO PLAY

BATTLE PHASE

Starting with the farthest left kingdom and moving down the battle line in order, players/teams will take turns throwing (underhand) **one army** at their opponent's castles attempting to knock them over. The process will repeat until all armies have been thrown.

- *Players must throw from their designated location on the battle line.*
- *Armies can be rolled on the ground or thrown through the air as long as the motion is underhand.*
- *A player can knock over more than one castle during a throw.*
- *A player can also knock over their own castles- rebellion!*
- *There is no penalty for throwing armies beyond the realm.*

RETRIEVAL PHASE

After the battle phase, each kingdom retrieves its armies (4) and returns to the battle line for another round of the battle phase.

- *Leave any fallen castles in the realm to act as obstacles.*
- *If no castles were knocked over during the previous battle phase, the battle line is moved up three stake lengths.*

Lightning Variation

Players compete to collect up to *five* armies during the retrieval phase, leaving slower players with less than their normal armies (4).

END GAME

There are no set number of rounds. The game will continue with the battle and retrieval phases until only one kingdom's castle(s) are left standing. That kingdom is declared the victor.

When the last castle of a kingdom is knocked over, there are two variations of how to play:

Mercenary Variation (standard): Players/teams remain in the game as mercenaries still throwing armies at their opponent's castles.

Supremacy Variation: Players/teams are eliminated from the game. Their four armies are now thrown by the active kingdom who vanquished them. Special abilities of the eliminated kingdom do not transfer to the active kingdom. The active kingdom will throw all armies from their designated location on the battle line.

GHOST CASTLES AND GHOST ARMIES

Every castle and army can be used in the game. Kingdoms not actively played with can have their castles thrown into the realm to act as "ghost castles". When a player/team knocks over a ghost castle, they receive a "ghost army" to use for the rest of the game.

- *Special abilities of those ghost kingdoms do not transfer to the active kingdoms.*
- *Players will take turns throwing out ghost castles. Castles must be thrown into the back-half of the realm.*

ALLIANCES

Kingdoms may form alliances with other kingdoms. The alliances are not binding and may be broken and re-formed at any time. Conversation and agreements between kingdoms are encouraged.

ADDITIONAL RULES

WACKY / RARE SITUATIONS

- *If an upright or fallen castle is struck by an army and flips over causing it to stand back up, that castle is considered valid and will remain in the game. Playing the Supremacy variation: if an eliminated player/team has one of their fallen castles stood back up, that kingdom is back in the game and their four armies must be returned immediately.*
- *If a player throws a castle (1) out of turn order, (2) overhand,*
- *(3) out of their location on the battle line, or (4) steps past the battle line, then the other players have the option of making the player re-throw that castle.*
- *If a player throws an army (1) out of turn order, (2) overhand, (3) out of their location on the battle line, or (4) steps past the battle line, then that player may not re-throw that army and any castles knocked over are stood back up immediately.*
- *If a castle is no longer standing on its own, but supported by an object, that castle is disqualified and will be knocked over immediately.*

KINGDOMS

The kingdoms are separated into three sets known as editions: **Ancient, New Age, Distant Lands.** Each edition contains four kingdoms.

Each kingdom is unique with its own: Storyline, Origin, Personality (three characteristics), Symbol, Color, Special Ability

SPECIAL ABILITIES

The special abilities of each kingdom will alter the rules of the game. (Example: Saber can throw the castles and armies using any throwing motion: underhand, overhand, sidearm, etc.)

- *Players may choose to play without the special abilities.*

CREDITS

GAME DESIGN: Arthur Weston
SUPPORT: Jessica Weston
DEVELOPMENT: Jon Richard
DESIGN DIRECTION: Janet Spees
ILLUSTRATIONS: Elliot Matson

ANCIENT EDITION

MONARCH

A people of nobility who were the first kingdom to form out of the masses.

ORIGIN: Royal Plateau   CHARACTERSTICS: proud, resilient, traditional

SPECIAL ABILITY: RESISTANCE

Monarch may declare immunity for one battle phase.

Immunity must be declared at the beginning of the battle phase before any armies are thrown. Any Monarch castles knocked over during immunity, will be stood back up immediately.

RUNE

A people of great strength who travel from place to place searching for a home.

ORIGIN: Scattered Lands   CHARACTERSTICS: brawny, nomadic, rowdy

SPECIAL ABILITY: TREK

Rune may rethrow each of their castles once during the "build castles" phase.

A rethrow includes any in or out-of-bounds castles and occurs immediately after the initial throw.

SABER

A people of good spirits who rely on their skill and energy to thrive.

ORIGIN: Blooming Forest   CHARACTERSTICS: young, vibrant, versatile

SPECIAL ABILITY: MASTERY

Saber may throw castles and armies using any throwing motion.

When throwing overhand or side-arm, a player must make a safe and controlled throw. No fast balls.

EMBER

A people of the flame who use their sharpness to gain advantage on the battlefield.

ORIGIN: Crimson Rock   CHARACTERSTICS: quick, alert, intelligent

SPECIAL ABILITY: EDGE

Ember may throw castles and armies one step past the battle line.

The "step" must not exceed two feet. A player may choose to take a step and throw flat footed or step past the line while throwing.

NEW AGE EDITION

FORGE

A people of ingenuity who shape, reuse, and repurpose objects for protection and weaponry.

ORIGIN: Iron Hills   CHARACTERISTICS: stocky, creative, poised

SPECIAL ABILITY: SCRAP

At the end of each retrieval phase, Forge may move one fallen castle anywhere within the realm.

The moved castle can be from any kingdom. Forge cannot stack castles upon each other. If no castles are knocked over in the realm, Scrap cannot be used.

MAGI

A people of the dark arts who practice wizardry and ancient rituals.

ORIGIN: Mount Sky   CHARACTERISTICS: elder, wise, magical

SPECIAL ABILITY: CURSE

When a Magi army touches an opponent's castle, that castle is disqualified from the game even if it remains standing.

When a curse has occurred, immediately knock over the affected castle. Magi cannot curse itself.

LARK

A people of beauty who never age and pursue righteousness above all else.

ORIGIN: Lake of the Isles   CHARACTERISTICS: elegant, immortal, pious

SPECIAL ABILITY: RESURRECT

Lark may stand up one fallen Lark castle.

Resurrect occurs immediately after the last Lark castle has been knocked over. Lark must announce which of their four castles they stand up.

SEQUOIA

A people of the earth who have a connection with Mother Nature and all living things.

ORIGIN: Valley of the Peaks   CHARACTERISTICS: earthy, unified, tolerant

SPECIAL ABILITY: GATHER

At the end of each retrieval phase, Sequoia may move one of their standing castles adjacent to any other standing castle.

The Sequoia castle must be placed directly in front or directly beside the standing castle and must be one castle length away. (5.5 inches)

DISTANT LANDS EDITION

TITAN

A people of the deep sea who use their size and boldness to rule the oceans.

ORIGIN: Silent Abyss   CHARACTERISTICS: mute, colossal, aggressive

SPECIAL ABILITY: CHARGE

Titan may throw multiple castles and armies during a turn.

If throwing multiples, Titan must announce before throwing. If playing with ghost castles and/or the supremacy variant, Titan may throw more than four armies during a turn.

RELIC

A people of the desert who rely on their swiftness and flexibility to survive the harshest conditions.

ORIGIN: Black Dunes   CHARACTERISTICS: rugged, adaptable, agile

SPECIAL ABILITY: SHIFT

Relic can throw castles and armies from anywhere behind the battle line.

Relic must remain in their designated location on the battle line until it is their turn to throw.

MYTH

A people of mystery who hide in the shadows masking their identity from outsiders.

ORIGIN: Lost Hollow   CHARACTERISTICS: bizarre, secretive, and tricky

SPECIAL ABILITY: ECHO

Myth may use Edge, Mastery, Curse, Charge, Shift for one battle phase.

Myth must declare Echo at the beginning of the battle phase before any armies are thrown. They can use multiple or all special abilities during each turn of the battle phase.

ROGUE

A people of rebellion who seek adventure and resist conformity at all cost.

ORIGIN: Borderlands   CHARACTERISTICS: tattooed, disruptive, humorous

SPECIAL ABILITY: CHAOS

Rogue may rethrow all four of their armies at the end of one battle phase.

Rogue must declare Chaos after their last throw before the retrieval phase. If playing with ghost castles and/or the supremacy variant, Rogue cannot re-throw more than four armies.

"Stone by stone. Wall by wall. Tower by tower. Build your castles. Build them among the cliffs where dragons lay and upon the hills of iron. Build them on the shores and deep in the evergreens. Build them between mountain peaks and across the desert of darkness.

Once built, prepare your armies for war. Let the strength of their arms and courage of their hearts lead them as they march toward the battle line. Alliances will be forged and broken and forged again as the twelve kingdoms clash to claim victory over the realm. In the end, there can only be one victor... MAY THE MIGHTY RISE TO CONQUER ALL!"

AGE	PLAYERS	TIME
5+	2-16	15-30 MINS

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