

Road To Lord

Components

• Cards : 68 枚 • Rule sheet : 1 枚



Story

In this kingdom, local lords compete to send more Offering to the King in return for receiving more lands. If someone sends an offering, other lords do the same. Would you rather swear loyalty by sending swords? Or send wheat as a tribute? Or send better wine as luxury items? Those who send most offerings and win the king's favor receive new lands. Gold coins and gem are appealing offerings. The king loves both gold and gems. Meanwhile, what the king wants changes from time to time. You can gain greater trust from the king by outwitting other lords and sending what the king craves for. Try to win the king's trust and receive more new lands within 8 seasons, that is, 2 years.

Overview

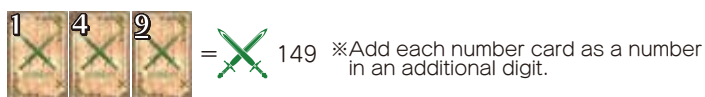
Players play the mini-game "Offering to the King" 8 times, and the person with the highest total score wins.

About "Offering to the King"

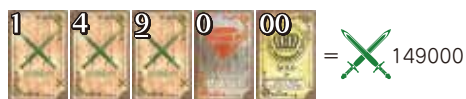
Everyone takes turns clockwise to play cards that form a "Number" and compare them.

How to Form a "Number"

- Line up any number of same-icon cards to form a "Number".
- Line up the cards in ascending order.



- You can use any number of "0" and "00" cards with a card(s) with "Sword (LOYALTY)", "Wheat (TRIBUTE)" or "Wine (LUXURY)" icons.
- Place "0" / "00" cards to the right of other cards.
- Only the leader can use "00".
- All players except the last player can use "0".



Icons on the Cards



Sword (LOYALTY)
Promote your loyalty by offering swords.



Wheat (TRIBUTE)
Promote your ability to manage lands by offering wheat.



Wine (LUXURY)
Promote your technical skills by offering tasty wine.



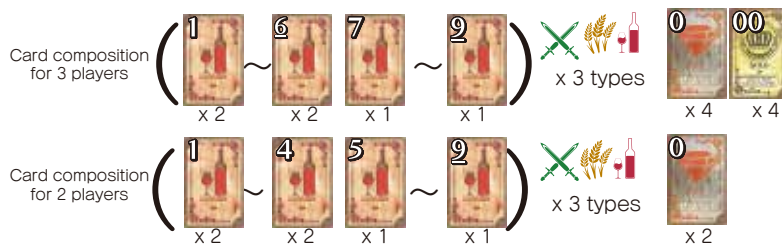
Gem (GEM)
Adding gems to your offerings have a huge effect, because the king also loves gems. However never use gems if you are the last lord to send offerings, because the king sees it as blatant bribery.



Gold Coins (GOLD)
Adding gold to your offerings is a customary way to promote yourself to the king. However, never use gold unless you are the first lord to send offerings, because the king recognizes it as a lowly way to curry favor.

Setup

- 01 For 3 players, remove the cards with the "4+" icon.
For 2 players, remove the cards with the "4+" / "3+" icons.



- 02 Shuffle the cards to form a deck.
For 2 players, remove 5 cards from the top of the deck.

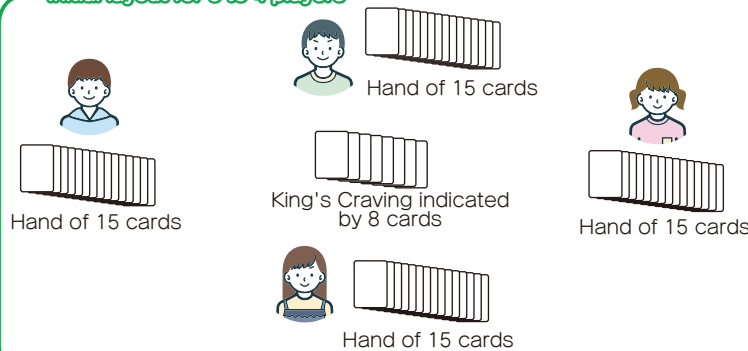
- 03 Draw 8 cards from the top of the deck and place them face up as the "King's Craving".

- Place the cards on top of each other with the bottom cards partly showing.
- The topmost card indicates the "King's Craving" icon in the next "Offering to the King".
- For 2 players, draw 6 cards from the deck and shuffle them with 2 "00" cards put aside to form "King's Craving" of 8 cards.

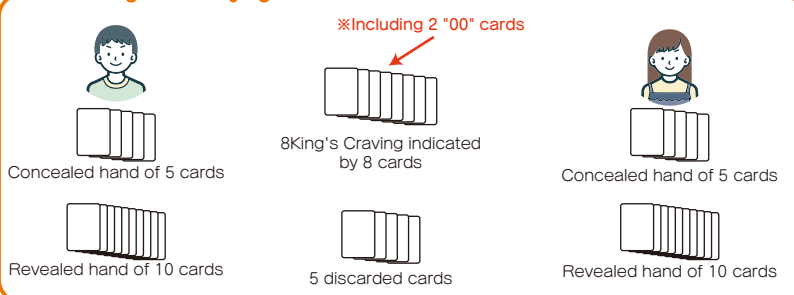
- 04 Deal the remaining cards equally to everyone.

- 05 Determine the first leader in whatever way you like.

Initial layout for 3 to 4 players



Initial layout for 2 players



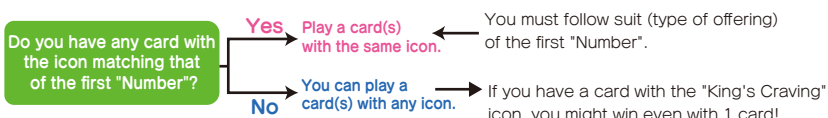
Game flow



- 1 The leader plays card(s) to form a "Number" for "Offering to the King".

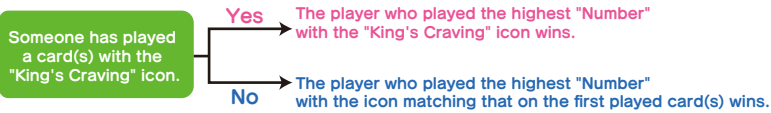
- The leader can play to form any "number" of any one icon. (Not required to match the "King's Craving" icon)
- You must play card(s) if you have any playable ones.
- If the first leader does not have any card to play, the next clockwise player plays the first card(s).
- The winner of the current "Offering to the King" becomes the leader of the next "Offering to the King".

- 2 The second and subsequent players play card(s) to form a "Number" for "Offering to the King".



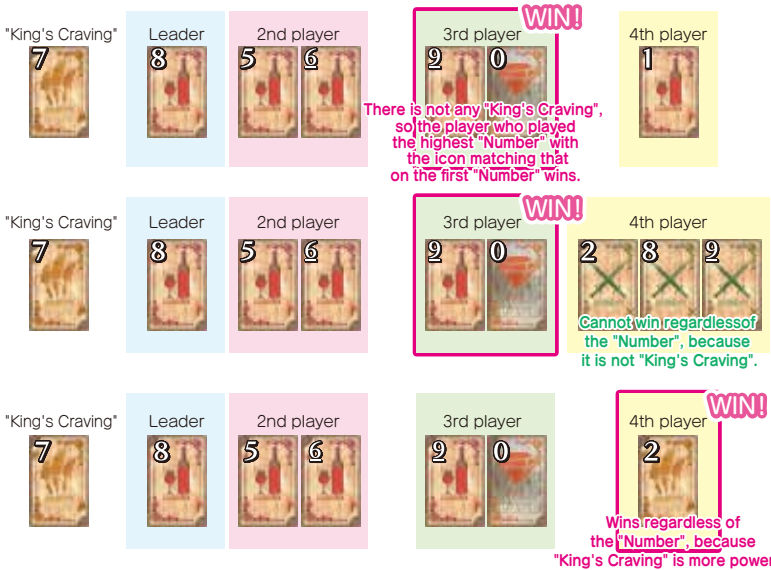
- You must play card(s) if you have any playable card(s).

« 3 Determine the winner in the "Offering to the King".



May be without trump

- In case of a tie, the tied player earlier in turn order wins.
- If the "King's Craving" card is "0" or "00", there is not any "King's Craving", so go to "No".

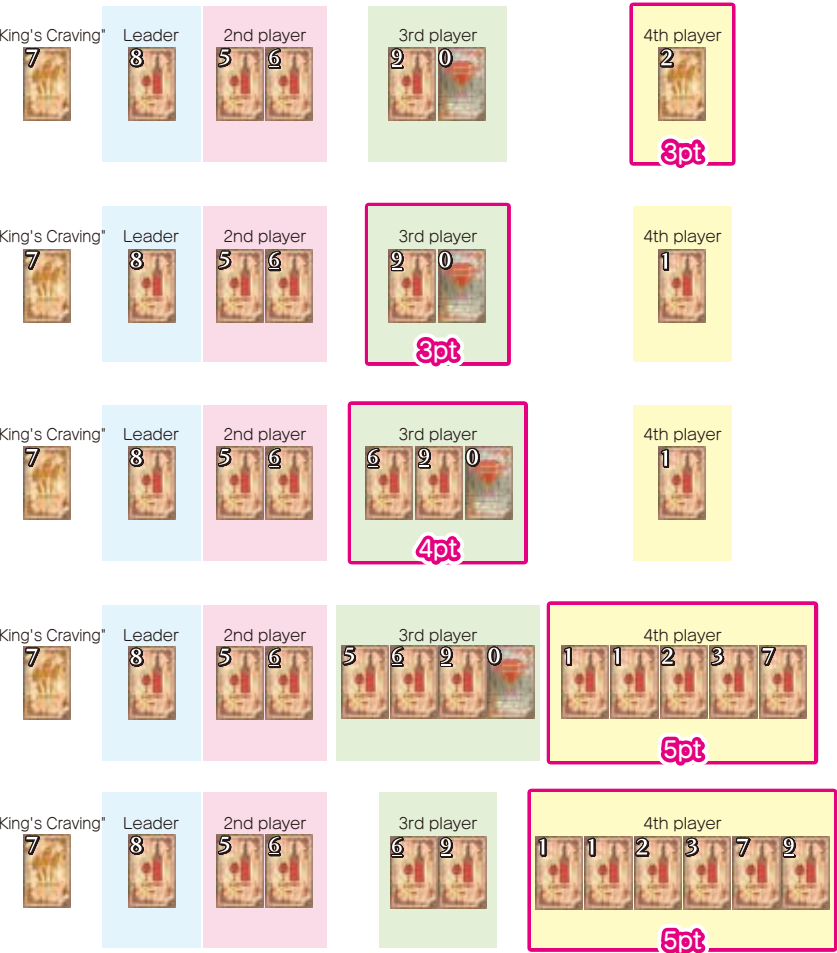


→ Tips

You may have a chance to play the "King's Craving" if you use up the cards of any icon. On the other hand, you have no chance to play the "King's Craving" if you have all icons in your hand.

« 4 Calculate the score in the "Offering to the King"

- The points to score vary depending on the number of cards the winner has played. 1 or 2 cards = 3 pt / 3 or 4 cards = 4 pt / 5 cards or more = 5 pt
- Take a number of cards matching the scored points from the discarded cards and place them face down in front of you to indicate your score.
- Place the cards won in each "Offering to the King" separately to indicate how times you have won.



For playing 5 or more cards, the winner gets 5 pt regardless of the number of cards.

※Penalty!

- If you fail to form any "Number" and cannot participate in the "Offering to the King", you lose 2 pt per such "Offering to the King".
 - You can indicate this by discarding 2 cards you have acquired.
- After playing all 8 "Offering to the King", you lose 1 pt per card remaining in your hand.
 - You can indicate this by discarding 1 card you have acquired.

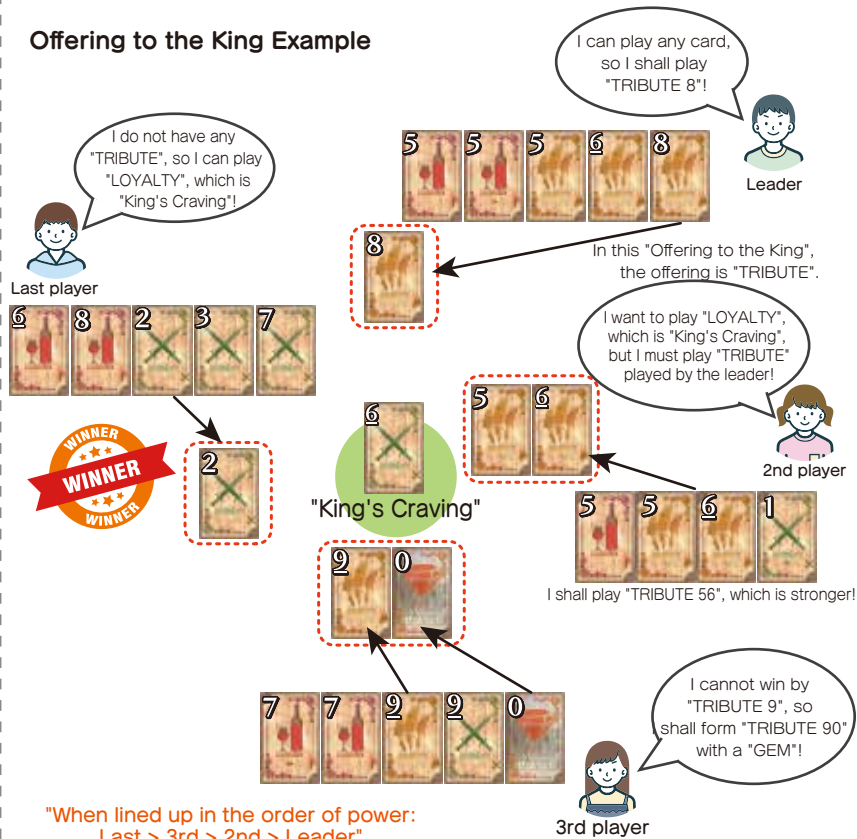
« 5 Setup for the next "Offering to the King"

- Discard used cards.
- Discard the topmost "King's Craving" card. (Update "King's Craving".)
- All discarded cards are face down.

« 6 Determine the winner of the game

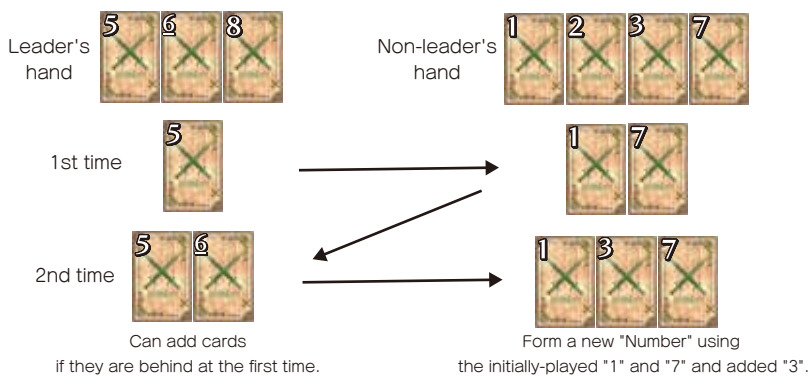
- The player with the highest total score wins!
- In case of a tie, the tied player who has won more "Offering to the King" wins.
- If that is also a tie, the tied players share the victory. (Or play the game again to determine the winner!)
- It is also recommended to play the game a number of times matching the number of players and compete with the total score!

Offering to the King Example



Rules for 2 Players

- Randomly reveal and place in front of you 10 of the 15 cards dealt to you and hold the remaining 5 cards concealed in your hand.
 - The revealed 10 cards will also be used as your hand.
 - You can use both the revealed and concealed cards in your hand at the same time.
- Each player may form their "Number" twice in each "Offering to the King".
- Each player must form at least one "Number" if they can.
- If the leader is behind the non-leader, the leader may form their "Number" the second time. (This is optional.)
 - The leader adds card(s) to their initially formed "Number" to form a new "Number".
- If the non-leader is behind the leader, the non-leader may form their "Number" the second time. (This is optional.)
 - The non-leader adds card(s) to their initially formed "Number" to form a new "Number".
- **The non-leader cannot use "0" at their second time.**
- There is no penalty for not participating in the "Offering to the King".
- The penalty for the cards remaining in one's hand is effective.



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