

KINGS' REACH

SETTING

Two rival kings wage a war, fielding troops and holding key positions.

The first to reach the heartland win!

SETUP

1. One player puts their hand across the card to conceal finger placement.
2. Both players place a finger to confirm their choice on R1 and the blocking hand is lifted.
3. The outcome of the battle determines who goes first. Retry if draw. Or play RPS for the privilege.
4. Both players need to place a second finger (one on R1, one on R2) for the game to start.

ADVANTAGE:

- **MELEE** wins over **CAVALRY**
- **CAVALRY** wins over **ARCHERS**
- **ARCHERS** win over **MELEE**
- **RIVER** wins over **MELEE & CAVALRY**
- **CASTLE** wins over **CAVALRY & ARCHERS**
- **FIELDS** win over **MELEE & ARCHERS**



ON YOUR TURN

1. Place one finger on a free icon from the lowest unoccupied row (**R** number).
2. Compare the advantage after step 1. to see if an icon wins over the opponent (**ATTACK**).
3. If losing an encounter, the opponent cannot move the finger over the icon which just lost during their upcoming turn.

Full Text:

- Players are required to move one finger on their turn.
- Players are not allowed to have both fingers on **R2**.
- Players are not allowed to have one finger on **R1** and one on **R3**.
- Only one pair of icons can be compared in an **ATTACK**. Announce which.
- Only icons on **R1** and **R3** (considered units) can **ATTACK**. **R2** holds defensive positions, which can only be **ATTACKED**.
- Players cannot attack the same target they did during their previous action.

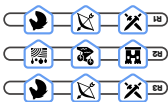
CALL

Be the first player to win an encounter while
on R3, placing a finger on the QR code.

Be vigilant! A game can end in 3 turns.

Play best of 3 or 5 if you'd like.

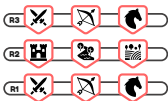
MATTLEFIELD:



KINGS' REACH
TINY 2-PLAYER WAR
BOARD FOR DUE ITS



KIND OF RESEARCH
TYPE & POLYMERIZATION
SCHEMATIC RULES



DISCLAIMER

I wanted to limit myself to the back of a business card and create a game which displays my design and presentation skills.

While I'm very happy with the result, this is a passion project and doesn't strive to be intriguing, entertaining or complex.

CREDITS

DEFENSE: Winston Matthews

ICONS: [Freepik](#), [These icons](#), [Solid icon Co](#), [Andriun](#)