

Project_Kin Rules (Standard)

Eliminate the enemy in one of three ways.

- 1) Eliminate all enemy pieces on the board.
- 2) Get all your pawns to the enemy base.
- 3) Deliver the Bomb from the objective point.

Setup

Each home base starts with a piece on it. Each player takes their remaining three pieces, the red colored pieces for each player, a d4, and a Marker Piece.

Turns

Each turn players may either:

- 1) Roll to move (d4)
- 2) Spawn a piece following the spawn rules in special spaces, and then move that piece.
- 3) You may pass the bomb all the way along a chain instead of moving or spawning.

Rules of Movement:

- 1) Pieces may only move forward.
 - a) Dotted lines count as both forwards and backwards.
 - b) Rolling one lets you move back that one.
- 2) Bomb Carriers and Final Pieces may move backwards.
- 3) If for any reason you may move Backwards, you must pick a direction and stick to it. You may not move back and forth in the same roll.
- 4) You must land on a space for the effect.
- 5) Dotted lines cancel out any remaining movement.
- 6) Pieces cannot land on other friendly pieces.
- 7) If you land on an enemy piece, it is eliminated and returns to the spawn pool.
 - a) If you kill a bomb carrier, you may steal the bomb or let it reset. If you pick it up, use the turn tracker on the board with a Marker Piece to count down each turn by either player, start count from player who stole the bombs side. When the Marker Piece cannot proceed further, the bomb will detonate eliminating the carrier and all adjacent pieces.
- 8) If your piece makes it to the end of the middle track, you may loop back to your home base as if it was connected by a dotted line.

Phases:

As you get your pieces to the enemy base: move them to the Out Pool, your influence on the enemy team changes.

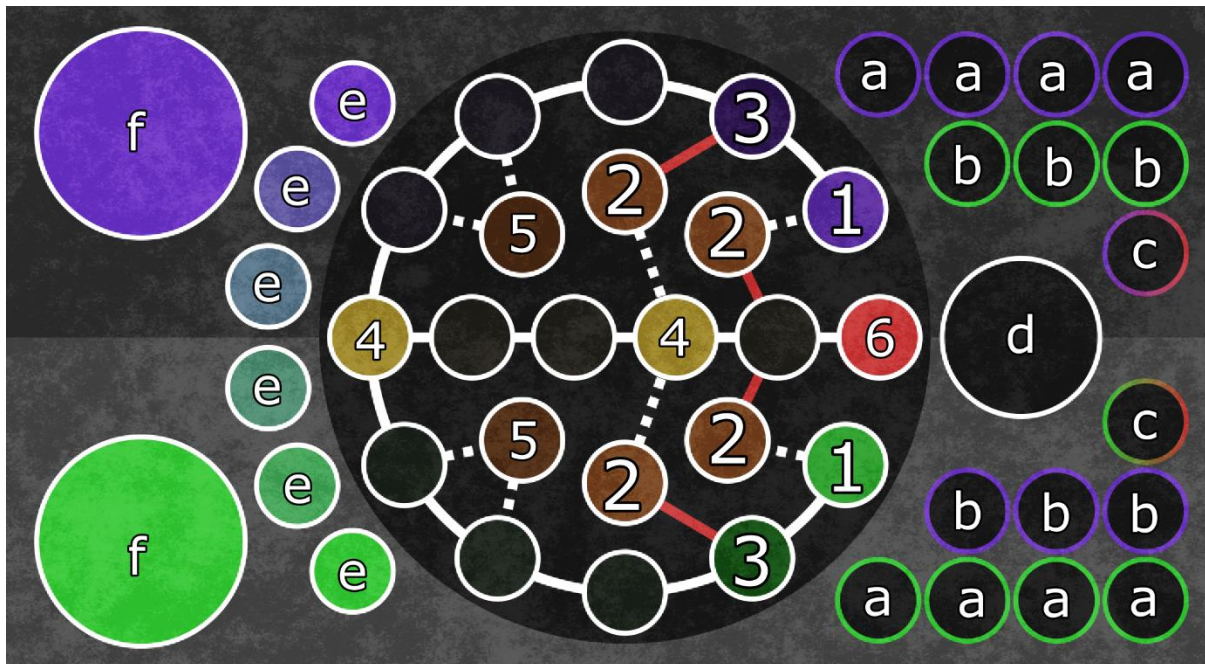
- 1) When you get one piece out: You can no longer loose by Win Condition #1.
- 2) When you get two pieces out: The enemy team may only have three active pieces.
- 3) When you get three pieces out: Use the Red colored piece as your final piece. Your final piece may move backwards.

Special Spaces:

- 1) Player Bases: You may spawn a piece here if the space is empty and you have more pieces to spawn. This piece must be moved this turn.
- 2) Turrets: Aiming at a space marked by a red line, if an enemy ends it's turn on that target space, it is eliminated and returns to the spawn pool.
 - a) Turrets connected to the Red Base OR Blue Base aim at the space just before the Objective.
 - b) Turrets connected to the reroll halfway down the middle path aim at the guard position of their respective side.
- 3) Guard Space: The space directly connected to player bases. If a friendly piece is on this space, enemy pieces cannot move past. They do not land on the guard space instead of passing. You must make an exact roll to eliminate this piece first.
- 4) Retake: Take another turn. You can spawn on the new turn.
- 5) Ambush: No special rules, Connected to main path only by dotted line.
- 1) Bomb Space: Pick up the bomb here, when you pick up the bomb, flip the piece over to indicate it has the bomb.

Other Spaces:

- a) Spawn Pools: Store Pieces to spawn.
- b) Out Pools: Store Out Pieces.
- c) Final Piece Pool: Store Final Piece for Demolition game mode.
- d) Object Pool: Hold the dice and Marker Pieces.
- e) Turn/Score Marker: Used for Points in CTF or Timer in Demolition.
- f) Extra Pool: Not used in Standard Project_Kin.



Project_Kin Rules (To Kingdom Come)

To Kingdom Come (TKC) Adds special abilities to certain Pieces.

All setup and game modes act the same as in standard, Additional Rules for TKC are:

Additional Setup:

- 1) Instead of a normal piece, Use the King Piece as the first on the board.
- 2) In addition to the normal pieces you grab, there are some extra normal pieces to grab as well as 2 of each new special piece (King not included), these pieces can be stored in the Extra Pools.

Additional Rules (King):

- 1) If your King is eliminated, you lose.
- 2) Kings have 3 Ability Points to start with and can use to have special effects:
 - a) Spawn Special: Jump over a piece and change it to a special of your choice.
 - b) Split Piece: Have a friendly normal piece land on the king, the normal piece moves one forward and an additional normal piece is added behind the king.
 - c) Defuse (Demolition): Defuse a picked-up bomb of an adjacent friendly bomb carrier.
- 3) Kings can move backwards.

Additional Rules (Wall):

- 1) Enemy can't jump over this piece, can move up to 1 space.

Additional Rules (Sage):

- 1) Land on a friendly piece to eliminate and gain ability points.
 - a) 1 per normal piece.
 - b) 2 per special piece.
- 2) Can eliminate King so be careful.

Additional Rules (Bulldozer):

- 1) Cannot be moved with Roll, instead it moves 1 forward toward enemy base every turn.
- 2) Any enemies in its way are not eliminated but pushed.
- 3) If an enemy can't move, it is eliminated.