

# The King's Blade

## OVERVIEW

THE KING HAS ORGANISED A FESTIVAL FOR BLACKSMITHS FROM ALL OVER THE COUNTRY. HE PROMISES TO GIVE UNENDING RICHES TO THE BLACKSMITH THAT CAN CREATE THE BEST LEGENDARY SWORD. IT IS UP TO YOU AS BLACKSMITH TO CLAIM THIS PRIZE, BUT WATCH OUT YOU ARE NOT THE ONLY ONE THAT IS IN IT TO WIN IT. THE OTHER BLACKSMITHS MIGHT WANT TO SABOTAGE YOUR SWORD.

## OBJECTIVE

IN THIS GAME YOU MUST GATHER RESOURCES FROM THE MINE, SABOTAGE OTHER PLAYERS AND FORGE THE BEST SWORD POSSIBLE. THE GOAL OF THE GAME IS TO USE THE EFFECTS OF YOUR SWORD TO YOUR ADVANTAGE AND BE THE ONE WITH THE MOST AMOUNT OF POINTS AT THE END OF THE GAME.

**2-4 PLAYERS**

**BY: ROBBERT SLOOF**

# SET UP



**BLADE CARDS**



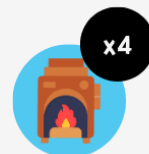
**HILT CARDS**



**UPGRADE CARDS**



**METAL CARDS**



**FORGE  
TOKEN**

## 1. MARKET PLACE

SHUFFLE THE HILT/UPGRADE CARDS AND PLACE THEM FACE DOWN TO CREATE THE MARKET PLACE DRAWING PILE. DRAW 4 CARDS FROM THE PILE AND PLACE THEM FACE UP LIKE DEPICTED BELOW.



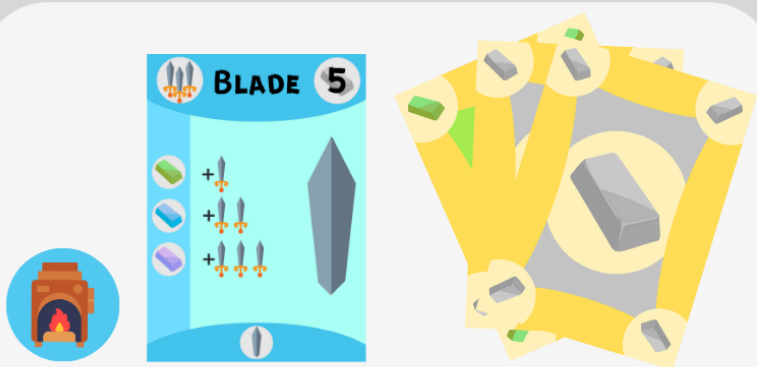
## 2. THE MINE

SHUFFLE THE METAL CARDS AND PLACE THEM FACE DOWN ON THE TABLE TO CREATE THE MINE.

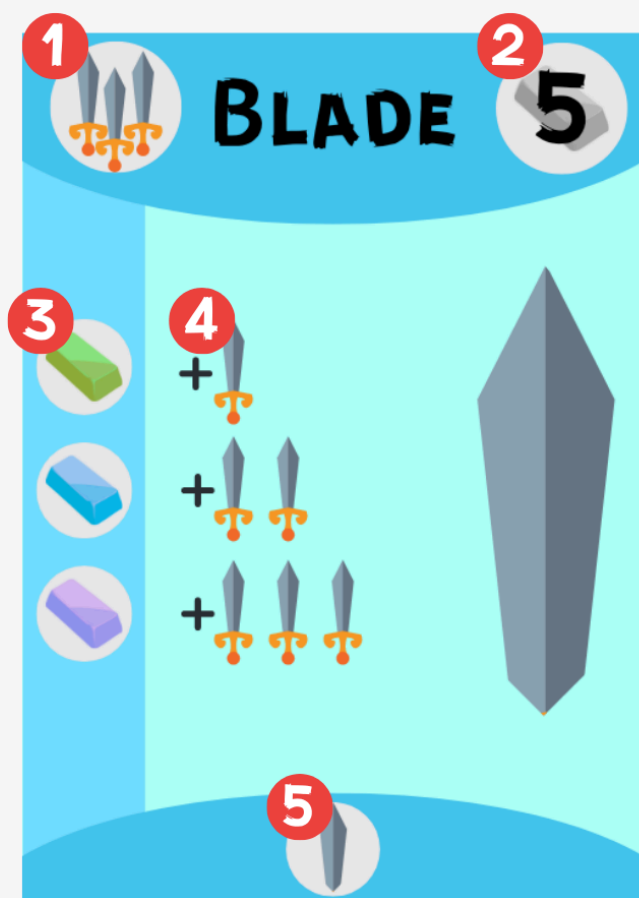


## 3. THE FORGE/STORAGE

PLACE A FORGE TOKEN AND A BLADE CARD FACE UP IN FRONT OF EVERY PLAYER. ALSO GIVE EVERY PLAYER 3 METAL CARDS FROM THE MINE TO HOLD IN THEIR HAND AS THEIR STORAGE.



# GAMEPLAY



## CARD INFORMATION

1. IF THIS CARD IS COMPLETED YOU GAIN SWORD POINTS EQUAL TO THE AMOUNT OF SWORDS DISPLAYED HERE.
2. THIS DISPLAYS THE AMOUNT OF METAL THAT IS NEEDED IN THIS CARD FOR THE CARD TO BE COMPLETED.
3. IF YOU HAVE CERTAIN METALS IN YOUR CARDS YOU GAIN CERTAIN EFFECTS. THE CORRESPONDING EFFECT OF THE METAL IS DISPLAYED BEHIND IT AT 4. AT 3 THE GREEN METAL GIVES YOU ONE EXTRA SWORD POINT.
4. HERE THE EFFECTS OF CERTAIN METALS FROM 3 ARE DISPLAYED. EFFECTS OVERRULE ANY RULES IN THE RULEBOOK AND ONLY APPLY TO THE PLAYER THAT HAS THE CARD. HAVING MULTIPLE METALS OF THE SAME TYPE DOESN'T TRIGGER EFFECTS TWICE. HAVING TWO GREEN METALS IN THIS CARD FOR EXAMPLE, ONLY GIVES YOU ONE SWORD POINT.
5. THIS DISPLAYS THE TYPE OF CARD TOGETHER WITH THE COLOUR OF THE CARD.



STEEL x20



ORCISH STEEL x17



DWARVISH STEEL x13



ELVISH STEEL x10

## METALS

YOU CAN HOLD A MAXIMUM OF 3 METALS IN YOUR STORAGE (HAND). SOME METALS ARE RARER THAN OTHERS AND HAVE BETTER EFFECTS WHEN POURED INTO YOUR CARDS. REGULAR STEEL DOESN'T HAVE A USE EXCEPT FILLING UP YOUR SWORD, BUT ELVISH STEEL CAN GIVE YOU SOME VERY POWERFUL EFFECTS THAT WILL HELP YOU WIN.



THIS SYMBOL STANDS FOR ANY METAL

## OVERFLOW

IF YOU POUR METAL INTO A CARD WHEN IT IS COMPLETE, THE METAL THAT WAS POURED IN THE EARLIEST POURS OUT OF THE CARD AND IS DISCARDED INTO THE MINE.

# GAMEPLAY

## TURN ORDER

THE YOUNGEST PLAYER BEGINS AND THE TURNS GO CLOCKWISE. ON YOUR TURN YOU MUST DO THE FOLLOWING THINGS:

### 1. FORGE PHASE

PLACE YOUR FORGE TOKEN ON ONE OF YOUR BLADE/HILT/UPGRADE CARDS

### 2. ACTION PHASE

CHOOSE 1 OF THE FOLLOWING ACTIONS:

- TAKE A CARD FROM THE MARKET PLACE

PLACE IT IN YOUR FORGE

- RESTOCK THE MARKET

DISCARD ALL CARDS IN THE MARKET AND DRAW 4 NEW CARDS FROM THE MARKET'S DRAWING PILE TO PLACE IN THE MARKET

- POUR 1 METAL INTO A CARD

YOU CAN ONLY PUT METAL IN CARDS THAT CURRENTLY HAVE THE FORGE TOKEN ASSIGNED TO THEM (INCLUDING THE CARDS OF OTHER PLAYERS)

- TAKE METAL FROM THE MINE

DRAW METAL FROM THE MINE UNTIL YOUR HAND IS FULL

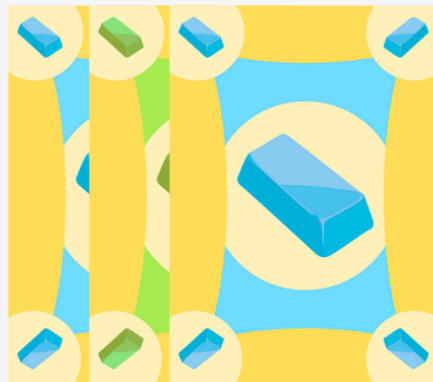
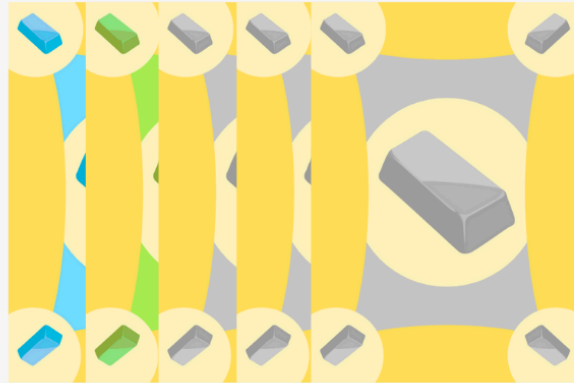
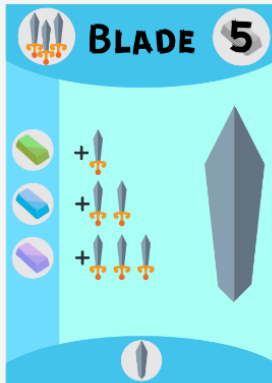
## THE END OF THE GAME

WHEN YOU HAVE ONE COMPLETE BLADE, HILT AND UPGRADE CARD YOU CAN CHOOSE TO END THE GAME AT ANY TIME.

THE PLAYER WITH THE MOST SWORD POINTS WINS. LOOK OUT FOR THE FOLLOWING THINGS WHEN COUNTING POINTS:

- THE SWORD COUNT IN THE TOP LEFT CORNER OF CARDS ONLY COUNTS TOWARDS THE SWORD POINT TOTAL WHEN THE CARD IS COMPLETE.
- EFFECTS ON CARDS THAT GIVE SWORD POINTS WILL ALWAYS COUNT TOWARDS THE SWORD POINT TOTAL (IF THE CARD HAS THE CORRESPONDING METAL, OF COURSE!)

# EXAMPLES



## EXAMPLES

- IF SOMEONE WERE TO ADD A METAL TO THE BLADE CARD IT WOULD OVERFLOW SINCE IT IS ALREADY COMPLETE. THIS WOULD MEAN THE DWARVISH STEEL (BLUE) WOULD BE DISCARDED, SINCE IT WAS THE FIRST CARD ADDED TO THE CARD. IF ANOTHER METAL WAS ADDED AFTER THAT THE ORCISH STEEL (GREEN) WOULD BE DISCARDED.
- THE EFFECT OF THE DWARVISH STEEL (BLUE) IN THE SHORTSWORD HILT ISN'T ACTIVE RIGHT NOW, SINCE THE METAL IS NOT IN THE CARD.
- IF THE GAME ENDED NOW THIS PLAYER WOULDN'T GET THE SWORD POINTS IN THE TOP LEFT OF THE SHORTSWORD HILT, SINCE IT IS NOT COMPLETE. IT ONLY HAS 2 METALS INSTEAD OF 3.



# Different versions

All feedback will be in Dutch, since I received the feedback in Dutch

## Version 1



### Feedback

p:

- uniek en interessant spel
- hoe je de verschillende abilities op de kaarten kan combineren zijn leuk

m:

- 1 kaart zorgt voor een loop met overflow
- overflow is nog niet negatief genoeg. Er moet echt iets zijn waardoor je het niet wilt.
- Elk effect zou interessant moeten zijn.
- Je krijgt niet genoeg goede metalen

l:

- Misschien is het ook leuk als je echt iets met de zwaarden kan.
- Misschien is het leuk als iemand het spel kan beëindigen wanneer hij de blade en de hilt af heeft.
- Ga de kant op van festiviteit

## Version 2

See the cards in the Version 2 folder

### Changes & Choices

- Created digital versions of the cards that would be close to the final version
- Gave the metal cards colors that represent their rarity with a color scheme that is used often in games. Grey, green, blue and purple. The cards also have icons in every corner, so that it is always visible which card it is when you hold it in your hand.
- I made rare cards less rare and common cards less common. There is now a 1 in 6 chance to get the rarest metal and a 1 in 3 chance to get the most common metal.
- The game didn't have a way to end in the first version. Now the players can choose to end the game when they have a complete Blade and Hilt.
- I removed the effects of the grey metal on the cards, since the cards became too cluttered and I needed a metal that would be considered as bad to encourage sabotaging.

- I added some new cards and removed some old ones that were too powerful.
- The player was able to choose what card to discard on overflow, but now the card that was added to it the earliest is discarded. This is to make overflow more negative, causing the players to have to strategically place their metals and lose rare metals more easily.
- I added a token to assign what sword is in your forge, so that you didn't have to physically move cards into the forge.
- I gave the sword cards a completion reward, so that every sword is able to give you sword points even if you don't have any rare metals in it.
- Added a maximum of 4 metals in your hand (storage).

## Feedback

p:

- Kaarten zien er mooi en duidelijk uit
- Goed gebruik gemaakt van symbolen
- Je kan veel leuke en strategische keuzes maken

m:

- de verduidelijkende afbeeldingen op de achtergrond zijn niet altijd goed zichtbaar
- Naar het einde rushen is misschien een te goede strategie
- De katana hilt lijkt niet erg sterk vergeleken met de andere hilt

l:

- Tijdens het spelen bleek 1 kaart per beurt te kunnen pakken uit de mine tot een erg sloom spel te leiden. Daarom veranderde ik het naar je hand te kunnen vullen in je beurt en heb ik de maximale aantal handkaarten van 4 naar 3 verlaagd. Dit zorgde voor een snellere en leukere spelervaring.
- De speeltijd verlengen is misschien leuk (door bijvoorbeeld ervoor te zorgen dat ze de blade, de hilt en een upgrade af moeten hebben).

## Version 3

See the changed cards in the Version 3 folder

### Changes & Choices

- Made the background pictures of the sword parts more visible, since they were hard to see.
- Changed some effects and stats on the cards for balancing and because of rule changes.
- Changed the maximum metal cards in your hand from 4 to 3.
- You can now fill your entire hand when you draw from the mine. This helps the game move quicker and causes some effects on the cards to be more interesting.
- You now also need to have a complete an upgrade card to be able to end the game.

## Feedback

p:

- De kaarten zien er heel goed uit
- Het is bijna altijd meteen duidelijk hoe de kaarten werken

m:

- de "alle metalen" symbool is soms te verwarren met de symbolen voor specifieke metalen

i:

- Misschien speelt het spel vloeiender als je aan het begin van je beurt kaarten trekt in plaats van een actie te gebruiken
- Misschien is het beter als je altijd iets in je forge moet hebben.

# Version 3.1

## Changes & Choices

- The Forge Token must now always be in a sword part. Before you could choose to put nothing in your forge at the start of your turn, but that meant that nobody could use the overflow feature to sabotage and it was already difficult to get somebody to overflow.
- I chose not to change the way you draw metals from the mine again. The way it is now is very fun in combination with the effects of the cards and also creates some very interesting strategic choices during the action phase of the game. From earlier observations drawing 1 card from the mine every turn will make the game feel slow and less engaging.
- I made sure that all the things that were difficult to understand would be explained well in the rulebook.
- I also found out that 60 metal cards is a perfect amount to not let the mine run out, even with 4 players.

## Sources

Canva. (n.d.). Canva. <https://www.canva.com/>

Iconic Panda. (n.d.). *Furnace icon*. Freepik.

[https://www.flaticon.com/free-icon/furnace\\_12210614?term=furnace&page=1&position=26&origin=search&related\\_id=12210614](https://www.flaticon.com/free-icon/furnace_12210614?term=furnace&page=1&position=26&origin=search&related_id=12210614)

Ocal. *Sword Clip Art*. Clker. <http://www.clker.com/clipart-15987.html>

Ocal. *Fencing Sabre Clip Art*. Clker. <http://www.clker.com/clipart-fencing-sabre.html>

Ocal. *Grey Brown Axe Clip Art*. Clker. <http://www.clker.com/clipart-fencing-sabre.html>

Woingear. *Flamberge*. Pinterest. <https://nl.pinterest.com/pin/341147740528923866/>