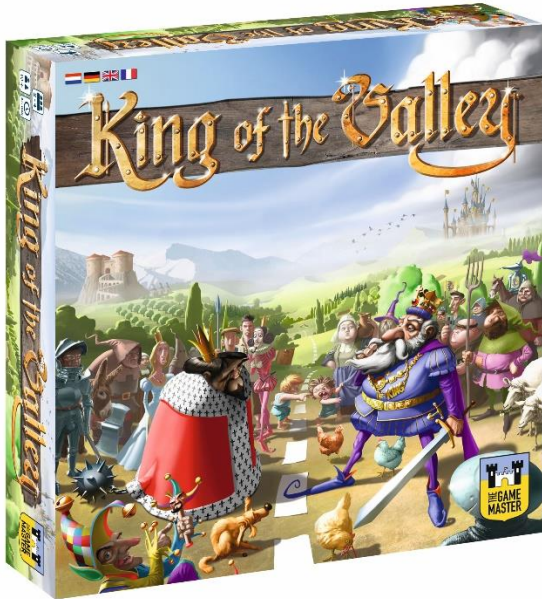




# King of the Valley

*Fascinating & fun for everyone!*



## Characteristics

Players: 2-4

Age: 10 years and up

Duration: 45 minutes

Languages: EN, NL, DE, FR

Artikelnr.: TGM-KIN-01

Barcode: 8717472960511

MSRP: EUR 24,-

On the bottom of the box you can find an **overview of the game** to explain the game set up and play

**Game materials**

- 4 King pawns
- 4 Castle boards
- 1 3D hill
- 90 Character tiles
- 1 Starting player token
- 6 Kingdom tokens
- 6 Tax Collector tokens
- 45 Golden coins (25x1, 10x5 and 10x10)
- 1 Notepad

**King of the Valley**

Excellent for 2 players

**Your quest**  
As king, you will need to find a queen and subjects to join your kingdom. Fortunately the valley and the hills are teeming with potential subjects. Persuade them with your charismatic personality. Collect gold from the noblemen and the peasants to make your kingdom flourish. Will you become the true King of the Valley?

**Jouw missie**  
Als koning ga je op zoek naar een koningin en onderdanen voor jouw koninkrijk. Gelukkig bieden de vallei en de heuvels voldoende potentiële volgers. Overtuig hen met jouw charisma en verleid ze met rijkdommen. Gebruik het goud van de edelen en de boeren om je koninkrijk tot bloei te laten komen. Word jij de echte Koning van de Vallei?

**Your journey starts here...**

It is not easy to be a king, but someone has to do it. The valley (1) is teeming with subjects who are in search of a charismatic leader. Your goal is to venture into the valley and convince these subjects to your cause... queens, knights, peasants, etc. (2) have a role to play in your magnificent plan. Subjects from over the hills (3) have heard about your skills, intellect and good looks, allured by your leadership they travel towards the valley (4). But beware, your rivals also want to increase the influence of their kingdom. Use gold (5) with caution to recruit subjects from the hills at the risk of having an empty treasury! All acquired subjects will be brought into your cause (6) which will add to your reputation & become the one true king...

King of the Valley offers a game with plenty of strategic options and tactics to choose from

Author: Hans van der Game Development: Mark Hoogenwoord Illustrations: David Colquhoun Graphic Design: Alexander Maubuis © 2021 The Game Master BV. Nieuwekerkpad 156D, The Netherlands. www.thegame.nl

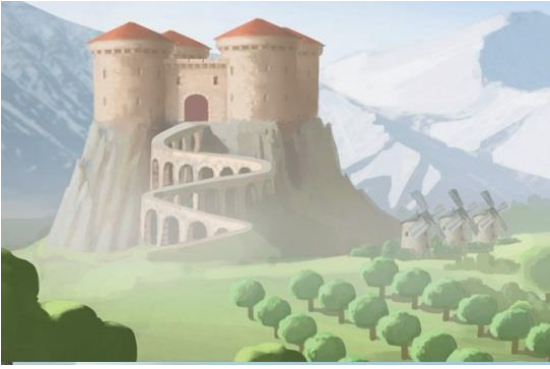
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Age for TGM games: 10+ 2-4 45 min CE

Barcode: 8717472960511

Produced in the EU. Made in China. © 2021 TGM





## The game with the 3D hill

The tasteful atmosphere of this challenging tactical and strategic board game has been created by the refined artwork from David Cochard, (*The Alchemist*). On top of that the distinctive 3D hill in King of the Valley is an aesthetic land mark and provides a smooth game experience. By observing the hill carefully, players can see the new arrivals to the valley in time and anticipate to this. If you notice interesting subjects on the hill, you are allowed to recruit them. By doing so, you can accelerate your progress to win the game.

## Game play in 5 steps

- 1) create the valley with 25 tiles (5x5) from pile 1; during the game you will move your king figure through the valley horizontally or diagonally to summon subjects or activate specialists.
- 2) from the hill side new inhabitants are travelling to the valley. The cost of recruiting subjects increases if higher on the hill (2, 3, 4, 6, 8 and 10 gold).
- 3) after each turn, the player chooses from which of the two columns on the hill side they fill up the empty spots in the valley (strong impact on next player).
- 4) gold can only be earned by forming kingdoms and collecting taxes.
- 5) collect the subjects in your castle and place them below your castle board.

If the hill cannot be replenished in full, the round is completed and all reputation points, including influence points, bonus points and gold, will be counted up to determine the winner.

