



KINGDOMS

LAWN GAME[®]

**Number of
Players**



2-16

Player Ages

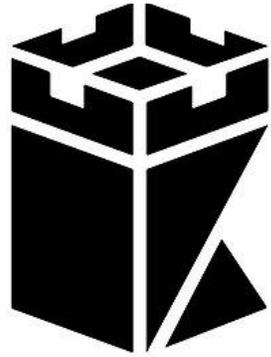


5 and up

Time to Play



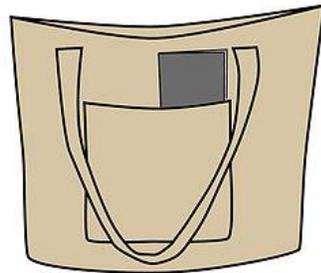
**15 - 30
minutes**



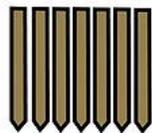
KINGDOMS

LAWN GAME

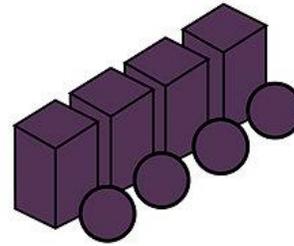
Contents



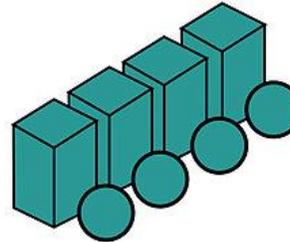
1 CANVAS BAG WITH
GAME INSTRUCTION
BOOK



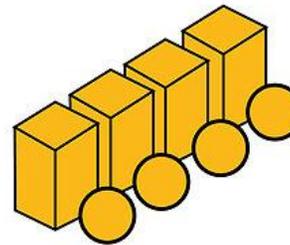
7 STAKES



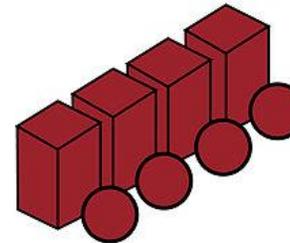
RUNE



SABER



MONARCH



EMBER

“Stone by stone. Wall by wall. Tower by tower. Build your castles.

Build them on the shores of the isles and in the deep of the evergreens. Build them among the cliffs where dragons lay and over the great plains of nobility. Build them atop of the mountains in the clouds and beneath the earth in darkness. Build them amid the secret hollow and across the desert where nothing lives.

*Once built, prepare your armies for war. Have your troops sharpen their swords as well as their wits. Let their aim be tested and true as they craft quivers of arrows and tune their bows. Let the strength of their arms and courage of their hearts lead them as they march toward the battle line. Alliances will be forged and broken and forged again as kingdoms clash to claim victory over the realm. In the end, there can only be one victor...**may the mighty rise to conquer all!**”*

Game Overview

Kingdoms Lawn Game is a competitive family-friendly game that combines elements of fantasy with a new variant of bowling. Players or teams will attempt to conquer one another by knocking over each other's blocks (known as castles) by throwing balls (known as armies) behind a designated line (known as the battle line.) The last player to have a castle(s) standing wins the game.

Set-up

Step 1: Establish the Realm and Battle Line

The Realm

Take the seven stakes from the bag and stake out a playing field known as “the realm.” The realm can be:

- Any shape and size. The standard realm is a rectangular shape: **25 feet wide** (10 steps) **by 30 feet length** (12 steps)
 1. To increase the difficulty of the game, extend the length beyond 30 feet.
 2. To decrease the difficulty of the game, shorten the length inward of 30 feet.
 3. Increase the width to allow for more obstacles, more space, or when playing with more than four kingdoms.
- Include any obstacles such as trees, tires, cones, etc.
- Can be played on any natural terrain such as grass, dirt, or sand. The terrain can also be sloping/uneven.

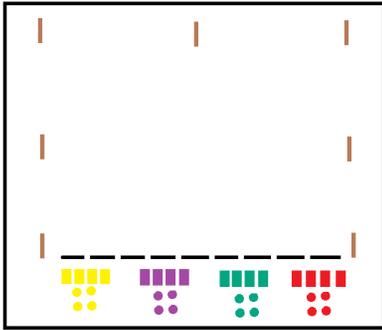
The Battle Line

Designate one side of the realm as the “battle line”. The battle line is an imaginary line from two corner stakes where all players will stand behind and throw their castles (blocks) and armies (balls) from during the game. (See realm examples below) Starting from the left side, group

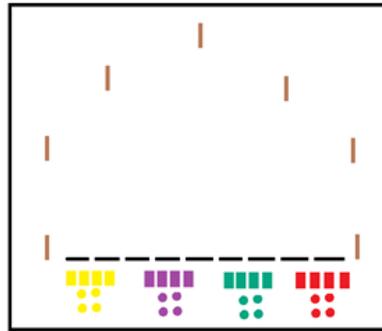
together and place each kingdom's castles and armies behind the line to form the throwing order of the game. Make sure the kingdoms are equally spread out behind the line.

The Throwing Order: Monarch, Rune, Saber, Ember (*Players cannot move from their Kingdom's location on the battle line during the game.*)

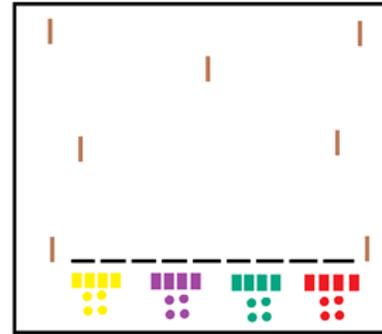
Standard Realm



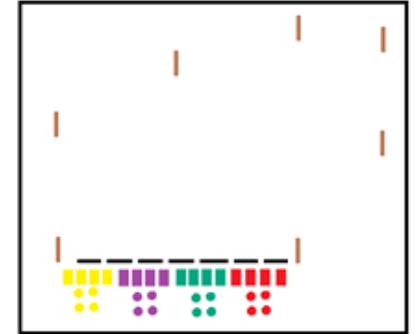
Dome Realm



Star Realm



Odd Realm



Step 2: Choose Kingdoms

To choose kingdoms randomly, place one block from each kingdom in the bag and have each player/team randomly draw.

Step 3: Build Castles (throw blocks)

Starting with the farthest left player and moving down the battle line in order, each player will throw underhand one of their four castles (blocks) into the realm. The process will repeat until all castles have been thrown. Any castle thrown outside the boundary of the realm will be disqualified from competition. A castle is considered outside the realm if 100% of the block is outside the boundary. (The boundary is an imaginary line connecting all seven stakes.)

Once all castles have been thrown, players will stand up each castle in the location where it came to rest within the realm. The castles must be stood up with the image side of the block facing the battle line.

How to Play

Battle Phase

Starting with the farthest left player again and moving down the battle line in order, each player will throw underhand one of their four armies attempting to knock over one or more of their opponent's castles. After each player has thrown an army, the process will repeat until all armies have been thrown. (Once all armies have been thrown, the round is over)

Retrieval Phase

After the battle phase, each player will retrieve their four armies and return to the battle line for another round of the battle phase. Leave any fallen castles to act as additional obstacles.

- *Anytime there is a battle phase where no castles are knocked over, the battle line is moved up three stake lengths.*

End of Game

There are no set number of rounds. The game will continue with the battle and retrieval phases until only one Kingdom's castles are left standing...that kingdom is declared the victor.

- **Mercenary Variation** (standard)

When a player's last castle has been knocked over, that player is ineligible to claim victory of the game; however, that player remains in the game as a mercenary. As a mercenary, a player still throws armies at opponent's castles. Mercenaries may choose to assist another kingdom.

- **Supremacy Variation**

When a player's last castle has been knocked over, that player is out of the game. The four armies of the eliminated player are now thrown by the kingdom that eliminated that player.

Ghost Castles and Ghost Armies

"Spirits dwell in abandoned castles."

Every castle and army will be used in the game. Kingdoms not actively played with shall have their castles thrown into the realm to act as "ghost castles". When an active player knocks over a ghost castle, they receive a ghost army to use for the rest of the game.

Alliances

Players may form alliances with other players' kingdoms. The alliances are not binding and may be broken and re-formed at any time. Conversation between players is encouraged.

The Twelve Kingdoms

The Kingdoms are separated into three sets known as editions. Each edition contains four kingdoms.

- Ancient Kingdoms Edition: Monarch, Rune, Saber, Ember
- New Age Kingdoms Edition: Forge, Magi, Lark, Sequoia
- Distant Lands Kingdoms Edition: Titan, Relic, Rogue Myth

Each kingdom is unique with its own:

- Storyline
- Personality (three characteristics)
- Symbol
- Color
- **Special ability:** The special abilities of each kingdom WILL ALTER the rules of the game. Example, Saber can throw the castles and armies using any throwing motion: underhand, overhand, and sidearm. The special abilities of all twelve kingdoms are listed below, under each kingdom's identity. (players may choose to play the game without the special abilities)

Identities



MONARCH

A people of nobility who were the first kingdom to form out of the masses.

Origin: Royal Plateau

Characteristics: resilient, traditional, proud

Special Ability: *Resistance*- cannot have any castles knocked down during one round, “immunity”. Must declare at the beginning of a round.

Any Monarch castles knocked over the first round, will be stood back up during the subsequent retrieval phase.



RUNE

A people of great strength who travel from place to place searching for a home.

Origin: scattered lands

Characteristics: brawny, nomadic, rowdy

Special Ability: *Trek*- re-throw any out-of-bounds castles.

If a castle is thrown out-of-bounds a second time, it is disqualified from the game.



SABRE

A people of good spirits who rely on their skill and energy to thrive.

Origin: Forest De' Bloom

Characteristics: young, vibrant and versatile

Special Ability: *Mastery*- can throw castles and balls using any throwing motion.

When throwing overhand or side-arm, a player must make a controlled throw- no crazy fastball throws.



EMBER

A people of the flame who use their sharpness to gain advantage on the battlefield.

Origin: Crimson Rock

Characteristics: lanky, alert, intelligent

Special Ability: *Edge*- throw castles and armies one step past the battle line.

The “step” past the battle line must be a normal step, not to exceed two feet. A player may choose to take a step and throw flat footed from that position or step past the line while throwing.



SEQUOIA

A people of the earth who have a connection with Mother Nature and all living things.

Origin: Valley of the Peaks

Characteristics: earthy, unified, tolerant

Special Ability: *Gather*- castles are placed, not thrown adjacent to their opponent's castles.

Castles must be placed in the front of opponent's castles and must be one castle length away.



FORGE

A people of the anvil who specialize in building structures and crafting weapons/tools/art.

Origin: Iron Hills

Characteristics: stocky, artistic, poised

Special Ability: *Masonry*- At the end of each round, move one fallen castle anywhere within the realm.

Fallen Castles cannot be stacked upon each other.



MAGI

A people of the dark arts who practice wizardry and ancient rituals.

Origin: Mount Sky

Characteristics: elder, wise, magical

Special Ability: *Curse*- anytime an army touches a castle, it is considered knocked over.

When a curse has occurred (an army touching a castle), knock over the affected castle. Magi cannot curse itself



LARK

A people of beauty who never age and pursue righteousness on their many islands.

Origin: Lake of the Isles

Characteristics: elegant, immortal, pious

Special Ability: *Resurrect*: Stand up one fallen castle.

Can wait to resurrect (stand up) a castle until their last castle has been knocked over. Can resurrect any of their four castles.



ROGUE

A people of rebellion who love to laugh and resist conformity at all cost.

Origin: Borderlands

Characteristics: tattooed, rebellious, amusing

Special Ability: *Exile*- Each round gain one army from any opponent.

Rogue must choose which kingdom's army to take at the beginning of the round. Special abilities of those armies do not transfer to Rogue



TITAN

A people of the deep sea who use their size and boldness to rule the oceans.

Origin: Silent Abyss

Characteristics: mute, colossal, aggressive

Special Ability: *Charge*-Can throw multiple castles and armies during one turn of a round.

Can throw 2,3, or 4 castles and balls at one time. Must announce before throwing, how many castles or balls being thrown.



RELIC

A people of the desert who rely on their swiftness and flexibility to survive the harshest conditions.

Origin Black Dunes

Characteristics: rugged, adaptable, agile

Special Ability: *Shift*- Can throw from anywhere behind the Battle Line

Must begin their turn from their designated location on the battle line. Only when throwing, can they then move along the battle line.



MYTH

A people of mystery who hide in the shadows masking their identity from outsiders.

Origin: Lost Hollow

Characteristics: bizarre, secretive, and tricky

Special Ability: *Echo*- Armies can morph into other Kingdom's special ability every other round. (Edge, Mastery, Charge, Shift)

Must announce at the beginning of the round which special ability they are using. Cannot change special abilities in the middle of the round.

FAQ: Additional castle rules for those random/rare/quirky situations

- If an upright or fallen castle is struck by an army and flips over causing it to stand back up, that castle is considered valid and will remain in the game.
- If a player throws a castle out of turn order; or overhand; or out of their location on the battle line; or steps past the battle line, then the other players have the option of making the player re-throw that castle.
- Players must begin the game with at least two castles in play (landing inside the realm). If a player throws the third and/or fourth castles outside the realm, the other player's may choose where to set up those castles within the realm. They must be placed adjacent to a castle already in the realm (one castle length away)
- A castle can be thrown "on" or "in" an object within the realm (ex. inside a tire) as long as it can stand independently. Furthermore, a castle can be knocked over by any elements inside the realm such as other castles, obstacles, armies already thrown, etc.
- A player can knock over more than one castle during a throw. A player can also knock over their own castles.
- If a castle is struck causing it to lean on another castle or object, that castle is considered knocked over and must be placed completely down. A castle must always stand independently of objects. A castle can be touching other objects.
- Any castles or obstacles knocked over will remain in the realm as such. They cannot be moved or location altered during the game.

FAQ: Additional army rules for those random/rare/quirky situations

- Armies thrown can be rolled or thrown in the air, but the motion by which they're thrown has to be underhand.
- If a player throws an army out of turn order; or overhand; or out of their location on the battle line; or steps past the battle line, then that player may not re-throw that army and any castles knocked over are stood back up.
- There is no penalty for throwing armies beyond the realm or for knocking over obstacles within the realm.