

# Ku-Ka-King

Take what you want!



Reinhard  
Staube



**Players:** 2-4    **Age:** 8 years and up    **Duration:** approx. 20 minutes

The King issues his instruction: „Take what you want!“. So in each round, every player takes exactly **one row of cards of their choosing**. You collect the cards you receive face up in front of you and win victory points for them when the scores are added up twice in the game.

Different strategies can lead to victory. You can focus fully on agriculture and livestock, or you can consistently support the king. A strong knightly force is also not to be sniffed at and the blessing of the church is hugely valuable. It's all in your hands!

## What's in the box

There are **8 number cards** and **112 playing cards**. A number on the top left of each playing card shows how many cards of that type there are in total. In the top right-hand corner you can see whether a card you've collected must be **put back in the box once the scores have been added the first time** (red cross) or whether you **keep it in front of you** (green tick). In the bottom section of the card you can see how many points this card type earns when the scores are added up.

Any kings collected stay in front of the player after the scores have been added the first time.

There are 10 kings.

1 king = 0 points

⋮                    ⋮

7 kings = 36 points



Any farmers collected are put back in the box after the scores have been added the first time.

There are 8 farmers.

1 farmer = 0 points

1 farmer + 1 farmer's wife  
= 7 points



## Game preparation

The **number cards** are placed face up next to each other on the table. With **four players** lay out cards **1-8**, with **three players cards 1-7** and with **two players cards 1-6**. Spare number cards go back in the box.

The **112 playing cards** are shuffled well. With four players, all **112 cards** are used in the game. When playing with three players, only use **102 cards** (count out 10 cards and return them to the box unseen). When played with two players, only use **80 cards** (count out 32 cards and return them to the box unseen).

Place **exactly 3 playing cards** on top of each other beneath each number card, slightly offset, so that you can see each card clearly. The remaining cards are placed to one side at the edge of the table as a face-down draw pile.

### Example: Cards laid for 3 players



## Game process

Every round is played in the same way. Every player always gets **exactly one row of cards** in each round.

→ Each player decides which of the rows on the table they would like to have. When everyone has made their decision, they say „ready“. Everyone clenches both fists and moves them up and down three times, at the same time (in the same way as when playing rock-paper-scissors) to the words „**Ku-Ka-King**“. The words Ku-Ka-King should be spoken by all players simultaneously. At the word „king“, using their fingers all players **immediately** signal the number that corresponds to the row they want and then speak the number loudly and clearly.

**Example:**



Tim shows 6 fingers and says „six“. He wants to have row 6.



Sarah shows 2 fingers and says „two“. She wants to have row 2.



Linus also shows 2 fingers and says „two“. He would also like to have row 2.

- If a player is the **only** player to claim a row, they take **all** the playing cards in the desired row (only the number card is left) and lays the cards received face up next to each other in front of them, separated according to type.

Tim was the only player to choose row 6, so he takes the three cards from row 6.

- If more than one player has chosen **the same row number**, the card on **the very outside** of the row (i.e. the card that is fully visible) is **removed** and put back in the box. No players get any cards from this row and there is now one card less in this row. Sarah and Linus each show 2 fingers. The playing card on the very outside of row 2 is removed.

The players still involved in the round at this point (i.e. only those who have chosen an identical row) now **repeat** the Ku-Ka-King process. At this time, each can choose **any** of the rows that are still available.

**Tip:** It is possible that, during a round, some rows may end up with only two, one or even no cards left due to the same row being chosen repeatedly. The Ku-Ka-King process is repeated until everyone has chosen a row on their own and received cards. Sarah and Linus choose again. Sarah shows 7 fingers, Linus shows 2 fingers. Sarah takes the three cards from row 7. Linus takes the two remaining cards from row 2.

The round ends when everyone has received a row of cards. Now **all rows** are filled with **three cards** again; first row 1, then row 2, then row 3, etc.

**Note:** Remaining cards stay in place and rows are replenished from the draw pile to make three per row again.

**Extremely rare situation:** If the players have chosen identical rows so often that **only one (or none) of the rows** still have cards in them, the round ends immediately and the affected players go empty-handed for that round.

Round after round is played in the same way. Over the course of the game, each player receives an increasing number of cards, all of which they lay **face up** in front of them, separated by type. Each individual card must always be clearly visible to all players. Once you have received cards, no other player can take them away from you.

## End of the first pass

The **first pass** (of a total of two) **ends** as soon as at least one player has **13 or more cards** in front of them **after** a round has been completely finished (all players have received cards). This is almost always the case after the fifth round. The game is briefly interrupted and the first scoring round (of a total of two) takes place - see „Scoring“.

**Very important:** **After the scores have been added the first time** each player keeps hold of the cards marked with a green tick in the top right corner; these stay in front of the player. All collected cards marked with a **red cross** go **back in the box**. Now the game continues - exactly as already described. All the cards that the players have received in the second pass are added to the cards they got in the first pass.

## Ending the game

**When the draw pile** is completely empty once the rows are topped up, the last round is played.

**Note:** During this final round, it may not be possible to fill all rows using the available cards. In this case, all the cards in the box are shuffled and the rows are filled up using these cards. The final round is now played out and the scores are then added up for a second and final time. The winner is the player with the most points after the scores are totalled the second time.

# Scoring

The scores for both passes are added up in exactly the same way. The different types of cards are dealt with in turn. The points each player gets are written down on a piece of paper.

**Don't forget:** After the scores have been added up the first time, all players must place all collected cards with a red cross on the top right back in the box.



## 1. Kings

The more kings you have, the more points you get.

1 king = 0 points, 2 kings = 1 points, 3 kings = 4 points, etc.

It is not possible to get more than 36 points, even if you have more than 7 kings.

Tim has 4 kings. That earns him 9 points.



## 2. Churches

Whoever owns the most churches gets 10 points for this. All other players get nothing. If more than one player has the same number of churches, all of these players receive 10 points.

Tim and Sarah have 2 churches each. Linus has only 1 church. Tim and Sarah hold the equal highest number of churches and both get 10 points. Linus gets 0 points.



## 3. Victory points

Each victory point card earns as many points as the number on it indicates: 2, 3 or 4.

Tim has two 4-point and one 3-point victory card. This earns him 11 points (4+4+3).



#### 4. Knights

The player with **the most knights** gets **2 points for each** of their knights. All other players earn 1 point for each of their knights. If more than one player has the equal highest number of knights, each of these players receives 2 points per knight.

Tim has 3 knights, Sarah has 2 knights and Linus has 5 knights. Tim gets 3 points and Sarah 2 points. Linus has the most knights and gets 2 points for each of his knights, so 10 points in total.



#### 5. Animals

There are 8 different animals (five of each type). Players earn separate points for each type of animal. For 1 type of animal players get 1 point, for 2 types of animal 3 points, for 3 types 6 points, for 4 types 10 points and for 5 types of animal 15 points.

Tim has 4 sheep, 2 horses and 1 pig. This earns him a total of 14 points (10+3+1).



#### 6. Farmer, farmer's wife and farmhouse

A farmer and a farmer's wife together (as a pair) earns 7 points. If you have a farmer and a farmer's wife plus a house, this trio earns 14 points. No other scoring opportunities exist (through single or multiples of these cards).

**Note:** It is possible to score several pairs or trios.

Tim has 2 pairs (2x farmer plus 2x farmer's wife), plus a house and a single farmer. One pair plus the house earns 14 points, the other pair earns 7 points. The single farmer earns 0 points. Tim gets a total of 21 points.