



# Brett & Board - Das Duell

## Rules

### Kardinal & König

Strategic 2-player expansion  
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A small two-player expansion to be used with: **Kardinal und König** (Goldsieber, 2000) alias **Web of Power** (Rio Grande Games, 2000).

The "cut-and-play" sheet contains **5 Influence cards** plus **6 Special Action cards**, 3 each per player  
The cards have text in English on their backs.

### Preparations:

The game is played using the rules for 3 players with the following changes:

- Markers for the 3rd player are placed below the board; they belong the KING, who will be under control of each player at the end of their turns.
- The score marker for this color is not used.
- The KING is given a hand of **3 open cards**.
- Each player takes a set of 3 Special Action cards.
- The Influence cards placed within easy reach.

### Changes to the Gameplay:

- Every time a player places a marker on the board will he keep **ONE** of the cards played. The card is placed face up on the table.
- As soon as a player has at least the same number of cards as his opponent of the type just kept will he take the corresponding **Influence card** and keep it face up on his side of the table.
- At **the end** of a player's turn will he control the KING: Using the King's cards **may** the player place **one** marker according to the rules. After placement will used cards be replaced from the **closed** deck.
- The KING may **only** place a marker in a **empty** country if no other placements are possible.



## Scoring:

- Points for the King's Cloisters are given to player who controls the Influence card in the corresponding color.

*Example: Player A has 5 Cloisters in France and the purple Influence card. Player B has 1 Cloister in France and the King has 2 Cloisters. Player A score 8 points for 1st place. The King in 2nd place score 5 points which goes to A. Player B score 2 points for 3rd place.*

- No points are awarded for the King's Advisor's or the longest chain.

## Game End:

The deck may need to be reshuffled, to allow the final King player a full hand of cards.

## Special Action cards:

The 3 cards may be used during a player's turn to perform special actions. Each card may only be used once whereafter it is removed from the game.

- "**The King places first**": The player may place a marker for the King at the beginning of his turn instead of doing it at the end.

- "**2 different countries possible**": The player may place two of his markers in different countries of any color by playing the cards needed for the placement.

- "**Change card**": The player may exchange one card from his hand with any one card from the open display. The King's cards can NOT be taken.

