



Korona is a fast-paced tactical card game where each player grows their own little kingdom by raising structures, recruiting characters, and attacking opponents. Your kingdom develops as cards stack together, unlocking greater strength and higher scores. Use clever plays and action cards to defend your realm or sabotage your rivals, as you build the most valuable tableau before the deck runs out or victory is claimed by knockout. When the dust settles, only one player will wear the crown!

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■ Setup

- **Players:** 2 to 4; each player has a personal play area in front of them.
- **Starting hand:** Deal 5 cards to each player. Hands remain secret.
- **Draw Pile:** Place the remaining cards face-down in the center as the main Draw Pile.
- **Draw Market:** Reveal the top 3 cards of the draw pile and place them face-up next to it. These form the Draw Market.
- **Discard Pile:** Leave a clear spot in the middle of the table to serve as the shared face-up Discard Pile.
- **Turn order:** Choose randomly who starts; turns proceed clockwise.

■ On your turn

Each player's turn consists of 3 steps. Turns move clockwise.

1. Draw

Always start your turn by drawing. You may choose either:

- 2 blind cards from the face-down Draw Pile, or
- 1 face-up card from the Draw Market (*refill the Market afterward*).

If you start your turn with an empty hand (*0 cards*), draw 5 cards from the Draw Pile instead of 2, or draw 2 cards from the Market (*one, refill, then the second*).

2. Take 1 to 3 actions

On your turn, you may take 1, 2, or 3 actions, in any order. You must always take at least 1 action. Available actions are:

- Place a Build card from your hand into your play area.
- Play an Action card from your hand (*put it in the Discard Pile*).
- Discard a card from your hand (*into the Discard Pile*).

You can repeat the same type of action multiple times (*e.g., place 3 Build cards in a single turn without playing an Action card or discarding*).

3. Check hand limit

At the end of your turn, you cannot have more than 7 cards in hand. Players may temporarily exceed 7 cards during their turn (*e.g., after drawing cards or receiving cards from Donation*), but must reduce to 7 by the turn's end without additional discard actions beyond the normal 1 to 3 actions.

■ Cards overview

Build cards



Ruler (x4) ♠

10 pts each.

- Must stack second Ruler on first, 20 pts total.
- Only one ruler pair per player is allowed (*either 2 true Rulers, or 1 Ruler + Joker*).



Stable (x4) ♠

3 pts each.

- Cannot be stacked.



Knight (x5) ♥

6 pts stacked on a Stable.
1 pt alone.

- Up to 2 Knights can be stacked on each Stable.



Tower (x6) ♠

5 pts each.

- Cannot be stacked.



Archer (x10) ♠

2 pts stacked on a Tower.
1 pt alone.

- Up to 3 Archers can be stacked on each Tower.



Field (x6) ♠

0 pts for the first Field,
10 pts for each additional Field, up to 50 pts for 6 Fields.

- Cannot be stacked.



Farmer (x12) ♠

1 pt stacked on a Field.
1 pt alone.

- Up to 3 Farmers can be stacked on each Field.



Healer (x2) ♠

Scores based on the number of different colors in your play area:
8 colors → **8 pts** 9 colors → **15 pts** 10 colors → **40 pts**
3 pts otherwise.

- Second Healer must be stack on the first → +3 pts.



Joker (x3) ○

Acts as Farmer, Archer, Knight, Healer, or Ruler.

- Must stack as chosen role (*cannot be placed in your play area as a standalone card*).



Thief (x2) ♠

-10 pts each.

- Can be placed in your play area as a standalone card or stacked anywhere, except full stacks.

- Place it in your play area first. Then, using another action (*Tactical Swap, Sneak Attack, Revolt*), send it to another play area. Whoever sends the Thief chooses its destination in the other player's play area. Or give it away when someone uses Donation.

Action cards



Donation (x4)

Choose a player and decide whether they must give you a card from their hand or from their play area. They choose which card to give. In a hand, only the top card may be given. A card taken from their hand goes to your hand; a card taken from their play area enters your play area, where you may place it anywhere you wish.



Extra Draw (x10)

Draw 2 more cards from the face-down Draw Pile, or 1 card from the face-up Draw Market. If a face-up card is taken, replace it with the top card of the Draw Pile.



Internal Move (x8)

Reposition a Build card within your play area: move it between stacks or shift it between stacked and standalone. In a stack, only the top card may be moved, except the Joker, who can be moved from any position.

**Tactical Swap (x4)**

Take 2 Build cards from another player's play area and give 1 of yours in exchange. The cards you take cannot be part of any full stack. In partial stacks, you may only take or give cards starting from the uppermost positions. After the exchange, both players may place the received cards anywhere they wish in their play area (*except Thieves*) without rearranging existing stacks.

**Sneak Attack (x3)**

Send a Thief from your play area to another player's (*you choose where the Thief is placed*), then steal 1 Build card and place it in your play area. Alternatively, if you don't use a Thief, steal 2 Build cards from their play area. Stolen cards cannot be part of any full stack. In partial stacks, you may only steal cards starting from the uppermost positions. Place stolen cards anywhere you wish in your play area without rearranging existing stacks.

**Glorious Attack (x2)**

Steal a full stack of Build cards from another player's play area and place it in your own. Only full stacks can be targeted (*no standalone cards or partial stacks allowed*). A Ruler pair protected by 1 full Knight set (*Stable + 2 Knights*) plus 1 full Archer set (*Tower + 3 Archers*) cannot be stolen. When stealing a Ruler pair that includes a Joker, you may reposition the Joker somewhere else in your play area as a free action.

**Revolt (x1)**

Requires 7 Farmers or 7 Archers in your play area, including Jokers acting as such. When using Revolt, one of these Farmers or Archers becomes a Ruler, and you must place it immediately in your play area. Or, if you prefer, keep the Farmers and Archers where they are, take whichever card you want from the Discard Pile and place it in your hand.

**Shield (x4)**

Play this card to cancel an opponent's Action card targeting you. It can be used instantly, as a free action, in response to Donation, Tactical Swap, Sneak Attack, Glorious Attack, or Revolt. During a Revolt, if just one player uses a Shield, the entire Revolt is canceled. An attacker may also play a Shield to counter another Shield, negating its effect.

■ Stacking

The game's goal is to assemble the most effective Build card sets in your play area to score as many points as possible. Build cards are placed freely, either as standalone cards or stacked with others for optimal scoring, following each card's stacking rules (*Farmers on Fields, Archers on Towers, Knights on Stables*). Efficient placement and stacking are essential for maximizing points.

Stacking rules: A stack may grow only up to its maximum size:

- Ruler pair: 2 Rulers
- Healer pair: 2 Healers
- Full Knight set: Stable + 2 Knights
- Full Archer set: Tower + 3 Archers
- Full Farmer set: Field + 3 Farmers

○ ● Jokers and Thieves may be used within any of these stacks to help complete them. Jokers complete stacks normally, while Thieves score -10 points each (*stacks containing a Thief can still count as full stacks, but cannot be used for Ruler pair protection or the Military and Production Combos*).

• Sets must always start with a base card (*Field, Tower, Stable*), building upward by stacking the matching roles. A base card cannot be added under an existing card or stack.

• If you steal two cards from the same stack, you may keep them in the same order or rearrange them when placing them in your play area.

Full stacks takeaways: Full stacks offer both protection and high scoring power. Completing a full stack grants defense against most steal actions and against Thieves, while also providing the highest point value. Partial stacks, on the other hand, still score well and are immune to Glorious Attack, but are more exposed, which makes them easier for opponents to disrupt. Balancing protection and scoring is key.

Ruler pair protection ●●●●●●●●

A Ruler Pair is considered protected from Glorious Attack when the player has 1 full Knight set plus 1 full Archer set in their play area with no Thief in either of those two sets.

■ End-game

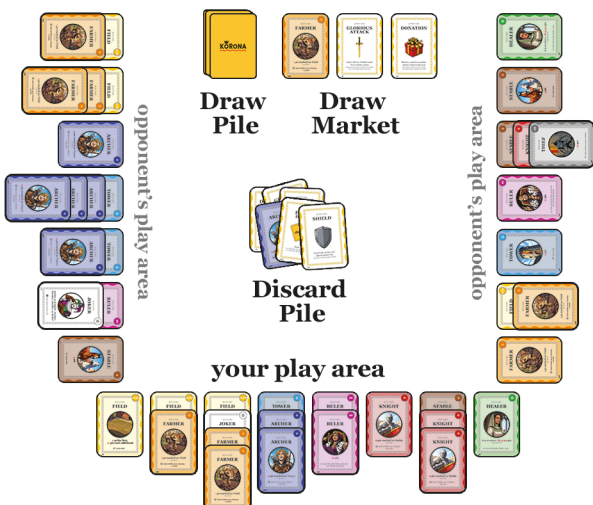
The game ends when either the decks are exhausted (*both the Draw Pile and Market Pile*), or when a player achieves victory by completing one of the 3 instant victory combos (*Healer Combo, Military Combo, Production Combo*).

Deck Exhaustion: When the Draw Pile runs out, the remaining cards in the Draw Market become the final cards. Players continue taking turns, drawing from the Market as usual (*one card per draw*), until the Market is empty. The player who takes the last card from the Market completes their turn as normal. After that, the game ends: the player with the highest total score wins (*in case of a tie, the player with the most Farmers wins*).

Instant victory combo: Alternatively, a player can win instantly by declaring victory upon completing any of the 3 combos:

- Healer combo ●●●●●●●● Ruler pair + a 40 points scoring Healer
- Military combo ●●●●●●●● Ruler pair + 1 full Knight set + 2 full Archer sets
- Production combo ●●●●●●●● Ruler pair + 4 Fields with at least 1 Farmer each

What the game looks like



Your score in this scenario would be 84 pts total:

- | | |
|--------------------------------------|------------------------------------|
| 3 fields + 4 farmers stacked: 24 pts | 1 Tower + 2 Archers stacked: 9 pts |
| Ruler pair: 20 pts | 1 Knight standalone: 1 pt |
| 1 Full Knight set: 15 pts | 1 Healer (9 colors): 15 pts |

Your opponents would score 55 pts (*left*) and 27 pts (*right*).