



*In Crown of Aragón each player represents the ruler of a small kingdom in the north of medieval Spain trying to unite all the kingdoms of Aragón either through military conquest, political intrigue, economic superiority or some combination thereof. By dominating one these three spheres of influence, a ruler demonstrates their suitability to rule and may claim the crown of all of Aragón.*

## Object of the Game

The object of the game is to win by accumulating 10 influence in a single area, Economic, Military or Political, or 5 influence in any two areas at the end of the influence phase of your opponent's turn. If two players have 10 points in a single different area at that time, the winner is the first player to have 5 or more influence in the third area at the end of their opponent's influence phase. If one player has 5 or more influence in two areas and their opponent has 10 influence in a single area play continues until there is a clear victor.

If after the draw deck is empty a player runs out cards because they have played the last card in their hand, their opponent takes their turn as normal, then if there is no clear winner, the player with the most total influence in all areas wins the game.

## Setup

Crown of Aragón is played with a shared draw deck. Start by shuffling this deck thoroughly and dealing four cards to each player.

The player who has most recently lost a game in which the other player participated takes the first turn. If you can't remember, play a quick game of high roll or high card.

## The First Turn

On the first turn of the game the active player may play no more than one card and skips the influence phase of their turn. The player going second takes their turn as normal.

## Phases of a Turn

**Beginning of the Turn:** Any abilities which state they happen at the beginning of the turn are resolved one at a time in any order the active player chooses.

**Planning Phase:** During the planning phase, the active player may play one card from their hand into the appropriate area of influence. Then if any other card allows additional cards to be played, that player may play additional cards. Note that each card is played and resolved before another card may be played, so if as a result of playing a card, another card that would allow an additional play is abandoned or destroyed, that player cannot then play an additional card using the abandoned or destroyed card's ability.

**On Your Turn:** Many cards use the phrase "On your turn" followed by an optional instruction. These abilities are used during the planning phase and may only be used once per turn.

**Influence Phase:** After a player has finished playing cards, each area of influence is evaluated. If either player has more strength in that area than the other player, that player gains influence in that area equal to the difference between the total strength of their cards and their opponent's.

When gaining influence, if the opposing player has any influence points, you take points from the opposing player before taking points onto your side. A player may never have more than 10 influence points in any area.

After the three influence totals have been adjusted, the active player checks to see if their opponent has won the game. If they haven't, they proceed to the Draft phase.

**Draft Phase:** At the beginning of the draft phase the active player sets down their hand and takes the top three cards of the draw deck and looks at them. Then the active player chooses

a card from those three cards and adds it to their hand. Next, he passes those remaining cards to his opponent, who chooses one of the remaining cards to add to their hand. Finally, the opposing player discards the last card face down.

In the event there are less than three cards in the draw deck, the active player takes as many cards as he can at the beginning of his draft phase. If there is only one card remaining in the draw deck, he will not be able to pass a card to his opponent and his turn ends immediately after adding that card to his hand.

After the draft phase the next player begins their turn starting with the Beginning of Turn phase.

## Cards

Each card has four pieces of information.

1. *Name:* This is the name of the card.

2. *Type:* This is the type of the card and determines which area it can be played into. There are three types of cards:

 **Economic**

 **Military**

 **Political**



3. *Strength:* This is the amount of strength this card contributes to the area of influence in which it is played.

4. *Abilities:* Some cards include additional text. This text is called the card's ability text. Ability text allows a player to either take a specified action when a card is played, take an action while the card is in play, or modifies the strength or abilities of itself or other cards while it is in play.



## Discarding Cards

Whenever a player discards a card from their hand or a card is discarded from the top of the deck that card is discarded face down unless it was revealed first. Face up cards in play that are abandoned or destroyed are discarded face up.

## Surrendering Influence

Some cards allow or require a player to surrender influence points to their opponent. To surrender a point of influence, move the influence marker one step closer to your opponent's side. Note that you cannot surrender influence to an opponent when that player has 10 influence in an area even if they started with less than 10 influence at the beginning of a surrender action.

## Abandon

Some cards specify that player should abandon a card. You can only abandon a card you control. Abandoning a card means putting that card from the play area into the discard pile. If that card was face up, it is discarded face up.

## Destroy

Some cards specify that a player should destroy a card. Destroying a card means putting that card from the play area into the discard pile. If that card was face up, it is discarded face up.

## CREDITS

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