

# QUICK START GUIDE

## Classic Rules for 4-8 Players

We recommend starting with this simplified version of the rules if you've never played COVER YOUR KINGDOM® or COVER YOUR ASSETS®.

## WELCOME TO YOUR NEW KINGDOM

As Ruler, increase the magic in your kingdom by **Settling** Clans (making pairs of matching Creatures) or by **Recruiting** (stealing) Clans from other Kingdoms. Your Kingdom's magic is the total value of the gems on each Creature card (below). The Ruler with the most magic at the end is the winner.



## SETUP

1. For these **Quick Start** rules, you will only be using the cards. Leave other components in the box (Kingdom boards, tokens, crown, and player aids).
2. Also remove the 10 Creatures for Hire and return them to the box.



3. Shuffle, then deal a hand of 6 cards to each Ruler (player). Place the deck in the middle of the table. The Ruler to the left of the dealer goes first.

BELOW IS AN EXAMPLE OF A GAME DURING PLAY.



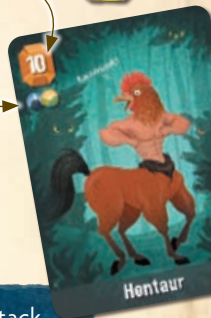
# CREATURE TYPES

In the simplified rules, there are **two types** of Creatures: **Clanning** (solid gem) and **Wild** (rainbow gem). Wilds are very valuable so use them wisely!



**Note:** Ignore the symbols below the gems for now. They will be used in the standard game rules.

WILD  
CREATURE  
GEM



## TAKING YOUR TURN

On your turn, you must take either **one** or **two** of the following actions:

**SETTLE:** Form a Clan by placing a pair of matching Creatures on your stack.

**RECRUIT:** Attempt to steal a Clan from atop another Ruler's stack.

**ADD:** Add a matching Creature from your hand to the top Clan of your stack.

**DISCARD:** Place a card, face-up, on the discard pile. Then, draw a new one.

**Note:** If you choose to take two actions, you may take the same action twice.

## SETTLE

Increase your Kingdom's magic by settling a Clan in one of three ways:

- Pair two identical Clanning Creatures (non-Wild) from your hand.
- Pair a Clanning Creature from your hand with a matching card from the top of the discard pile (it will be empty until someone discards).
- Pair a Wild Creature from your hand with a Clanning Creature (from your hand or the top of the discard pile). Always place Wild Creatures below Clanning Creatures within a Clan.

## STACKING CLANS

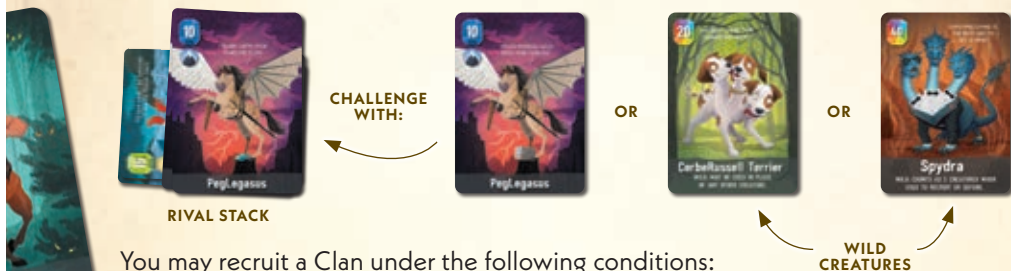
To keep Clans separated, each time you add a new Clan to your stack, you'll place it crosswise on top of the previous Clan with the gem sticking out. Clans are never combined, even if both Clans are of the same species of Creature.



MAKE SURE THE GEM  
OF YOUR SECOND  
HIGHEST CLAN IS  
ALWAYS VISIBLE!

## RECRUIT

Attempt to Recruit (steal) a Clan from another Ruler's Kingdom by placing a Wild Creature or a Clanning Creature matching their top Clan, beside their stack.



You may recruit a Clan under the following conditions:

- You have at least one Clan in the Stack in your Kingdom.
- The targeted Clan is at the top of a Ruler's stack. The ones beneath it are safe!
- The targeted Clan isn't the only Clan in that Ruler's Stack (that'd be mean).

## COUNTER: DEFENDING A CLAN

A targeted Ruler may counter by playing a matching Creature or Wild Creature atop yours. You may each continue to challenge and counter for as long as you both want or are able. The last Ruler to play a card wins the challenge. They then take (or keep) the challenged Clan and add in all Creatures played during the challenge. Make sure that a Clanning Creature (not a Wild) remains at the top.

**Note:** You may not draw new cards during a challenge.

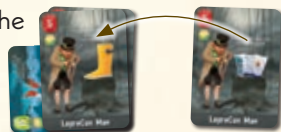


### A NOTE ON SPYDRAS

For these simpler rules, disregard the text at the bottom of the Spydra cards. For now, just count them as one Creature.

## ADD

If you have a **Clanning** Creature in your hand matching the Clan on top of your stack, you may add it to that Clan.



## DISCARD

If you can't take any other action (or wish to get rid of a card), discard a card into the discard pile. Then, draw a new card from the draw pile (you may not draw from the discard). If this was your first action you may still take a second action.

# ENDING YOUR TURN

After you've taken either one or two actions, end your turn by refilling your hand to six cards from the deck. As needed, other Rulers will then take turns replenishing their hands, in clockwise order.

**Note:** You only draw at the end of your turn, not between actions, even if you choose to take two actions on your turn. The exception is when you discard as your first action as you will draw a new card as part of that action.

# ENDING THE GAME

When the deck runs out, play continues as normal without drawing until every Ruler has run out of cards. But be warned: if you run out of cards before the other Rulers, your Clans are still vulnerable! Make sure you play wisely!

## SCORING

After the last card is played, Rulers tally the magic value (gems) of each Creature in their Kingdom by adding up the numbers on the gems of each card in their stack. The Ruler with the most magic in their Kingdom is crowned...



THE MOST NOBLE AND  
SUPREME MAJESTY OF  
MAGICAL MIGHT!

\*IN THE EVENT OF A TIE, SHARE THE VICTORY.

## MORE MAGIC AWAITS!

After you play a few games with the simplified rules you will be ready to move on to the standard rules. These are found in the **Ruler's Book**, which also contains rules for two players and advanced rules for experienced Rulers.



CREDITS: Game Designer: Jeff Beck. Illustrator: Apryl Stott. Graphic Designer: David Bock  
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