

Christina Regina® - *Print & Play*



Instructions

1. Print the following pages 2-13 double-sided on thick paper
 - 2-3: Color court tiles (8 blue, 8 red, 8 green, 8 black, 8 purple)
 - 4-5: Non-color court tiles (5 iron, 5 copper, 5 silver, 5 gold, 16 white, 1 Queen)
 - 6-11: Faction cards (4 blue, 4 red, 4 green, 4 black, 4 purple)
 - 10-13: Score cards (5 pairs)
 - 12-13: Turn and action summaries (4)
 - 12-15: Action cards (10 different)
 - 14-17: Dagger cards (1 blue, 1 red, 1 green, 1 black, 1 purple)
2. Cut out the components with a sharp knife or scissors
3. Add a suitable "queen", e.g. from a chess set
4. Download the rules from
5. <http://novasuecia.se/regina/files/Regina%20Rules.pdf>
6. Enjoy your game!

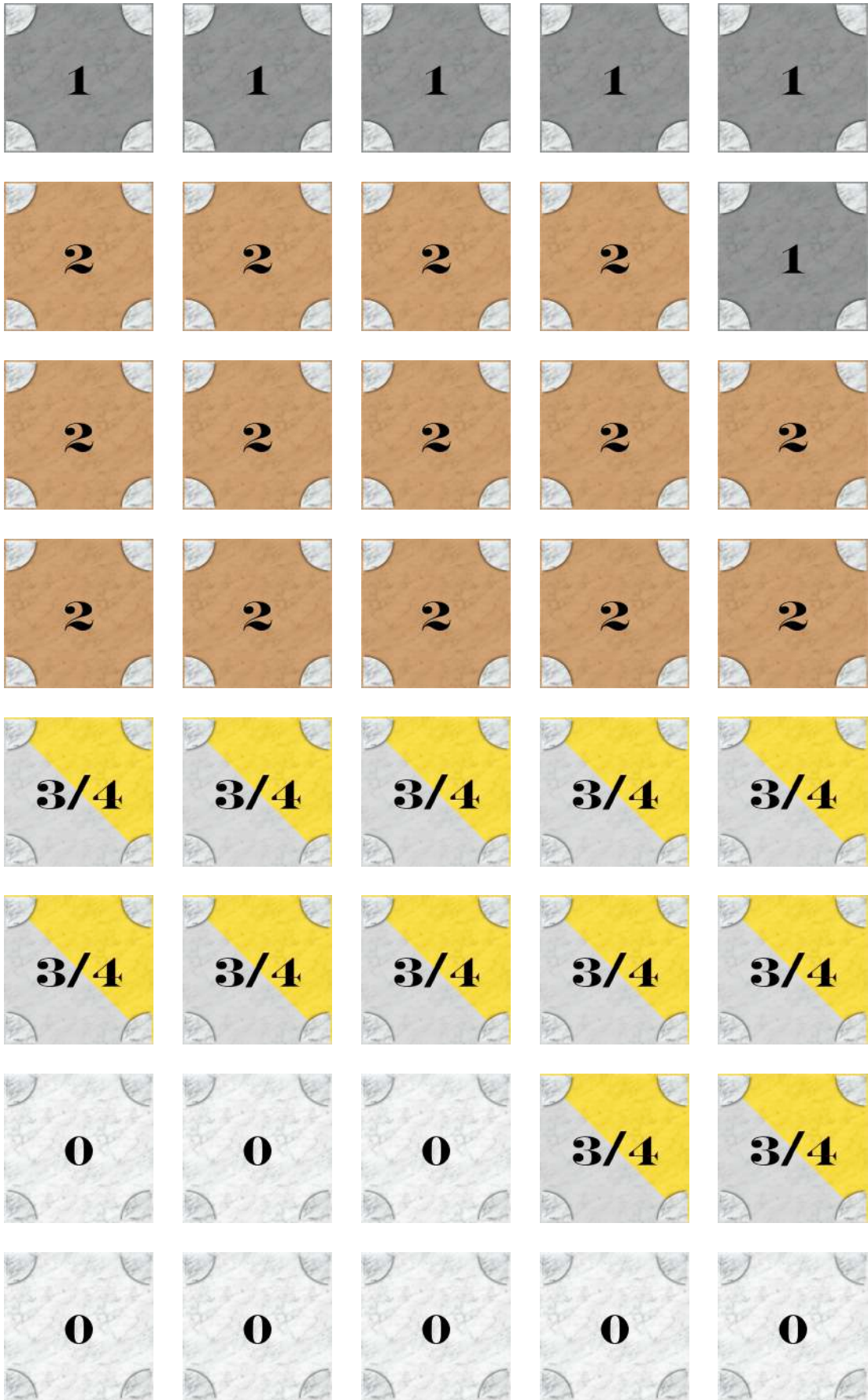
Christina Regina - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to nicholas.hjelmsberg@gmail.com.

A printed version is available at <https://www.thegamecrafter.com/games/christina-regina-the-queen-s-path>.





1	1	1	1	1
1	2	2	2	2
2	2	-1	-1	-2
-2	-3	-3	-4	-4
3	3	3	3	3
3	4	4	4	4
4	4	0	0	0
0	0	0	0	0



THE PHILOSOPHER



1

René Descartes

THE POET



2

Georg Stiernhielm

THE SCIENTIST



3

Olof Rudbeck

THE ARTIST



4

Carlo Fontana

THE FAVOURITE



1

Magnus de la Gardie

THE MATCH



2

Fredrik Vilhelm

THE SUTOR



3

Karl Gustav

THE LOVE



4

Decio Azzolino

THE LATE KING



1

Gustav Adolf

SILVER INFLUENCE



3

COPPER INFLUENCE



2

IRON INFLUENCE



1

COPPER INFLUENCE



2

IRON INFLUENCE



1

GOLD INFLUENCE



4

IRON INFLUENCE



1

GOLD INFLUENCE



4

SILVER INFLUENCE



3

THE CHANCELLOR



Axel Oxenstierna

THE DIPLOMAT



Johan Adler Salvius

THE CARDINAL



Cardinal Mazarin

THE TUTOR



Johannes Matthiae

THE JESUIT



Paolo Casati

THE CONFIDANT



Antonio Pimentel

THE POPE



Pope Alexander

THE WIDOW QUEEN



Maria Eleonora

THE COMPANION



Ebba Lewenhaupt

GOLD INFLUENCE



4

SILVER INFLUENCE



3

COPPER INFLUENCE



2

SILVER INFLUENCE



3

COPPER INFLUENCE



2

IRON INFLUENCE



1

COPPER INFLUENCE



2

IRON INFLUENCE



1

GOLD INFLUENCE



4

THE FRIEND



3

Ebba Sparre

THE ABDICATED



4

Christina Alexandra

	1	2	3	4	0	1	2	3	4
1	4	3	2	1	0	3	2	1	0
	♠	♥	♦	♣	+	♠	♥	♦	♣

	1	2	3	4	0	1	2	3	4
1	4	3	2	1	0	3	2	1	0
	♠	♥	♦	♣	+	♠	♥	♦	♣

	1	2	3	4	0	1	2	3	4
1	4	3	2	1	0	3	2	1	0
	♠	♥	♦	♣	+	♠	♥	♦	♣

	1	2	3	4	0	1	2	3	4
1	4	3	2	1	0	3	2	1	0
	♠	♥	♦	♣	+	♠	♥	♦	♣

	1	2	3	4	0	1	2	3	4
1	4	3	2	1	0	3	2	1	0
	♠	♥	♦	♣	+	♠	♥	♦	♣

	3	4	0	1	2	3	4	0	1
3	4	0	1	2	3	4	0	1	2
	♠	♥	♦	♣	+	♠	♥	♦	♣

	3	4	0	1	2	3	4	0	1
3	4	0	1	2	3	4	0	1	2
	♠	♥	♦	♣	+	♠	♥	♦	♣

2

4	0	3	2	1
1	4	0	3	2
2	1	4	0	3
3	2	1	4	0
0	3	2	1	4

♠ ♥ ♦ ♣

GOLD INFLUENCE

1

SILVER INFLUENCE

1

2

4	0	3	2	1
1	4	0	3	2
2	1	4	0	3
3	2	1	4	0
0	3	2	1	4

♠ ♥ ♦ ♣

2

4	0	3	2	1
1	4	0	3	2
2	1	4	0	3
3	2	1	4	0
0	3	2	1	4

♠ ♥ ♦ ♣

2

4	0	3	2	1
1	4	0	3	2
2	1	4	0	3
3	2	1	4	0
0	3	2	1	4

♠ ♥ ♦ ♣

4

4	2	1	0	3
3	4	2	1	0
0	3	4	2	1
1	0	3	4	2
2	1	0	3	4

♠ ♥ ♦ ♣

4

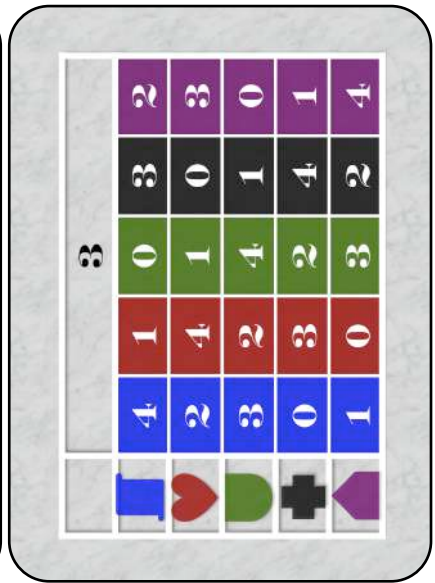
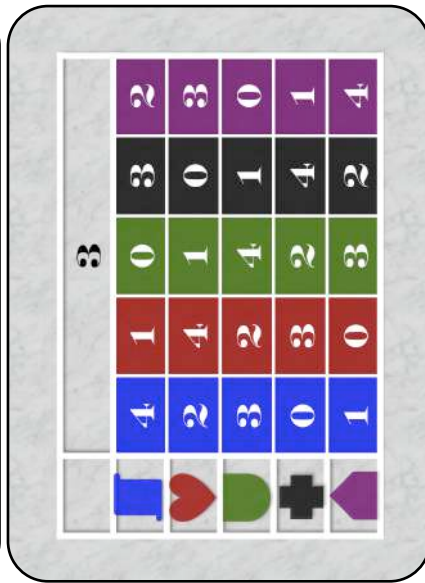
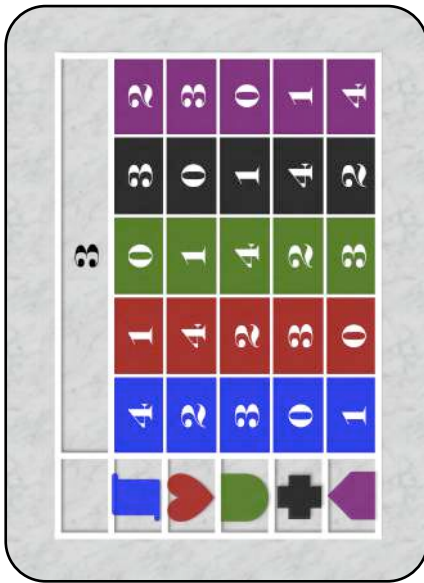
4	2	1	0	3
3	4	2	1	0
0	3	4	2	1
1	0	3	4	2
2	1	0	3	4

♠ ♥ ♦ ♣

2

4	0	3	2	1
1	4	0	3	2
2	1	4	0	3
3	2	1	4	0
0	3	2	1	4

♠ ♥ ♦ ♣



TURN SUMMARY

1. **Movement:** Move the Queen onto 1 orthogonally adjacent court tile. Stack the tile.

- White court tile: Discard
- Non-color court tile: Action stack
- Color court tile: Influence stack

If a non-color court tile set is completed, draw 1 action card.

If a negative non-color court tile is stacked, discard it and a positive non-color court tile of same number.

2. **Action:** Play any number of action cards. Discard the cards afterwards.

3. **Assassination:** Attempt 1 assassination on 1 other player.

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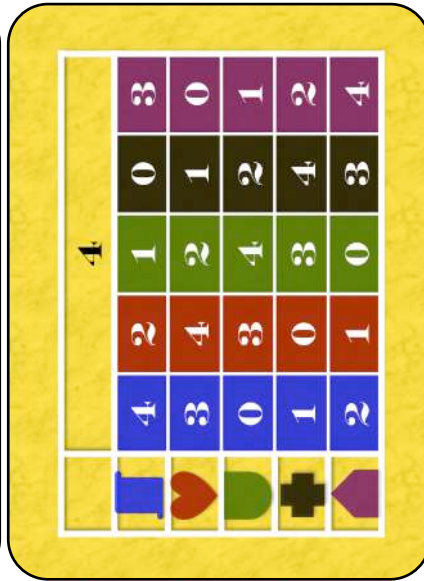
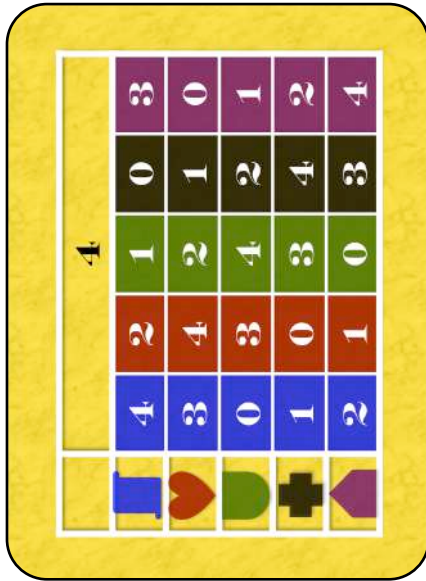
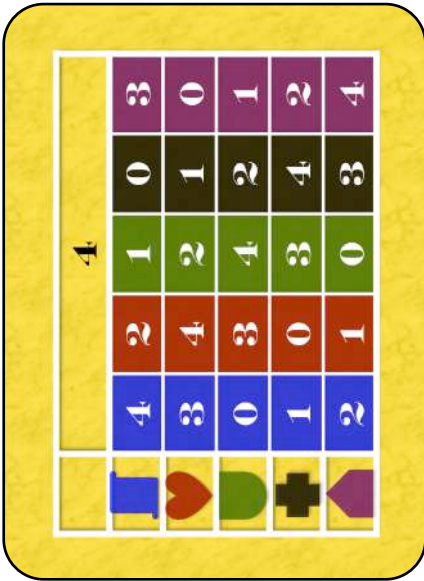
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AGITATION



CONFIDENCE





ACTION SUMMARY

- Agitation:** Discard any court tile.
- Confidence:** Move Queen twice.
- Intrigue:** Exchange with another player's action card.
- Invitation:** Move Queen any distance, even over empty spaces.
- Manipulation:** Switch places between any two court tiles.
- Persuasion:** Return any discarded court tile to any place.
- Protection:** Play before other player's assassination. Player may not assassinate protected number.
- Slander:** Select any players. They may not move the Queen next turn.
- Veto:** Play after other player's move. Player must move to other tile.
- Warning:** Return Queen to start.

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INTRIGUE



INVITATION



MANIPULATION



PERSUASION



PROTECTION



SLANDER



VETO



WARNING



