

Christina Regina



Category: Deduction, Murder/Mystery
Mechanic: Card Game, Take That
Players: 2-5
Time: 30 minutes
Age: 14+

Components:
54 cards

What is the game about?

You play a faction at the Royal Court of Sweden, seeking to influence the young Queen Christina. However, secrecy is of the utmost importance as the other factions will not look kindly upon rivals.

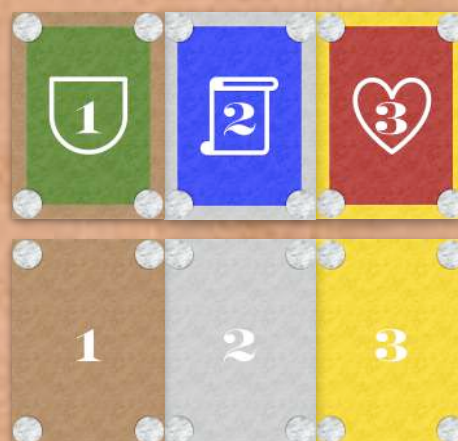


How do you win?

You score victory points when the Queen draw your influence cards and deny your opponents victory points by assassinating their faction leaders.

How do you play?

The players take turn to choose influence cards from 2 of 3 court stacks; 1 to return to the bottom and 1 to put a side in an influence stack. Each colored influence card put aside scores victory points to the faction of that color at the end of the game. The later a card is put aside, the higher the score but do not wait too long - the game ends when one court stack is depleted.



Instead of moving the Queen, the players may also use action cards to remove or replace cards to hasten or delay their appearance.



Last but certainly not least, a player may attempt an assassination on an opponent by guessing his or her color. If the guess is correct, the opponent loses all influence card at the end of the game, otherwise the assassin loses one influence card. The other players are kept unaware of both the guessed and the actual color.

The challenge of Christina Regina is to steer the Queen towards your color while at the same time keep your color hidden from the other players.

What makes the game special?

The unique mechanism of Christina Regina is the game behind the scenes where the players strive to secretly have it played their way. This creates an intensely tactical game where each player draw must be thoroughly evaluated. Is that her color or is she aiming for the next one? Is she bluffing or even double-bluffing? Sharpen your dagger but beware so that you are not stabbed first.

