

Christina Regina

The Queen's Path®



A Game of Politics and Intrigues at the Court of
Queen Christina 1633-1654

for 2-5 players (playing time 15 minutes)

by Nicholas Hjelmberg
Nova Suecia Games
<http://www.novasuecia.se>
Version 1.0

Introduction

King Gustavus II Adolphus is dead and the kingdom without a king. A heavy responsibility lies on the shoulders of the young queen Christina, only six years old. Sweden is engaged in the Thirty Years' War, the Estates are dissatisfied with Chancellor Axel Oxenstierna's influence, the breach between Protestants and Catholics is wider than ever and the exploratory spirit of the age gives rise to new art and science. As a representative of one of the many factions around the queen, it is your duty to enlighten Christina and show her the true path. But beware, the other representatives will not shrink from using any means to stop you!



1. The Cards

1.1 Court Cards (27)

Court cards represent the court in the castle. They may be non-colored or colored (blue, red, green, black and purple) and belong to either of the three groups Copper (1), Silver (2) and Gold (3).



Sort the court cards by group, shuffle and place face down on the table. Turn the top two cards in each stack face up. They form the **court stacks**.

1.2 Faction Leader Cards (15)



Faction cards represent the players. Sort the faction cards in 5 piles by **color**, place face down and move around.

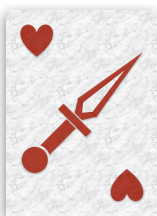
Each player picks 1 faction card pile (3 cards of the same color) without disclosing them to the other players. Any remaining cards are discarded **without being disclosed**.

1.3 Action Cards (5)



Action cards are used by the players as an alternative to drawing a court card. Give each player 1 action card to place in front of himself or herself.

1.4 Dagger Cards (5)



Dagger cards are used by the players as an alternative to drawing a court card or playing an action card. Put them aside until used.

- ❖ The **faction cards** are always kept **hidden** from the other players.
- ❖ The **action cards** are always kept **open** to the other players.
- ❖ The **dagger cards** are only used in assassinations, see rule 3.

2. Object and Course of the Game

The Queen's passage through the court symbolizes the influence she encounters and the life decisions she makes. The players' objective is to draw court cards of their own factions. The more and the later court cards of a faction are drawn, the more point does that faction score at the end of the game. The players take turns to do one (and only one) of the following:

1. **Draw:** Draw the top court card from one of the stacks and move the top court card from one of the other stacks face down to the bottom. End by arranging the court stacks so that the top two cards in each stack are face up. Players may not draw if at least one stack is depleted.
2. Drawn non-colored cards are simply discarded.
3. Drawn colored cards are stacked in **influence stacks**; one for Copper (1), one for Silver (2) and one for Gold (3). Stack them so that the latest stacked card partly covers the previously stacked one.
4. **Action:** Discard your action card. You may not use it again. Choose one action. End by arranging the court stacks so that the top two cards in each stack are face up.
 - a) **Agitation:** Remove 1 top court card (non-colored or colored) from any court stack and discard it.
 - b) **Manipulation:** Switch any 2 top court cards from any court stacks.
 - c) **Persuasion:** Return 1 discarded court card (non-colored or colored) to the top of any court stack.
5. **Assassination:** Attempt 1 assassination on 1 other players' faction faction. See details below.

Players may only pass if a court stack is depleted (i.e. draws are mandatory if possible, not actions and assassinations). If all players pass, the game ends.

3. Assassination

A player (the "assassin") may attempt 1 assassination against 1 other player (the "victim") by guessing his or her color. The assassin and the victim resolve the assassination by exchanging hidden cards. **No other players may see the cards.**

1. The **assassin** names a **victim** and a faction card number to commit the assassination. The card must be **untilted**, indicating that it has not failed/been assassinated already.
2. The **assassin** takes the **dagger cards** and gives the victim a dagger card of the guessed faction color to look at.
3. The **victim** gives the assassin his or her **faction cards** of the same number as the assassin to look at.
4. The assassin and the victim openly tell the other players whether the assassination was successful (i.e. whether the dagger color and the faction color matched) **without revealing any cards or colors.**
 - a) If the assassination is **successful**, the victim must tilt his or her victim faction card.
 - b) If the assassination is **failed**, the assassin must tilt his or her assassin faction card.
5. Both players return the dagger cards **face down**.

Example: Player 1 gives player 3 a red dagger and gets her red Copper faction card. The colors match so the assassination is successful and Player 3 must tilt her Copper faction card

Be careful to keep cards and colors hidden. The assassin now knows a faction card of the victim (but may not attempt a second assassination on the same victim). The victim only knows the color the assassin guessed at. The other players only know whether the assassination was successful or not. The tilted faction cards will tell which court tiles to remove at the end of the game. They may not be revealed until then.

6. End of Game

The game ends when all players pass consecutively. This happens when one court stack is depleted and the players cannot or do not want to do any more actions or assassinations. The Queen is then assumed to have chosen her path. The scoring is done in four steps:

1. **Resolve assassinations:** Flip the tilted faction cards. For each tilted faction card, remove the corresponding topmost court tile. This reflects the faction card having been either assassinated (successful assassination) or disgraced (failed assassination).
2. **Reveal factions:** Flip the untilted faction cards.
3. **Score factions:** Score one influence stack at the time. Use non-colored court cards to keep track of the points.

Score 3 points to the top faction, 2 points to the second top faction and so on. If a faction is not played by a player, score it anyway, i.e. lower placed court cards get less points.

Example: The Gold stack (3) contains from top to bottom Blue, Red, Green and Black. Blue's Gold faction card was assassinated so the blue card is removed. Green did not belong to any player. Red scores 3 points and Black scores 1 point.

The player who scored the most has successfully influenced Queen Christina and wins the game. In case of a tie, tell players apart by checking who scored most 3 points, then most 2 points and so on. In the rare case where no player court cards remain in any influence stacks, Queen Christina has avoided all influencers and wins herself!

Credits

Game design:	Nicholas Hjelmberg
Artwork:	Nicholas Hjelmberg
Production:	The Game Crafter
Game testers:	Hans Larsson, Fredrik Sergler, Joakim Sergler
Special thanks:	My wife Su-San Oh for having to listen to my endless historical and game-technical considerations