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Because of past events, this situation cannot continue. Her Majesty's entourage is feverish, the court is worried. The kingdom will soon need a spouse for Her Majesty.

2

The Queen's hand is within reach

3

We take turns, clockwise. In turn, pick a card and read it aloud.

4

On your turn, you draw a Question card, and then have three options. Read it aloud and answer from their character's viewpoint. Pass it to the next player in the turn order, saying "I'd like to hear your answer to this question." In which case their turn is done and the person who received the card starts their turn. Or tap the X-card or otherwise indicate the card is being X-carded, and draw another to try this again. Each player chooses a name for their character and then quickly explains their place in the world, and why they have a legitimate chance to win Her Majesty's hand in marriage.

5

Start by creating the situation by answering the following questions together.

6

What is the name of the Kingdom? What does it look like? What does society look like?

7

Who is currently wearing the crown? What is the reason it is so imperative Her Majesty marry now?

9

You are now ready to intrigue for the marriage of Her Majesty. The following cards explain the mechanics of the game.

10

When the instruction cards are finished, we continue in turn with the Question cards. Read each card aloud and answer the question asked.

11

Other players can ask you questions or make suggestions. But they can't answer for you and it's up to you to decide whether or not to take what others say into account.

12

The "Encounter" cards create an exchange situation.

13

The designated players play their characters in a discussion for which the map reader will have specified the context. It is the card reader that ends the scene.

14

The "Coup" cards represent attempts to weaken one of the other contenders

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The first player describes the circumstances of the "coup" then the targeted player explains the impact of the coup on their suitor.

16

If there is a card or an answer that you do not want to include in the story, touch the X card. This content is removed from the game. Anyone can use the X card at any time.

17

IF your card is removed from the game like this, draw a new one. You can use the X card on your own card.

18

On your turn, you can also pass. To pass, you give your card to the next player and say "I'd like to hear your answer to this question"

19

A question/encounter/coup card can thus be passed from player to player until it is cancelled by the X card. There is no requirement to X-card something after it reaches the original person. You can try to pass it around again to see if someone has changed their mind about answering it.

20

Place the card "Her Majesty has called the Peerage Review to help draw up a marriage contract. Are you trying to wed Her Majesty?" after about 10 cards for a short game, 20 for a medium game, 30 for a long game.

21

Continue to answer, pass, or X cards until the Peerage Review card is found.

22

Each player answers the question "Are you trying to wed Her Majesty?" in turn by describing their plan for being crowned, or what their plan has become if it does not involve pressing their suit.

23

If several suitors propose a marriage contract, each player votes for the suitor who, in their opinion, has the best chance of winning.

What do you think of the state of the kingdom? What you would like to change?

What is your relationship with Her Majesty's guardians? What do they think of you?

Her Majesty calls you to her rooms. What does she entrust to you?

What rumors are there about your relationship with Her Majesty? Are they true?

What action are you preparing in case the marriage contract doesn't come to you. Who knows about this?

What other suitor do you consider as your rival? How does this rivalry manifest itself?

In what context did you first meet Her Majesty? What impression did she leave on you?

Why is Her Majesty's entourage suspicious of you? Is this right or wrong?

What did you sacrifice to get closer to the throne? Do you regret it?

One of the other suitors caused the death of one or more of your relatives. Who? And, who? Ask the suitor what happened.

What office do you hold currently? Do you acquit yourself of it faithfully?

You consider that one of the other suitors has something that was rightfully yours. What is it?

You were Her Majesty's favorite. How did you lose her favor? Who among the suitors is the favorite now?

Someone at the court has sensitive information about you. Who is this about? What does he know?

You caused (voluntarily or not) the death of a member of this kingdom's court. Who was it? What happened?

Why are you particularly feared in Her Majesty's entourage?

Encounter: You have dinner with one of the other suitors to discuss your respective views on the future of the kingdom. What is the context? Play the scene.

Encounter: You secretly meet one of the other suitors to offer them an alliance. What is the context? Play the scene.

Encounter: You are participating in a hunt with one of the other suitors. Both of you, describe the hunting process by drawing parallels between your way of catching game and your attempt to catch Her Majesty

Encounter: A mutual friend organizes an Encounter between you and one of the other suitors to try and get you to find common ground. What is the context? Play the scene, one of the other players of your choice will join in as this mutual friend.

Encounter: You have feelings for one of the other suitors and have decided to tell them. What is the context? Play the scene.

Encounter: You have a letter exchange with one of the other suitors. What are you writing to each other? Invent the contents of several successive letters.

Encounter: You meet one of the other contenders outside Her Majesty's quarters. What is the atmosphere? Play the scene.

Encounter: You are responsible for organizing the defense of the kingdom against an external enemy. Which suitors do you use to help you? What charges do you entrust to them? Is this a real danger or a test? Play the scene

Encounter: You organize a secret Encounter with all the other suitors, except one, in order to get together (or not) against them. What is the context? Play the scene.

Encounter: At a banquet, you make a toast to one of the other suitors. They return the favor. Play the scene.

Coup: You formed an assassination against one of the other suitors, but it was a failure. Specify the circumstances. Who knows you were the sponsor? Ask the player concerned how his suitor felt about the situation.

Coup: You managed to deprive one of the other contenders of one of his assets. Ask them what it's all about. How did you do it? Ask the player concerned what impact this setback has had on their primary duties.

Coup: You took one of the relatives of one of the other suitors prisoner. Ask them who it is. What do you demand in exchange for their freedom? Ask the player concerned if their suitor accepts this deal.

Coup: You tried to humiliate one of the other contenders at a party including Her Majesty's entourage. What happened? Ask the player concerned who turned their back on their suitor following this setback.

Coup: You have rallied one of the supporters of one of the other contenders to your cause. Who is this about? How did you convince them? Ask the player concerned what their former ally may have taught you now.

Coup: You turned the people of the kingdom against one of the other suitors. How did you do it? Ask the player concerned what accidents this has caused.

Coup: You seriously wounded one of the other suitors during combat. In what context? Ask the player concerned what consequences their suitor will have.

Coup: You succeed in convicting one of the other suitors by spiritual authority. What is the reason given? What must they do to atone or serve justice after this conviction? Ask the player concerned if their suitor agrees to comply with these requests.

Coup: You arranged an advantageous wedding for one of the other suitors with someone besides Her Majesty. How will this union improve that suitor's original situation or primary duties? Ask the player concerned if their suitor accepts the alternate marriage, or what the consequences are to their suitor if they turn it down.

Coup: You have forged a secret alliance with a faction within this kingdom. What is your ally doing to harm the chances of one of the other suitors? Ask the player concerned how their suitor's primary duties are being disrupted.

Why did Her Majesty keep you away from her entourage?

What unrest is stirring in the kingdom? Are you trying to fix it?

A foreign power is threatening the kingdom. What are they up to? What is your position?

One of the relatives of another suitor is your former lover. Who is it? How did your story end?

Which influential member of the government is offering you support? What will this support cost you?

What object very important to the royal household has been entrusted to you by Her Majesty? Who wants it back?

Her Majesty has told you that she is thinking of marriage, but it is not to you. Who is it? How did you react?

You have a lot of resentment towards one of the other suitors. What do you blame them for?

You hate Her Majesty and her entourage. Why? ...Why?

Why do you think you would make a good partner for Her Majesty? Which of your flaws could affect your reign?

Why does Her Majesty's entourage think you'd make a bad leader? What did you do to try to fool them?

What quality did Her Majesty appreciate very much about you?

You have supplied an expert or specialist to help manage the reason the kingdom is so desperate for a royal wedding. Did you ask your specialist to do their best to resolve the situation, or make it more dire? Why? Why?

Her Majesty's parental figure secretly supports one of the other suitors. Who is it? Who do they support? How did you find out about this, and what are you planning to do about it?

Her Majesty has called the Peerage Review to help draw up a marriage contract. Are you trying to wed Her Majesty?