

1

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

2

Her Majesty is dying and has no direct heirs. You are all potential successors. Each player is a "contender" of the gender and age of their choice.

3

The crown is within reach.

4

Her Majesty's entourage is feverish, the country is worried. The kingdom will soon need a king or queen.

5

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

6

What is the name of the kingdom? What does he look like? How is his society made up?

7

Who is currently wearing the crown? What is killing His Majesty?

8

Each player chooses a name for his character and then quickly explains his place in Her Majesty's entourage and why he has a legitimate right to the crown.

9

You are now ready to intrigue to succeed 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 them 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.

15

The first player describes the circumstances of the "move", then the targeted player explains the impact of the move on his claimant.

16

Place the X card where everyone can easily grasp it

17

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.

18

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

19

Your turn, you can pass. Give your card to the next player and say "I'd like to hear your answer to this question".

20

A Question/Encounter/Coup card can thus be passed from player to player until it is cancelled by the X card.

21

Place the card "Her Majesty is Dead! Are you trying to seize the throne?" after about 10 cards for a short game, 20 for a medium game, 30 for a long game.

22

Continue to answer, pass or use the X card until the "Her Majesty is dead! Are you trying to seize the throne?" be fired.

23

Each player answers the question "Are you trying to seize the throne?" in turn by describing his plan for being crowned.

24

If several contenders attempt to seize the throne, each player votes for the contender who, in his opinion, has the best chance of winning.

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

What is your relationship with Her Majesty's husband or wife? What does he or she think of you?

His Majesty calls you to his bedside. What does he or 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 crown doesn't come back to you? Who knows about this?

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

In what context did you first meet His Majesty? What impression did he leave on you?

Why is His 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 contenders caused the death of one or more of your relatives. Who? Who? Ask him what happened.

What office had been entrusted to you by His Majesty? Do you acquit yourself of it faithfully?

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

You were His Majesty's favorite. How did you lose his favors? Who took your place?

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 the royal family. Who was it? What happened?

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

Encounter: You have dinner with one of the other contenders to discuss your respective views on succession to the throne. What is the context? Play the scene.

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

Encounter: You are participating in a hunt with one of the other contenders. Both describe the hunting process by drawing parallels between your way of catching game and your attempt to obtain the crown.

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

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

Encounter: You have a letter exchange with one of the other contenders. 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 room. What is the atmosphere? Play the scene.

Encounter: You are responsible for organizing the defense of the kingdom against an external enemy. Which contenders do you use to help you? What charges do you entrust to them? Play the scene.

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

Encounter: At a banquet, you make a toast to one of the other contenders. He's returning the favor. Play the scene.

Coup: You fomented an assassination against one of the other contenders but it was a failure. Specifies the circumstances. Who knows you were the sponsor? Ask the player concerned how his claimant felt about the situation.

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

Coup: You took one of the relatives of one of the other contenders prisoner. Ask him who it is. What do you demand in exchange for his freedom? Ask the player concerned if his claimant accepts this deal.

Coup: You tried to humiliate one of the other contenders at a party in Her Majesty's entourage. What happened? What happened? Ask the player concerned who turned his back on his contender 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 him? Ask the player concerned what his former ally may have taught you.

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

Coup: You seriously wounded one of the other contenders for combat. In what context? Ask the player concerned what consequences his contender will have.

Coup: You succeed in convicting one of the other contenders by spiritual authority. What is the reason given? What must he do to improve himself? Ask the player concerned if his claimant agrees to comply with these requests.

Coup: You arranged a wedding for one of the other contenders. How will this union affect his chances of obtaining the crown? Ask the player concerned if his contender accepts the marriage or if he accepts the consequences.

Coup: You have forged a secret alliance with a neighboring kingdom. What is your ally doing to harm one of the other contenders? Ask the player concerned how his contender's business is being disrupted.

Why did His Majesty keep you away from his entourage?

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

A foreign country is threatening the kingdom. What's he up to? What is your position?

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

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

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

His Majesty has told you that he is thinking of an heir, but it is not you. Who is it? Who is it? How did you react?

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

You hate His Majesty and his followers. Why? Why?

Why do you think you're making a good leader for the kingdom? Which of your flaws could affect your reign?

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

What quality did His Majesty appreciate very much about you?

You have chosen the doctor who takes care of Her Majesty. Did you ask him to do his best to heal him or to speed up his death? Why? Why?

Her Majesty's husband or wife secretly supports one of the other contenders. Who is it? Who is it? How did you find out and what are you planning to do about it?

Her Majesty is Dead! Are you trying to seize the throne ?