

Gambit Royale

Who will wear the crown?

Each player has the same set of conspirators in this competition to score points by winning goal cards. The players can employ Alchemists, Fencing Masters, Kings, Queens and others for their raw power. They can also employ others such as Beggars, Wizards, Witches, Traitors, and even the 3 Musketeers for their power and special abilities to influence the outcome of the various goal card competitions.

Kings have the most power, but no special abilities! So, players should carefully choose when to employ their most powerful conspirators. The game is played over six rounds for several goal cards in each round. Each goal card has a certain value, but players can double their scores by winning goal cards in all 6 areas. Planning is crucial. The highest sum of goal cards wins.

Contents

- 186 conspirator cards, consisting of six sets of cards in six colors with 31 cards in each set. Each set has the same conspirator cards.



The images of the people on the card backs have no game meaning.

- 36 Goal cards, 6 cards per discipline (alchemy, fencing, agriculture, commerce, religion, and music) with the respective values of 1, 2, 3, 3, 4, 5



- 1 Crown Card
- 6 reference sheets



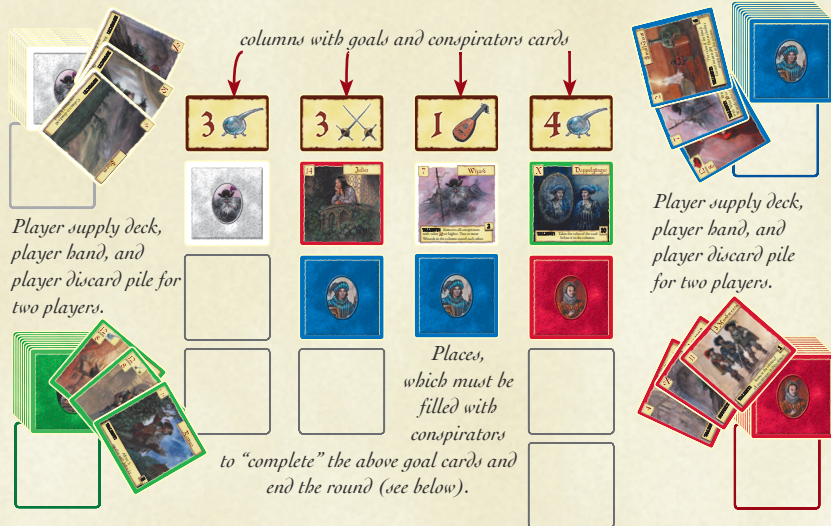
Preparation

Each player takes a set of 31 conspirator cards in one color. Each player shuffles their set of cards and places them face down as a supply deck in their play area (the area before them on the table). Each player draws 3 cards from their stack as their starting hand, which they keep secret from the other players. Next, shuffle the 36 goal cards and create a row of face down piles of 6 cards in the middle of the table equal to the number of players (e.g. with 3 players: 3 stacks of 6 cards, with 5 players, 5 stacks of 6 cards). Place the Crown near the goal cards. Place the remaining goal cards back in the box – they will not be used in this game.

Playing the game

The game is played over 6 rounds. At the beginning of each round turn over the top goal card in each stack: 1 for each player (e.g. 4 cards for 4 players). Leave room under each goal card for players to place conspirator cards. The players choose a starting player and they start the game:

Example of a 4-player game after a few rounds



columns with goals and conspirators cards

Player supply deck, player hand, and player discard pile for two players.

Player supply deck, player hand, and player discard pile for two players.

Places, which must be filled with conspirators to "complete" the above goal cards and end the round (see below).

Playing a round

On a player's turn, they must place **one** conspirator card from their hand **face-down** at the bottom empty space in the column of their choice. If there is a face down card above the card they place, the player turns the previously placed card face-up, regardless of its color. If the card turned over has an effect, it is executed immediately. If it has a talent, it is executed at the end of the round in initiative order. These effects and talents are explained in detail on the separate overview of the conspirators.

Afterwards, the player draws 1 card from their supply deck. If their supply deck is exhausted, they shuffle their discards and place them face down as their supply deck. Then the next player in clockwise order takes their turn. The game continues in this way until the end of the round.

End of a round

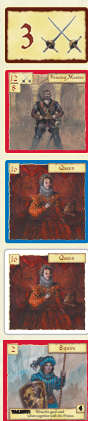
A round ends when **all goal cards** have been completed. A goal card is complete, when there are at least as many conspirator cards in its column as the value shown on the goal card (see examples below). Players may place conspirator cards below already completed goal cards, so it is possible that it can take a long time for all goal cards to be completed. As soon as **all goal cards** are complete the round ends. Turn over all face-down cards. Actions that would have been triggered upon turning cards over are not done. Then, in initiative order, all cards with initiative resolve their effects, one column at a time.

Now the goal cards are distributed. Each column is considered separately. The players sum the values of their conspirator cards in the column and the player with the largest sum in a column wins the goal card for that column. If players tie with the largest sum, the player among them with a card closest to the goal card wins the card.

The players take the goal cards they won and place them face down in their play areas. After the goal cards are distributed, the players take their used influence cards and place them in their discard piles. Then, the players turn over the appropriate number of goal cards for the next round. The new round begins with the player to the left of the player who played last in the just-completed round.

Example 1: Assignment of the Goal cards:

Red's sum is 14 because the Fencing Master matches the goal type, but Blue and White tie with the highest sum (16). As Blue's card is closer to the goal card than White's, Blue wins the goal card.



Example 2: Assignment of the Goal cards:

The White wizard uses his special ability to remove the Blue king and, thus, Red wins the goal card with the 8 point Cardinal over White's 7 point Wizard.



End of the game

The game ends after all goal cards have been distributed at the end of the 6th round.

The players count the points on the goal cards they have won in the game. There are two possibilities:

- The players sum the points on all goal cards they won (see example Sarah).
- If a player has goal cards from every discipline, they sum the points on 6 cards, one from each discipline, and double that sum. Then, from this doubled sum, subtract 1 point for each remaining goal card they have won (see examples for Isabelle and Leonardo). The owners of the Crown and Gold cards each score 3 additional points.

The player with the most points wins the game.

Scoring example

Leonardo							$= 15 \times 2 = 30$
Sarah							$= 20$
Isabelle							$= 15 \times 2 = 30$ $- 1 = 29$

Variant for 2 players

The game can also be played as a duel. The 2-player variant is the same as the basic version with an exception. The game is played with three sets of goal cards instead of two. At the beginning of each round, turn over three goal cards and play according to the basic rules.

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