



MONARCH



WHO WILL REIGN?

Your mother, the Queen, has lived out her years and will soon pass on the crown. The time has come for you and your sisters to demonstrate your intelligence, compassion, bravery and strength as leaders. Choose strategies that will bring prosperity to the land and glory to your court. Defend the kingdom from threats of invasion and famine. There are many paths to choose from, but only the most worthy among you will be selected to become the heir to the throne.

Who will reign?

GAME COMPONENTS

74 MARKET DECK CARDS



6 Unwanted Guests



38 Court Cards



12 LAND BOARDS

5 BANNERS



8 Moons



22 Land Improvements

4 REMINDER CARDS



FOOD AND GOLD TOKENS



SETUP

Shuffle the Land Boards. Deal out 9 to create a 3x3 grid in the center of the table to form the board. Place the other 3 in the box; they will not be used in this game.

Shuffle the market deck and place it next to the board. Reveal the top 5 cards to form the market row. (If you reveal any Moons, ignore, discard, and replace them with another card from the market deck.)

Place the 5 Banners above the market row. If this is your first game, however, consider playing without the Banners.

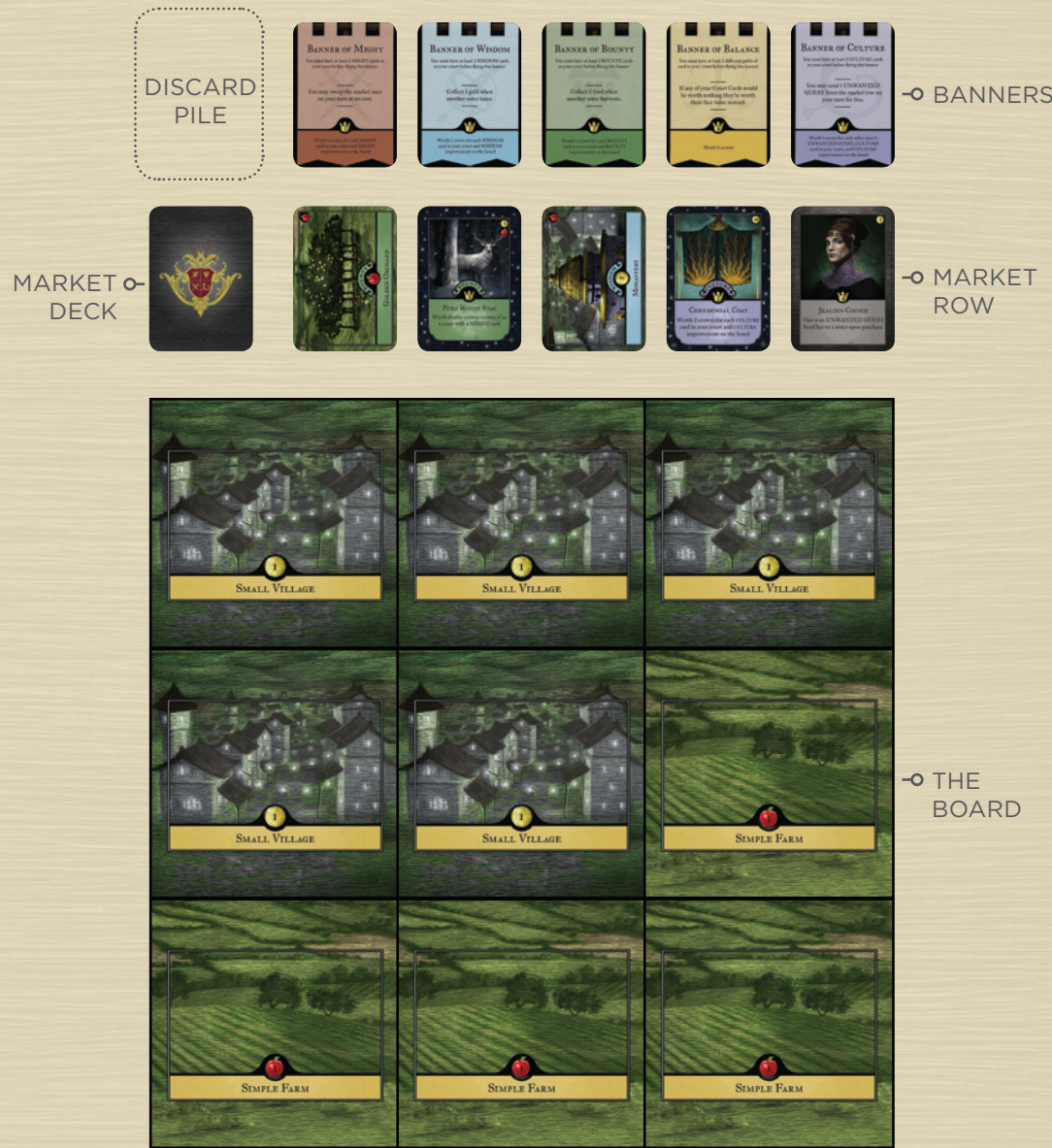
Each sister starts with 5 food and 5 gold.



The youngest sister plays first and play continues clockwise.

GOAL

Each sister aims to collect Court Cards to add to her court of wise advisors, exotic beasts, and symbolic garments. Court Cards provide Crowns (see PARTS OF A COURT CARD, on the next page). The sister whose Court Cards provide the most Crowns at the end of the game will be selected to be Queen.



GAME END

At the end of the round in which any sister's court becomes filled with 7 Court Cards, the game is over. To determine the winner, each sister adds up the Crown values of all of the Court Cards in her court, and the sister with the most Crowns wins (see HOW TO SCORE on your reminder card).

Example: Kayla went first, Brian went second, and Emily went third. At the end of Emily's turn, if any player has 7 Court Cards, the game is over and the player with the most Crowns wins.

PARTS OF A COURT CARD

PATH (OR SUIT)

Most Court Cards are associated with a style of ruling. The PURE WHITE STAG's path is BOUNTY



COST

Pay the shown amount of gold and food to acquire and add this card to your court. Most Court Cards cost an amount of gold but BOUNTY Court Cards like this one cost both food and gold.

CROWN VALUE

The Crowns provided at the end of the game. All Court Cards provide Crowns.

ABILITY

Card abilities often change the Crowns, making them more or less valuable.

YOUR COURT

Each sister keeps her collected Court Cards in front of her, visible to the other sisters. Unwanted Guests hover annoyingly near your court, but do not count as part of the seven court spaces.

COURT CARDS



EMPTY COURT SPACES



UNWANTED GUESTS



GAME PLAY

Every turn you may take the following actions in any order.

- “Harvest” (gain food) OR “Tax” (gain gold)
- Acquire cards from the market row
- Sweep the market row

Example: Jeff acquires a Village Improvement from the market row, taxes the villages, sweeps the market, then acquires a Court Card from the market row.

Once Per Turn

Harvest or Tax — once per turn you can **either** gain food from harvesting the farms **or** gain gold from taxing the villages on the board. You cannot do both actions in the same turn.

HARVEST

If you harvest, you collect food from all of the FARMS. The amount produced by each farm is the number inside the red apple.

OR

TAX

In order to tax the villages, you must first feed all the VILLAGES 1 food each. The amount of gold received from each village is the number inside the gold coin.

Farms and villages provide one food or one gold each at the start of the game. As they are improved they can provide more. Each village only ever requires 1 food to be taxed, regardless of improvements.

Without Limit

You may do either or both of these two actions as many times as you can afford.

ACQUIRE CARDS

Buy from the market row by paying a card’s cost, shown at top right corner of the card. Add it to your court (Court Cards), a Land Board (Land Improvements), or send it to a sister (Unwanted Guests). Replace the empty spot in the market row by drawing a new card from the deck.

SWEEP THE MARKET

Pay 3 gold to discard all of the cards in the market row and replace them with 5 new cards from the market deck. This is a great option if you don’t like any of the cards in the market row.

MOONS

If a Moon is revealed while replacing a card in the market row, read the Moon aloud. Resolve it, return it to the box, replace in the market row, and continue your turn.

DISCARD PILE

Discarded Unwanted Guests and swept cards are placed in the discard pile. If the market deck runs out of cards, shuffle the discard pile and use it as the market deck. Resolved Moons are returned to the box, not discarded (so they are not put in the market deck a second time).

When you are done with the actions you wish to take, the next sister takes her turn.

Banners

Once per game during her turn, a sister may choose to take up one Banner to represent her commitment to one of the 5 paths of leadership (suits): MIGHT, CULTURE, WISDOM, BOUNTY, or BALANCE.

Each Banner earns its bearer Crowns at the end of the game and gives her extra abilities to advance.

To take up a Banner, a sister must meet the requirements on the top of the Banner card. She places the Banner in front of her, and it is hers for the rest of the game. It cannot be taken from her, nor can it be exchanged.



TYPES OF CARDS IN THE MARKET DECK

Court Cards



Court Cards represent the wise advisors, powerful allies, and symbols of strength that populate the sisters' courts. Court Cards cost gold (or gold AND food for BOUNTY cards) to acquire, as shown in their upper right corner. They provide Crowns for the sister who buys them and places them in her court. However, the number of Crowns they provide can vary depending on what other cards are in the same court, so read Court Cards carefully.

Example: the ASTRONOMER Court Card usually provides 4 Crowns. If it is in a court with the FIREWORKS card, it is worth no Crowns.

"?" COURT CARDS



Some Court Cards will have a "?" instead of a number indicating how many Crowns they are worth. The value of these cards depends on the other cards in your court.

Example: the CEREMONIAL COAT Court Card is worth 2 Crowns for each CULTURE card (Court Card with a CULTURE path) in your court and on the board. The CEREMONIAL COAT itself, other Culture Cards in your court, and CULTURE Land Improvements on the board add to the CEREMONIAL COAT'S ultimate Crown value.



REPLACING

When a sister acquires a new Court Card she may, if she truly wishes, replace one of her existing Court Cards (not an Unwanted Guest) with the new card and discard the replaced one. A sister may never have more than 7 cards in her court, so she might choose to replace a lower valued card.

Village Improvements

If a sister acquires a Village Improvement, she places it on top of a Village Board (any board that provides gold) of her choice. That village will now provide more gold when any sister taxes, and may also have a path (suit). Village Improvements can be placed on top of other Village Improvements, as long as the gold provided does not decrease. Only the top Village Improvement on a Village Board matters. Remember: the cost for taxing will always be 1 food per Village Board, regardless of how much gold they provide.



Farm Improvements

Farm Improvements are just like Village Improvements, except they provide food, and must be placed on Farm Boards (any board that provides food). There is no cost for harvesting farms.

Unwanted Guests

Unwanted Guests represent dreadful boors and frustrating meddlers that interfere with a sister's courtly matters. Unwanted Guests are acquired by a sister, and immediately sent to any *other* sister of her choosing. They do not take up any spaces in the recipient's court, but they subtract from her Crowns at the end of the game. Some Court Cards allow sisters to discard an Unwanted Guest as soon as they are acquired; acquiring one is the only way sisters can get rid of Unwanted Guests.



Moons

Moons are unexpected circumstances, both good and bad, that impact the monarchy. When they are revealed from the market deck, they happen immediately and are then returned to the box (not discarded). Some moons give the sisters the option of paying food or gold together. When this happens, the sisters must freely negotiate about how much, if any, they are each willing to pay to address the events sent by the moon.

