

# Emperor's Favor

2-6 Players | 100 - 120 minutes | Ages 10+

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*The crown prince is dead. As a member of the royal family, now is your chance to become the new heir to the Empire.*

## ● Story

*Emperor's Favor* is a resource management engine building game. Make connections with royal staff members, then strategize and sabotage your way to the crown in an ancient Chinese-inspired court drama.

In order to gain favor from the emperor, you must become allies with the staff members of the palace. Doing this will passively get you items and resources from them, and you can upgrade your alliances for better items. Use these resources to get better allies and hurt other players. Once you get enough favor, you will become the new emperor.

## ● Components

- Gameboard x1
- Stars x48
- Player Meeples x6
- Gold Pieces x60
- Staff Cards x90
- Black Market Cards x15
- Event Cards x17
- Treasury Container x1
- Reference Sheets x6
- Scoring Pads x6



Gameboard



Black Market Cards



Staff Cards



Event Cards

# Setup

## Board Setup

1. Staff Cards: On the board, there are 6 Staff members, and each has three types of cards: 1 Star ( $\star$ ), 2 Star ( $\star\star$ ), and 3 Star ( $\star\star\star$ ) Staff cards. Put these Staff cards on their respective slots. The example below shows placement of the Priest Staff cards.



2. Place Gold pieces into the Treasury Container.
3. Shuffle and place the deck of Event cards and the deck of Black Market cards face down to the side of the board.



## Members of the Royal Staff



Apothecary



Chef



Official



Priest



Blacksmith



Strategist

# ● Player Setup

## 1. Determine Turn Order

- Players must randomly choose a player to go first. During the game, players will take turns in **clockwise order**.

## 2. Get Pieces

- Each player gets **1 Meeple**.
- Each player gets **8 Stars** of the same color as their Meeple. (Hexagonal gems replace the stars for this version of the game.)
- Each player gets **3 Gold pieces**.
- Each player gets a **Scoring Pad**; as you earn Favor, you will record it here. You may also decide to have one player keep track of everyone's favor.

## 3. Choose an Event

- Each player must look at **3 Event cards** from the top of the Event card deck. They then must place 1 Event card face down in front of them and put the other 2 Event cards on the bottom of the Event card deck

## 4. Place Stars

- In **reverse turn order**, each player must place 1 Star onto a Staff. Players may not place Stars onto Staff with 2 Stars already on them (only during the setup phase). When you have a Star on a staff, that staff is your Ally. See page 5 for an example Star placement.
- Once each player has placed 1 Star onto the board, repeat this step. This time, players also **may not place Stars onto Staff they have already placed a Star onto**. (e.g. If you place your first Star onto the Priest, you may not place your second one there as well.)

## 5. Check Your Work

- Once *Player Setup* is complete, each player should have 2 Stars placed onto 2 **different Staff** on the board and each Staff should have a **maximum of 2 Stars on it**. Once these conditions are met, begin *Gameplay*.

## Example Player space after Setup



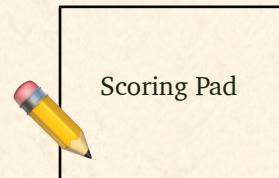
6 Remaining Stars



3 Gold



1 Incomplete Event  
(face down)





Example gameboard after 6 players have placed all of their Stars.

# Gameplay

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## ● Objective and Scoring

Players take turns in **clockwise** order. The first player to earn **50 Favor** wins.

You gain Favor in the following ways:

- Allying with Staff
- Completing Events
- Allying with the Empress
- Certain Black Market cards

## ● Turn Overview

### 1. Collect

- Draw 1 Staff card from each Staff that has at least 1 of your Stars on it. Choose any card that is **less than or equal to the number of Stars you have on that corresponding Staff**. (e.g. If you have 2 Stars on the Strategist, you may take a “Map of the Empire” OR a “Book of Strategies”)

### 2. Play (May be done in any order)

#### Once per turn:

- Move your Meeple to any Staff. Choosing your current location still counts as moving. Draw a 1 Star Staff card from the Staff that you moved to. If you have a Star on that Staff, you may instead choose any card that is **less than or equal to the number of Stars you have on that Staff**. This allows you to collect 1 Star Staff cards from Staff you are not allied with, or gain additional cards from staff you are allied with.

#### Unlimited per turn:

- You may play any number of Staff and Black Market cards from your hand. (See ●Discarding and Playing).
- You may place as many Stars as you are able to afford and gain Favor for them. (See ●Allying).
- You may discard any number of Staff cards in your hand and gain their Gold value.
- You may buy a Black Market card for 8 Gold. (See ●Buying Black Market Cards).
- You may trade any amount of Gold, Staff cards, Events, and/or Black Market cards with other players on your turn. (See ●Trading).
- You may upgrade by discarding 3 copies of any 1 or 2 Star Staff card for 1 Staff card of the next Star level from the same Staff (e.g., 3 “Rare Ore” → 1 “Steel Shield”). This can be done any number of times.
- If you fulfill an Event, gain Favor (See ●Events).

### 3. End

- Verbally end your turn. You must discard down to 8 cards. Black Market cards do not count as part of your hand.
- If you have no incomplete events in front of you, gain a new event (See ●Events)

## ● Allying

You may pay a price to Ally with a Staff and place a Star onto that Staff. The price to Ally is determined by the number of Stars you already have on that Staff. These prices are listed below and on the reference sheet. To place a new Star, discard the cards and pay the gold amount specified by the listed price. **You may have a maximum of 3 Stars on a single Staff.** You may find that some prices are unachievable with the cards you get from your allies. You may have to upgrade your cards (see ● Turn Overview) or trade cards with other players.

When Allying, if all 8 of your Stars are already on the board, you must instead remove one from another Staff to place onto the one you are Allying with.

After Allying, gain Favor based on how many Stars you now have on that Staff (See Ally Scoring). You can only gain Favor if you are paying to place your Stars: **you do not gain Favor from Map of the Empire or your first 2 Star placements during Player Setup.**

### Ally Scoring

+2 Favor when you pay for your 1st Star on a Staff.

+5 Favor when you pay for your 2nd Star on a Staff.

+10 Favor when you pay for your 3rd Star on a Staff.

+20 Favor when you Ally with the Empress

### Prices to Ally

#### Place 1st Star:

- 2 different 1 Star (★) Staff cards (E.g. 1 Soup and 1 Commerce Scroll)

#### Place 2nd Star:

- 3 Gold
- A 1 Star (★) Staff card
- A 2 Star (★★) Staff card
  - Cards must be from **different** Staff (e.g. 1 Dumplings and 1 Rare Ore)



Empress

#### Place 3rd Star:

- 5 Gold
- A 2 Star (★★) Staff card
- A 3 Star(★★★) Staff card from a different Staff
  - Cards must be from **different** Staff (e.g. 1 Jade Scepter and 1 Book of Strategies)

#### Ally with the Empress

- Once per game, you may pay **15 Gold and 3 unique 3 Star Staff cards** to move to the Empress at the center of the board and get **20 Favor**. Record that you have Allied with the Empress on your Scoring Pad.

# ● Discarding and Playing Cards

## Staff Cards

Unless otherwise stated, when a Staff card is played or discarded, put it back into its pile of origin. These cards will cycle in and out of the economy.

## Black Market Cards

Unless otherwise stated, when a Black Market card is played, put it into a face up discard pile next to the Black Market deck. These cards are out of the game. You cannot sell Black Market Cards. They also do not count towards your max hand size of 8 cards.

## Staff Cards



## ● Buying Black Market Cards

During your turn, you may spend 8 Gold to buy a Black Market card. This can be done any number of times.

When buying a Black Market card, look at the top 3 cards from the Black Market deck, pick one, and put the rest on the bottom of the deck.

## ● Trading

Any player may initiate a trade, but the player currently playing their turn must be a part of the trade.

You may trade Gold, Staff cards, Events and Black Market cards.

You may also make trades with other players for promises. (e.g., "I'll give you 5 Gold if you don't hit me with the 'Legendary Sword' on your next turn"). You are responsible for making sure any promise made as a part of a trade is honored.

You **cannot** trade Favor.

## Events

Upon completion of the mission on your Event card, you must flip it over and leave it in front of you. Add the Favor from that Event to your total Favor. You may only complete 1 Event per turn.

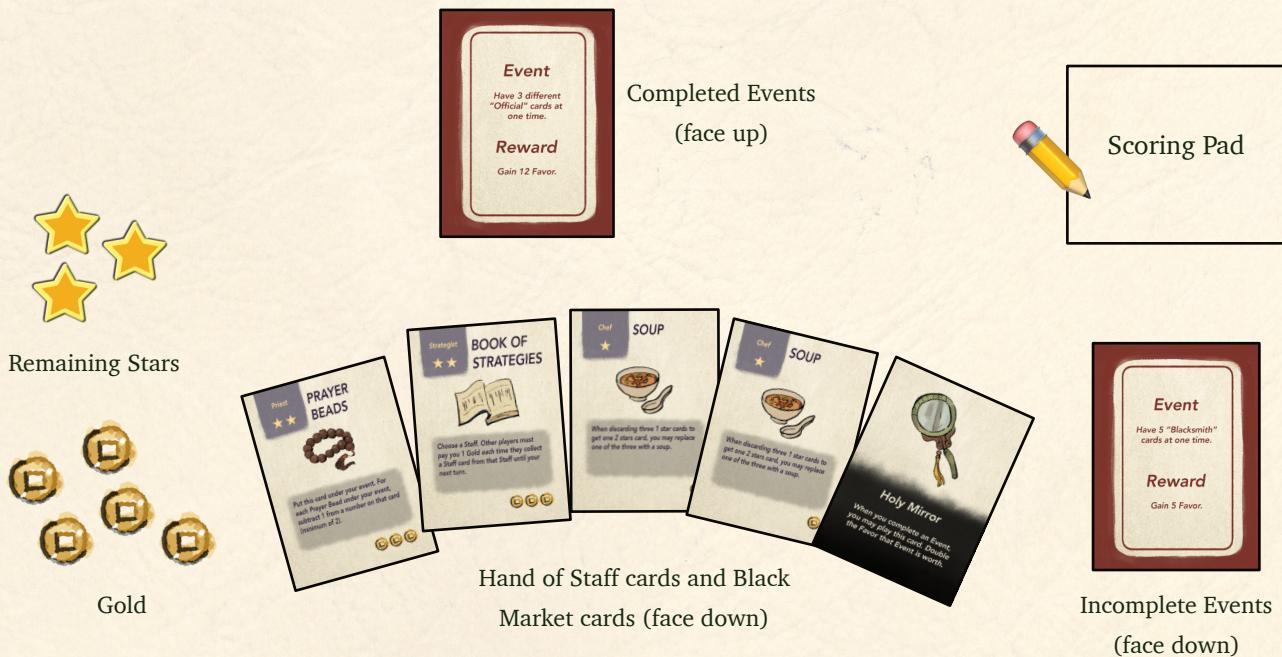
You are responsible for keeping track of your Event and must recall how you completed its requirements if requested upon completion.

At the end of your turn, if all your Events are completed, look at 3 Events from the top of the Event card deck. Put 1 Event card face down in front of you and put the other Event cards on the bottom of the Event card deck. You should always have an uncompleted event in front of you for each turn.



An Event card and the Staff cards required in your hand to complete it

## Example Player space during Gameplay



## Game End and Scoring

The first player to earn 50 Favor wins!