공주와 기사

PRINCESS & KNIGHT

Rulebook

~ English Fan-translated ~

LAUGH SKETCH Inc.
Toshimune Kagawa

Components

Character Cards
~ 10 cards (double-sided) ~

Front

Back

※ The back side has the **Bond Action** ability written on it.

Action Cards
~ Level 0: 15 cards ~

Front

Back

※ The back side has each house's crest printed on it (5 types).

~ Level 1: 25 cards / Level 2: 25 cards / Level 3: 25 cards. ~

Front

Back

Level 1

Level 2

Level 3

Royal Order Cards
~ 10 cards ~

Front

Back

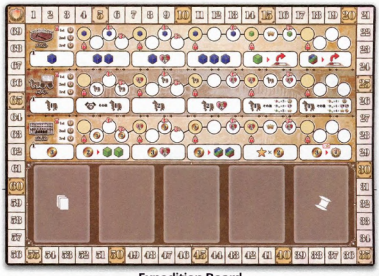
Variant Start Cards
~ 12 cards ~

Front

Back

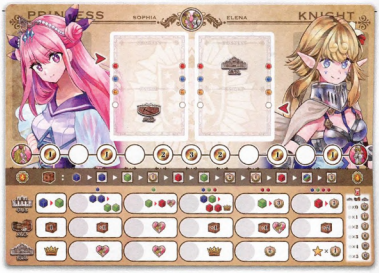
Summary Sheets
~ 5 sheets (double-sided) ~

Duchy Board
~ 1 board ~



Expedition Board
~ 1 board ~

Personal Boards
~ 5 boards ~



Money
~ 1 Gold: 42 chips / 3 Gold: 40 chips ~

1 Gold

3 Gold

※ Treated as money during the game.

Action Chips
~ Princess: 5 chips (1 per house) ~

~ Knight: 5 chips (1 per house) ~

Bond Chips
~ 10 chips (double-sided, 2 per house) ~

Front

Back

Royal Order Completion Chips
~ 5 chips (1 per house) ~

Round Marker Chip
~ 1 chip ~

Resource Chips
~ Blue: 25 chips / Green: 25 chips / Red: 25 chips ~

Blue Green Red

※ Treated as 1 unit each of blue, green, and red resources respectively.

×5 Chips
~ 25 chips ~

※ Used to represent additional quantities of money or resources.

Wood Markers
~ 90 pieces (18 per colour) ~

※ Attach the **Stickers** to 2 markers of each colour.

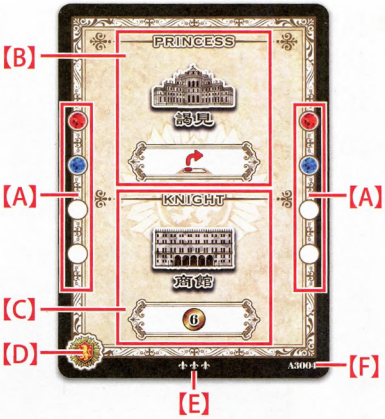
Wood Cubes
~ 55 pieces (11 per colour) ~

Wood Pawns
~ 20 pieces (4 per colour) ~

Sticker Sheet
~ 1 sheet ~

Rulebook
~ 1 book ~

How to Read Action Cards



【A】 Affinity Icons
Written with 4 colored icons: red, blue, yellow, and green. These are used for the Affinity Check between the Princess and the Knight. The left and right sides have the same content written on them.

【B】 Princess Action
The ability used during the Princess' action is written here.

- Some cards also have a **Bonus Effect** written inside a frame like shown.

【C】 Knight Action
The ability used during the Knight's action is written here.

- Some cards also have a **Bonus Effect** written inside a frame like shown.

【D】 "Crest"
Each house's crest is written here.
There are 5 types of crests; remembering your own house's crest will help you play the game smoothly.

House Castione

House Visconti

House Draug

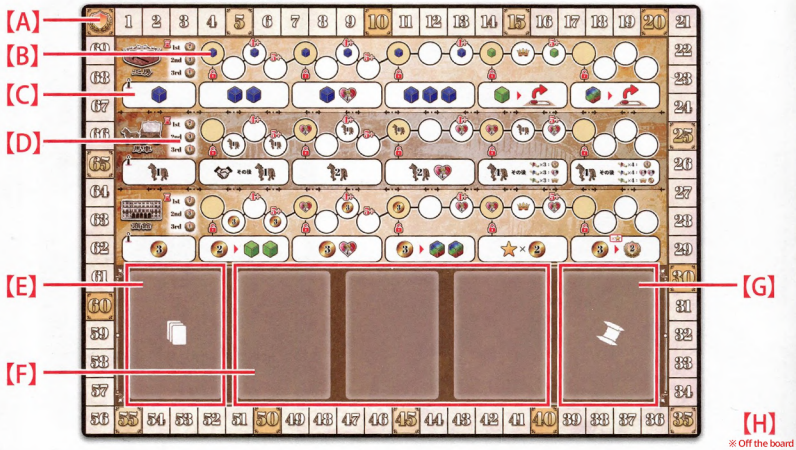
House Berserk

House Einherjar

【E】 "Level"
Indicates the card's level.
Cards range from Level 0 to 3, and the number of ✦ symbols matches the level.

【F】 "Card Number"
Indicates the Action Card's number.

How to read the Duchy Board



【A】 Victory Point Track
Place a **Wood Marker** for each player here to indicate points.

【B】 Development Track
By placing **Wood Markers** on spaces, you develop the track and increase the number of options for Knight Actions.

【C】 Knight Action Spaces
By placing **Wood Pawns** on the spaces, you execute the action shown on the space.

【D】 Contribution Victory Point Table
At the end of the game, players compare their contribution to the **Workshop**, **Carriage**, and **Trading House** Development tracks. This table shows the victory points earned based on rank.

【E】 Draw Pile
Place the **Action Card** deck corresponding to the current round face-down here.

【F】 Card Display
Place 3 **Action Cards** corresponding to the current round face-up in a row here.

【G】 Royal Order
Place the **Royal Order** card here to indicate the current condition.

【H】 Foresight Area ※Off the board
Located near the Duchy Board, this is the area where **Royal Order Cards** and **Action Cards** that will appear in the game during later rounds are placed, corresponding to level.

(Example) Reference diagram of the Foresight Area

How to read the Expedition Board

【A】 Europe
The setting of the game.
Player's place **Wood Cubes** on Ally City spaces to represent the game's status.

: **Italian Duchy (Home Country)**

: **Red Ally City**

: **Blue Ally City**

: **Green Ally City**

: **White Ally City**
① Support Bonus
② Alliance Bonus (First player only)

: **Roads** (Connecting Ally Cities)
① Movement Cost (roads may have no movement cost)

【B】 Ally City Victory Point Table
Indicates the victory points earned from Allied Cities at the end of the game.

【C】 Round Track
The **Round Marker Chip** here indicates the current round number.

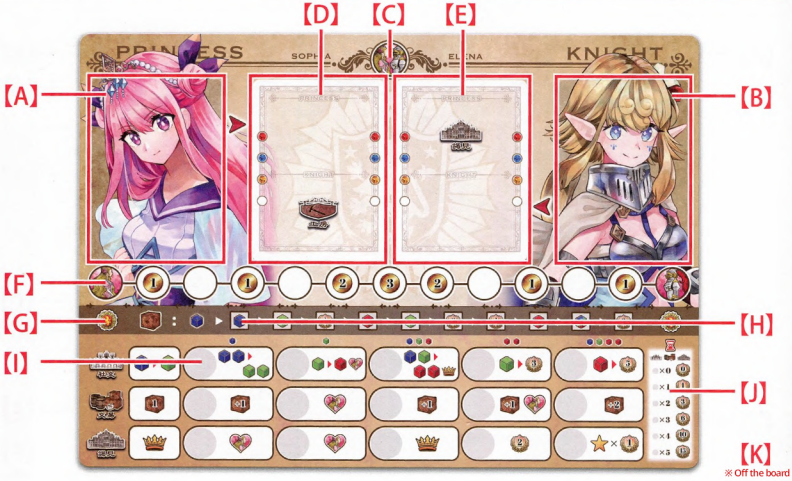
【D】 Turn Order Track
Players' **Wood Pawns** here indicate the turn order for the current round.

【E】 Royal Prestige Track
Players' **Wood Cubes** here to indicate their current Royal Prestige.

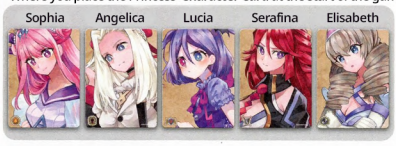
【F】 Common Stock ※ Off the board
Place the following items together within reach of all players:

When acquiring these, take them from the Common Stock, unless otherwise specified.
When paying these, return them to the Common Stock.

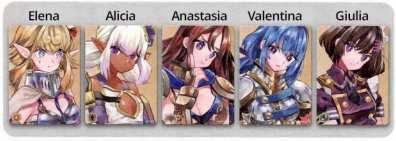
How to read the Personal Board



【A】 Princess Character Card Area
Where you place the Princess' **Character Card** at the start of the game.

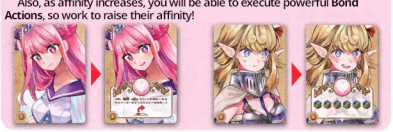


【B】 Knight Character Card Area
Where you place the Knight's **Character Card** at the start of the game.



Initially, the Princess and Knight are at odds with each-other and look displeased (front side). During the game, as you raise the affinity between the Princess and Knight, the distance between them gradually closes and their expressions soften (back side).

Also, as affinity increases, you will be able to execute powerful **Bond Actions**, so work to raise their affinity!



【C】 Bond Chip Area
Where you place **Bond Chips** at the start of the game.

【D】 Princess Area
【E】 Knight Area
Both areas are where you play **Action Cards**.
Always play cards by stacking them on top, and the topmost card is the card referenced for effects.

【F】 AffinityTrack
Wood Markers placed here with the Princess and Knight stickers on them indicate their current affinity.

【F】 Crest
Each house's crest is written here. (Same as on **Action Cards**.)

【F】 Alliance Cube Area
Where you place **Wood Cubes** at the start of the game.

【F】 Princess Action Space
Where you place **Wood Markers** at the start of the game.
Represents which actions can be performed.

【F】 Development Victory Point Table
Shows the victory points earned at the end of the game based on your total development for **Socializing**, **Trade**, and **Audience** respectively.

【F】 Hand ※Off the board
The place where **Action Cards** to be played during the game are placed face-down.
You may also hold them in your hand during the game.

Game Objective

In **Princess and Knight**, each player takes on the role of a **prestigious noble house**, aiming to **be chosen as the new Grand Ducal house in the Grand Duke election**, by bringing prosperity to the Italian Duchy and establishing their presence. During the game, these contributions are represented as victory points.

In the game, each turn players will play Action Cards to have the Princess and Knight each carry out various actions.

As the Princess issues policies and the nation develops, the Knight will be able to take more impactful actions, and in turn the Knight's actions will support the Princess' own policies.

Through these actions, the Princess and Knight deepen their bond, allowing the Duchy to develop even more strongly.

At the end of the game, the house controlled by **the player who has earned the most victory points** becomes the new Grand Ducal house and **wins the game**.

Game Setup

Game setup is the same for **3 to 5 players**. When the player count is **2 players**, apply the following the 2-player rule changes.

~ Rule Changes for 2 Players ~
· **Game Setup** (Selecting your Noble House, Duchy Board Setup) → P.07
· **Round Flow** (Preparation for the next round) → P.09
· **End-of-Game Scoring** (Workshop, Carriage, and Trading House contribution) → P.13

Selecting your Noble House

Each player randomly selects one of the 5 noble houses and receives the Personal Board, Character Cards, Action Cards, and Summary Sheet bearing the same crest, along with 1 color of Wood Markers, Wood Cubes, and Wood Pawns.

At this time, if all players agree, they may choose their houses by any method they wish.

~ Rule Changes for 2 Players ~
Assign a non-player character (NPC). Randomly or by any agreed method, choose a house that no other player is playing. Gather the corresponding Level 1, Level 2, and Level 3 **Action Cards** along with 9 **Wood Markers** of 1 color. These will be used during the game.

Contents corresponding to houses not appearing in the game are returned to the box. (They are not used during the game.)

Setting up the Common Stock

Place the 1 Gold Chips, 3 Gold Chips, Blue Resource Chips, Green Resource Chips, Red Resource Chips, and ×5 Chips together to form the the Common Stock within reach of all players.

Setting up the Duchy Board

(1) Place the **Duchy Board** in the center of the table.

(2) Each player places 1 **Wood Marker** on the **Victory Point Track**, and start the game at 0 points.

(3) Each player places 1 **Wood Pawn** each on the leftmost Knight Action Space of the **Workshop**, **Carriage**, and **Trading House** tracks.

(4) Separate all players' **Action Cards** by level — Level 1, Level 2, and Level 3 — then shuffle together all cards for each level face-down. Place the Level 1 deck onto the Draw Pile on the Duchy Board.

Take the top 3 cards of the deck and place them face-up in the Card Display.

Do the same for Level 2 and Level 3, placing them in the Foresight Area, with the top 3 cards of each placed face-up.

~ Rule Changes for 2 Players ~
When shuffling **Action Cards**, also shuffle in the NPC's corresponding **Action Cards**. (A total of 3 houses' worth of **Action Cards** are used.)

(5) Randomly select 3 **Royal Order cards**. Place 1 face-up on the Royal Order area on the **Duchy Board**. Place one of the the remaining cards face-up next to the Level 2 cards in the Foresight area, and one next to the Level 3 cards in the Foresight Area. Return the rest to the box. (They are not used during the game.)

Setting up the Expedition Board

(1) Place the **Expedition Board** in the center of the table.

(2) Place the **Round Marker Chip** on the **1** space of the Round Track.

(3) Randomly determine the turn order for the first round. Each player places 1 **Wood Pawn** on the Turn Order Track in the space corresponding to their turn order.

(4) Each player places 1 **Wood Cube** on the rightmost space of the Royal Prestige Track.

Setting up the Personal Board

Each player performs the following preparation:

(1) Place the corresponding **Character Cards** face-up on the Princess Character Card Area and Knight Character Card Area.

(2) Stack 2 **Bond Chips** on the Bond Chip Area.

(3) Place a **Wood Marker** with the Princess sticker on the left end of the Affinity Track. This is the Princess Affinity Marker.

(4) Place a **Wood Marker** with the Knight sticker on the right end of the Affinity Track. This is the "Knight Affinity Marker."

(5) Place **Wood Cubes** on each space outlined with thick lines in the Alliance Cube Area. (10 total)

(6) Place **Wood Markers** on each gray space in the Princess Action Space. (15 total)

(7) The 1 **Royal Order Completion Chip** in your possession is used during the game when you achieve the **Royal Order**.

(8) The 2 **Action Chips** in your possession are used during the game when you perform your turn.

(9) Your 3 Level 0 **Action Cards** are your initial Hand.

(10) Receive resources and money corresponding to your play order:

All players: 2 Blue
2nd and 3rd player only: 1 Gold
4th and 5th player only: 2 Gold

~ Variant Start Cards (Optional rule after first time play) ~
From the second time playing and onward, to increase randomness, you may use **Variant Start Cards** at the start of the game.

※ If using Variant Start Cards:
(11) Each player randomly receives 2 **Variant Start Cards** and places 1 card face-up in each of the Princess Area and Knight Area of their Personal Board. You may choose which card goes in which area. (This changes the actions available on your first turn at the start of each game.)

This completes the game preparation. (An example of the game start is on the next page.)

(Example) Reference Diagram of Game Setup (With 4 players, where the red player goes first)

※ The other players also set up their **Personal Boards** in the same way. →

Game Flow

Princess and Knight is played over a total of 6 rounds. At the end of the 6th round, **End-of-Game Scoring** is performed, and the player who has earned the most victory points is the winner. (→ P.13)

Round Flow

Each round proceeds as follows:

(1) Change Turn Order

※ Skip this step in the round 1.

Determine the turn order for the round in order from the highest Grand Duke's Evaluation to the lowest.

If evaluations are tied (on the same space of the track), reverse the turn order of those players from the previous round's order.

(2) Change the Royal Order and Card Display

In rounds 3 and 5, change the Royal Order and Card Display.

☆ Round 3

Return the Level 1 **Action Cards** in the Draw Pile and Card Display of the Duchy Board to the box. (They will no longer be used this game.)

Return all **Royal Order Completion Chips** placed on the Royal Order to each player.

Take the Level 2 cards from the Foresight Area and the **Royal Order Card** next to them, and place them face-up on the Draw Pile, Card Display, and Royal Order of the Duchy Board respectively. (Stack the Royal Order Cards.)

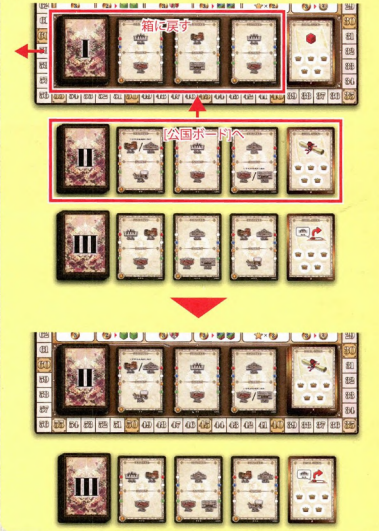
☆ Round 5

Return the Level 2 **Action Cards** in the Draw Pile and Card Display of the Duchy Board to the box. (They will no longer be used this game.)

Return all **Royal Order Completion Chips** placed on the Royal Order to each player.

Take the Level 3 cards from the Foresight Area and the **Royal Order Card** next to them, and place them face-up on the Draw Pile, Card Display, and Royal Order of the Duchy Board respectively. (Stack the Royal Order Cards.)

(Example) Round Flow for Round 3



(3) Play Turns

Players play their turns in turn order, for a total of 2 turns in a round. (→ P.09)

(4) Preparation for the Next Round

※ Skip this step in round 6 and proceed to **End-of-Game Scoring**.

(a) Each player returns their **Action Chips** to their Hand.

(b) Advance the **Round Marker Chip** by 1 space,and proceed to the next round.

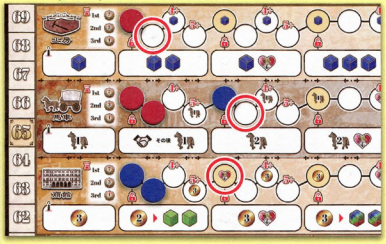
~ Rule Changes for 2 Player ~

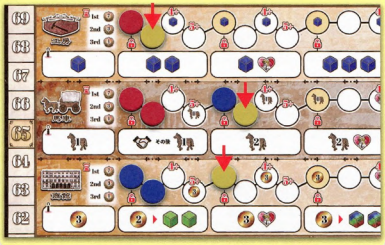
In rounds 1, 3, and 5, before moving to the next round, place 1 of the NPC's **Wood Markers** on the leftmost empty space in each row of the Development Track on the **Duchy Board**. (No player receives a bonus for this.)

※ 1 **Wood Marker** is placed in each of the rows, **Workshop**, **Carriage**, and **Trading House** for 3 total pieces. By the end of Round 5, a total of 6 **Wood Markers** will have been placed.

(Example) Round Flow during Round 1 (for 2 Players)

In the situation shown below, place 1 of the NPC's **Wood Markers** (yellow pieces) on each of the red-circled locations.





Turn Flow

The active player proceeds through their turn as follows:

(1) Play a Card

Choose 1 **Action Card** from your Hand and place it stacked on either the **Princess Area** or **Knight Area** on your **Personal Board**. You cannot place a card where an **Action Chip** has been placed.

(2) Affinity Check

If all 4 color icons (red, blue, yellow, green) are each shown on either the Princess Area and Knight Area, advance the affinity by 1 for the character whose side you just played the card.

All 4 color icons are showing.

Not all 4 color icons are shown.

(The red icon is missing)

(3) Perform Actions

In any order, perform the actions on the side of the cards corresponding to where you played the card.

If played in the Princess Area: **Princess Action**
If played in the Knight Area: **Knight Action**

Reference the icons of both the Princess Area and Knight Area. Also, **Bonus Effects** written on cards can only be performed for the card just played.

(Example) Playing a card in the Princess Area

If you played in the Princess Area, reference and execute the **Princess Actions** from both the Princess Area and Knight Area. **Bonus Effects** are performed only from the "Princess Area" side.

(4) Place Action Chip

Place 1 **Action Chip** on the card you just played.

(Example) If this is the second turn of the round, **Action Chips** should be placed on both the **Princess Area** and **Knight Area**.

(5) Acquire a Card

Choose 1 **Action Card** from the Card Display and add it to your Hand. Refill the empty spot with 1 card from the Draw Pile face-up.

This ends your turn.

(EX) Executing Bond Actions

At the beginning or end of your turn, you can use a **Bond Chip** to perform a character's **Bond Action**. (→ P.13)

※ You cannot perform a **Bond Action** in the middle of a turn.

◆ **Summary: Game Flow** (for 3 or more players)

Game Setup
Round 1: Action Cards are Level 1. Play 2 turns.
Round 2: Play 2 turns.
Round 3: Change Action Cards to Level 2. Change Royal Order. Play 2 turns.
Round 4: Play 2 turns
Round 5: Change Action Cards to Level 3. Change Royal Order. Play 2 turns.
Round 6: Play 2 turns
End of Game (Scoring)

Affinity

At the start of the game, the Princess and Knight's affinity is distant and disconnected. By raising the affinity between the Princess and Knight, the distance between them gradually closes.

When increasing the Princess' or Knight's Affinity, advance the Affinity Marker on the Affinity Track of the **Personal Board.**

When advancing Princess' Affinity by 1, move the Princess Affinity Marker 1 space to the right.

If it is already on the rightmost space, instead gain 1 Gold.

When advancing Knight's Affinity by 1, move the Knight Affinity Marker 1 space to the left.

If it is already on the leftmost space, instead gain 1 Gold.

If the space the Affinity Marker moves onto has a bonus icon, gain it immediately. (This applies for both Princess and Knight.)

Acquiring Bond Chips

If when advancing the Princess' Affinity or Knight's Affinity, the two Affinity Markers are on the same space or have crossed each other, acquire 1 **Bond Chip** from the Bond Chip Area on the **Personal Board**, and flip both **Character Cards** face-down (to their back side).

◆ When placed are on the same space

◆ When crossing over

During the game, you can acquire a maximum of 2 **Bond Chips.**

When the Princess Affinity Marker is on the rightmost space and the Knight Affinity Marker is on the leftmost space, acquire the a **Bond Chip** from the Bond Chip Area on the **Personal Board.**

※ During the game, you can acquire a maximum of 2 Bond Chips.

Royal Prestige

By raising your esteem with the current Grand Duke of the Italian Duchy, you can receive various benefits. The Royal Prestige also affects the turn order each round.

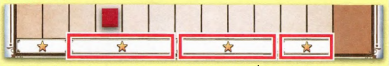
When advancing Royal Prestige by 1, move the **Wood Cube** left 1 space on the Royal Prestige Track on the **Expedition Board**.

If it is already on the leftmost space, instead gain 1 Gold.

Bonuses are written above each space on the Royal Prestige Track. Any bonuses on spaces the **Wood Cube** is moved onto are gained immediately. (Including bonuses passed through.)

☆ symbols are shown below the spaces of the Royal Prestige Track. Some actions reference the total count of these ☆ symbols.

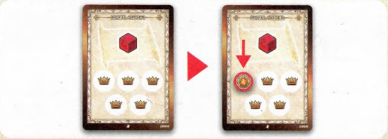
(EXAMPLE)



In the above diagram, the red player has 3 ☆ symbols.

Royal Order

When you fulfill the bonus condition on the Royal Order on the **Duchy Board**, you may place a **Royal Order Completion Chip** onto the **Royal Order Card** to advance the Royal Prestige by 1.



List of Royal Order bonus conditions (→ P.15)

※ If your Royal Order Completion Chip is already placed on the Royal Order, fulfilling the bonus condition again has no effect.
※ Conditions prior to the Royal Order being placed are ignored; you must fulfill the condition after the Royal Order has been changed.

Princess Action

For each **Socialize**, **Trade**, or **Audience** icon, you may choose either **Development** or **Conduct** and carry it out.

(Example)

In the above example, perform each of **Socialize**, **Bonus Effect**, **Socialize**, and **Trade** in any order you like. For each of **Socialize** and **Trade**, choose either **Development** or **Conduct** and perform it.

Development
~ Removing Markers ~

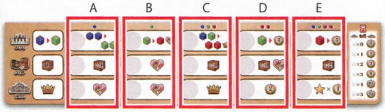
(1) From Princess Action Space on your **Personal Board**, choose a space with a **Wood Marker** on it from the row corresponding to the action icon. (※ You do not need to choose from left to right in order.)

(Example) When choosing Development for the Socialize action

In the example above, choose any one of the 3 spaces in the **Socialize** row that has **Wood Markers** on it.

(2) Pay the cost corresponding to the chosen space and remove (unlock) 1 **Wood Marker** from that space.

◆Unlock Cost Requirement



Space A: 1 Blue Resource
Space B: 1 Green Resource
Space C: 1 Blue Resource + 1 Green Resource + 1 Red Resource
Space D: 2 Red Resources
Space E: 1 Blue Resource + 1 Green Resource + 2 Red Resources

(3) Take the removed **Wood Marker** and place it on any row of the Development Track on the **Duchy Board**, on the leftmost space in that row where no **Wood Marker** is placed. (※ Some spaces on the Development Track are not used based on the number of players.)

(4) If the space where you placed the **Wood Marker** has a bonus icon, gain it immediately.

※ If all spaces in a row of the Development Track already have **Wood Markers**, you cannot place in that row.
※ In the rare event that all spaces on the entire Development Track are filled, you may still choose **Development** as your action; however, the effects of **Development** are not performed.

◆Quick Tip
By performing **Development**, the actions you can **Conduct** with **Princess Actions** and **Knight Actions** increases. At the end of the game, you will earn victory points based on the **Development** from your **Personal Board**, and for contribution to the **Duchy Board**. The balance and timing of **Development** and **Conduct** is important.

Conduct
~ Performing Actions ~

Perform the actions in the row corresponding to the action icon on the Princess Action Space, in any order. During this, actions on spaces where **Wood Markers** are placed are **not** performed.
※ All actions on spaces without **Wood Markers** must be performed.
※ You do not need to perform actions from left to right.
※ You may choose to not perform actions that require a cost.

(Example) When choosing Conduct for the Socialize action

In the above example, perform the actions on the 3 spaces in the **Socialize** row with no **Wood Markers**, in any order. Because these actions all require a cost, you can choose if to perform each one.

Socialize
By paying resources, you can gain resources or victory points.

① Pay 1 Blue Resource, gain 1 Green Resource.
② Pay 2 Blue Resource, gain 2 Green Resources.
③ Pay 1 Green Resource, gain 1 Red Resource and advance the Princess' Affinity by 1.
④ Pay 1 Blue Resource and 1 Green Resource, gain 2 Red Resources and advance Royal Prestige by 1.
⑤ Pay 1 Green Resource, gain 3 victory points.
⑥ Pay 1 Red Resource, gain 5 victory points.

Trade
Perform **Cube Action X** once to gain resources and victory points

◆Cube Action X

Select X spaces from the Alliance Cube Area on your **Personal Board** and gain the bonuses shown. X is the total ■ value from spaces where no **Wood Markers** are placed on the **Personal Board**.
※ At the start of the game, only Blue Resources can be selected.
※ Spaces where **Wood Cubes** are placed cannot be selected.
※ The same space cannot be selected more than once in the same **Cube Action X**.

① Set ■ to 1. (※ This is the initial minimum, equivalent to +1.)
②④ ■ +1.
③ Advance the Princess' Affinity by 1.
⑤ ■ +1 and advance the Princess's Affinity by 1.
⑥ ■ +2.

Audience
Raise your Royal Prestige and the Princess' Affinity.

①④ Advance Royal Prestige by 1.
②③ Advance the Princess' Affinity by 1.
⑤ Gain 2 Victory Points.
⑥ Gain X Victory Points. X is the number of ☆ the player has.

Knight Action

For each **Workshop**, **Carriage**, and **Trading House** icon, move **Wood Pawns** on the **Duchy Board** to perform actions.

(Example)

In the above example, perform each of **Workshop** ×2, **Trading House**, and **Bonus Effect** in any order. (※ Unlike **Princess Actions**, this is performed as **Workshop** ×2 instead of two separate actions.)

The actions for **Workshop**, **Carriage**, and **Trading House** all follow the same procedure.

Move the **Wood Pawn** in the corresponding Knight Action Space on the **Duchy Board** to a different "unlocked" space in the same row, and perform the action shown on the space moved to. During a single turn, the same **Wood Pawn** can only be moved once.

During this, perform the action for each of the **Knight Action** icon shown. (※ Unlike **Princess Actions**, identical icons are combined.)

◆**Unlocked Spaces**

At the start of the game, all spaces except the leftmost space in each row are locked, and **Wood Pawns** cannot be moved there.

During the game, when **Wood Markers** are placed on spaces with the - (unlock icon) on the Development Track through **Development**, the spaces below them become "unlocked" spaces.

Regardless of which player performed the **Development**, all players can move their **Wood Pawns** to "unlocked" spaces.

(Example 1) Start of the game

Wood Pawns cannot be moved to any space other than the leftmost of each row.

(Example 2) During the game

In addition to the starting spaces, 2 spaces have been "unlocked," allowing **Wood Pawns** to be moved there.

Wood Pawns must be moved when an action is taken. (※ You cannot perform the action on the same space as the previous turn.)

You may enter a space another player's **Wood Pawn** is placed.

Only when a **Wood Pawn** is on the leftmost space of its row may you take that space's action without moving.

(Example)

The red player performs **Workshop** ×2 by moving the **Wood Pawn** once and performing the action on the space moved to twice.

Workshop

You can gain resources, and through **Development**, you can also perform **Development** via **Knight Actions**.

① Gain 1 Blue Resource.
② Gain 2 Blue Resources.
③ Gain 1 Blue Resource and advance thr Knight's Affinity by 1.
④ Gain 3 Blue resources.
⑤ Pay 1 Green resource, perform any **Development** once. (The cost for **Development** is paid separately.)
⑥ Pay any 1 resource, perform any **Development** once. (The cost for **Development** is paid separately.)

Carriage

Perform **Alliance X** to form allies with various cities across Europe.

◆**Alliance X**

Alliance X is performed as follows:

(1) From the Italian Duchy on the **Expedition Board** or from an Ally City where your **Wood Cube** is placed, select 1 Ally City X steps away along connected roads. (X represents the "movement power".)

You cannot select an Ally City where your **Wood Cube** is already placed. (You may select Ally Cities with other **Wood Cubes** placed.)

During this, you may pay 5 Gold to increase X by 1. (You may pay as many times as you wish.)

(Example)

In the above example, if X is 1 you may choose any adjacent Ally City connected by road.

If an icon is written on a road, it is a **movement cost**.

When following a road with a movement cost, you must pay that cost or you cannot use that road.

(2) Take 1 **Wood Cube** from the leftmost space of the Alliance Cube Area on your **Personal Board** and place it on an empty space of the chosen Ally City.

During this, if there are no **Wood Cubes** left in the Alliance Cube Area (all 10 are already on the **Expedition Board**), instead gain 1 Gold.

(3) If the space where you placed the **Wood Cube** has a bonus icon, gain it immediately. (※ For White Ally Cities, there is a bonus gained by the first player to place a **Wood Cube** on that space.)

(4) If you placed a **Wood Cube** on a White Ally City, immediately gain the Support Bonus shown on that Ally City.

※ Once placed on the **Expedition Board**, **Wood Cubes** cannot be moved. (It is wise to plan your alliances carefully.)

① Perform **Alliance 1** once.
② Gain the Support Bonus once from each White Ally City where your **Wood Cubes** are placed. Then, perform **Alliance 1** once.
③ Perform **Alliance 2** once.
④ Perform **Alliance 4** once. Then: if you have **Wood Cubes** in 3 or more Red Ally Cities, gain 1 Victory Point; if you have **Wood Cubes** in 3 or more Blue Ally Cities, advance the Knight's Affinity by 1; and if you have **Wood Cubes** in 3 or more Green Ally Cities, advance Royal Prestige by 1.
⑤ Perform Alliance 4 once. Then: if you have **Wood Cubes** in 4 or more Red Ally Cities, gain 2 Victory Points; if you have **Wood Cubes** in 4 or more Blue Ally Cities, advance the Knight's Affinity by 2; and if you have **Wood Cubes** in 4 or more Green Ally Cities, advance Royal Prestige by 1 and gain 2 Gold.

Trading House

Gain money, or pay money to gain resources and victory points.

① Gain 3 Gold.
② Pay 2 Gold, gain 2 Green Resources.
③ Gain 3 Gold and advance the Knight's Affinity by 1.
④ Pay 3 Gold, gain any 2 resources. (They may be different types.)
⑤ Gain X ×2 Gold. X equals the number of ☆ the player has.
⑥ Pay 3 Gold, gain 2 Victory Points. This can be performed up to a number of times equal to the number of ☆ the player has.

Bond Action

Each character has a powerful one-time **Bond Action** that can be executed by using a **Bond Chip**. (Acquiring Bond Chips → P.10)

(1) If you have a **Bond Chip** in your Hand, you can perform a **Bond Action** at the beginning or end of your turn.

(2) Choose either the Princess or Knight who has not yet used their **Bond Action**, and perform that character's **Bond Action**.

(3) Place the **Bond Chip** from your hand onto the chosen **Character Card** to indicate that the **Bond Action** has been executed.

Bond Action Available

Bond Action Used

※ Each character's **Bond Action** can be used up to once each. (You cannot perform the same character's **Bond Action** more than once.)

End of the Game and Scoring

When round 6 ends, the game is over and scoring begins.
Action Cards remaining in your "Hand" at the end of the game do not affect **End of Game Scoring**.

End of Game Scoring

In addition to victory points earned during the game, players earn the following victory points:

(1) Socialize, Trade, and Audience Completion

For each row on your **Personal Board**, earn victory points based on the number of **Wood Markers** removed. (Max. 45 points)

(2) Workshop, Carriage, and Trading House Contribution

Rank the number of **Wood Markers** placed by each player on each row of the Development Track and earn victory points. (Max. 21 points)

※ If you placed 0 Wood Markers, you cannot earn victory points.
※ If tied, players share the rank and the next rank is skipped.

(Example 1) Player A has 3, B has 3, and C has 2: Players A and B tie for 1st and each earn 7 points; Player C is 3rd and earns 1 point.

(Example 2) Player A has 2, B has 1, and C has 0: Player A is 1st with 7 points, Player B is 2nd with 3 points, and Player C earns no points.

~ Rule Changes for 2 Players ~
The NPC is compared the same way as regular players for ranking purposes. The NPC does not earn victory points.

(3) Royal Prestige Track

Earn victory points based on the number of ☆ shown up to the space where each player's **Wood Cube** is placed on the Royal Prestige Track.

(4) Alliance Cube Completion

Earn victory points based on **Wood Cubes** placed in Ally Cities.

	1	2	3	4	5+
	0	1	3	6	11
	1	2	4	7	10
	1	3	5	7	9
For each Set			3		

※ White Ally Cities do not give End of Game victory points.

(5) Best Couple Award

The player with the highest Affinity earns 3 victory points.
The player whose two Affinity Markers have moved the most total spaces qualifies. (Maximum 24 spaces)

※ All qualifying players earn the victory points.

(5) Financial Evaluation

Earn 1 Victory Point for every 3 Gold.
During this, convert as much as possible: 2 **Blue Resources** per 1 Gold, 1 **Green Resource** per 1 Gold, and 1 **Red Resource** per 2 Gold.

After scoring, the house with the most victory points becomes the new Grand Ducal house and is the winner of the game.

◆ **In case of a tie in victory points**

Among tied players, the highest-ranked condition met wins:
(1) Highest Royal Prestige.
(2) Most **Wood Markers** placed on the Development Track.
(3) Most **Wood Cubes** placed in Ally Cities.
(4) Most money held at the end of the game.
(5) Play Rock-Paper-Scissors to determine the winner.
※ Example: If rank is determined at (1), do not compare (2).

カスティリオーヌ公爵家

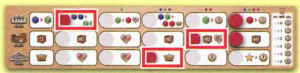
ソフィア・ソル・カスティリオーヌ

エレナ

【姫】ソフィア・ソル・カスティリオーヌ

即時能力です。【社交】【交易】【開発】の中から1つを選び【発展】を1回実行します。このとき、その列の中でもっとも左の【ウッドマーカー】をすべてのコストを軽減して解放します。

（例）



上図の場合、【発展】で選べる【ウッドマーカー】は赤枠で囲った3つになります。

【騎士】エレナ

即時能力です。任意の資材6個を獲得します。（資材は任意の組み合わせで獲得できます）

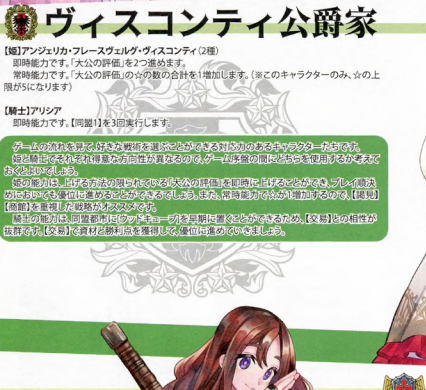
【発展】が得意なキャラクターたちです。

恋愛騎士、ドラウグ伯爵の姪です。【発展】に長けています。植物的に【発展】をしていくことでゲーム終了時の勝利点の獲得を目指すのが楽しめます。【発展】は騎士アクションの選択肢を増加するため、このキャラクターたちがゲームの行方を大きく左右するかもしれません。

特に、姫の能力は、【姫アクション】以外で【発展】のみを消費しない能力です。

騎士の能力は、【発展】だけでなく、【社交】で勝利点を獲得できる検資材や赤資材を獲得できるので、他のキャラクターに比べて豊富に資材を使えてしまう。

ヴィスコンティ公爵家



アンジェリカ・フレースヴェルグ・ヴィスコンティ

アリシア

【姫】アンジェリカ・フレースヴェルグ・ヴィスコンティ（2種）

即時能力です。【大公の評価】を2つ進めます。

常時能力です。【大公の評価】の☆の数の合計を1増加します。（※このキャラクターのみ、☆の上限が5になります）

【騎士】アリシア

即時能力です。【同盟】を3回実行します。

ゲームの流れを見て、好きな戦術を選べることができる対応力のあるキャラクターたちです。

姫と騎士の、それぞれ得意な方向性が異なるので、ゲーム中盤の間にどちらを使用するか考えておくと良いでしょう。

姫の能力は、同じような方法で現られている「大公の評価」を即時に上げることができます。プレイ順決めたいときも優位に進めることができるようになります。常時能力でも☆が1増加するので、【開発】【商館】を重視した戦略がオススメです。

騎士の能力は、同盟都市は「クッキーコーブ」を早期に置くことができたら、【交易】との相性が抜群です。【交易】で資材だ勝利点を獲得しつつ優位に進めていきましょう。

ルチア・フォン・ドラウグ

アナスタシア

ヴァンパイアの未裔。何代にも渡って人や父を殺めてきた末の子孫であり、ルチアは(ほぼ)人間的同等の能力しか持たない。

「ずいぶんわがままで、なかなか突然吸血衝動に襲われることがあります。ですから、無理やり押さえつけてきたんですけれど、でも、ずっとこのままいられる保証は、誰もされておりません。所詮の間にどうなるか、わかりません。」

アナスタシアの「ごめ」は、ヴァンパイアの無力さ、ルチアの「ごめ」は、ヴァンパイアの無力さ、ルチアの「ごめ」は、ヴァンパイアの無力さ、ルチ

ベルセルク侯爵家

【姫】セラフィーナ・フォン・ベルセルク
即時能力です。【キュープアクション】を1回実行します。

【騎士】ヴァレンティーナ・ベルセルク
即時能力です。【レベル3の山札】または予見エリアの上から2枚を見て、1枚を選び、手札に加えます。選ばなかった1枚は元の場所に戻してシャッフルします。（以降、手札は4枚となります）

強力な一撃を放つ時の爆発力が高いキャラクターたちです。
彼の能力は、【キュープアクション】なので、アクションの選択肢を増やすべく【馬車】を実行しています。また、繁盛ボードの【ウッドキューブ】を置くことができれば、多くの勝利点を獲得することもできます。【交易】の【商人】や【馬車】が悪巧みを企てることができるでしょうか？
騎士の能力は、【レベル3のアクションカード】をたくさんプレイ、ボードボードを大手順に活用することが可能性を秘めています。ただの能力は、第3ラウンドや第4ラウンドなどの早い時期に実行されることが多いですが、第5ラウンドの第3ウッドまでは【特アクション】が実行されるため、【ヒット】に期待度を上げたいでしょう。

セラフィーナ・フォン・ベルセルク

力こそが全てのベルセルク家の次女であり、長女のヴァレンティーナに次いで頭ただが当主となり、領土を治めている。
大病患者で体格に恵まれないゆえに、常に妹思の姉、ベルセルク家に敵意のあるものはすべて消すとおしゃべりをした。
一方で、無鉄砲で、お姫様であり、本当はヴルレーディーナに当主にならせたいと思っていた。戦場に出ることを嫌がるヴルレーディーナに、ベルセルクの名を冠した軍隊を率いて戦場に出ることを強いられてしまう。
当主ならばかからに比べ圧倒的に強くなければならない。そのあまりに、ヴルレーディーナは、常に戦略を欠いている。
大人しいお姫様と思われるかもしれない。
しかし、彼女は、自分の考えを通すためにはどんな手段でも使うタイプ。

ヴァレンティーナ・ベルセルク

ベルセルク家の長女であり、セラフィーナの姉。実力はセラフィーナ、ヴルレーディーナに次いで、ベルセルク家の中で2番目に強い。体格に恵まれ、ベルセルクの中でも一番の巨漢。
なぜかヴルレーディーナ、セラフィーナ、ベルセルク家の騎士には手を出さないほど強い。それだけ、セラフィーナが可愛がっているようだ。
妹が当主になったことに全く異論はない。周りからいつもうらやましがられていると思っている。
もっと強くなれば、妹を守れるのにと、常に思っている。
ベルセルク家の騎士たちは、ヴルレーディーナ、セラフィーナ、ヴァレンティーナの3人のうち、ヴルレーディーナに対して、何かに追われているように感じている。
ゆっくり一人で話が聞けたためしがない。

エリザベート・アインフェリア

アインフェリア家の長女。
かつては名門アインフェリアと言われたが、結局一度も大公選で結果を残すことができず、年子爵の地位から上がれずに、
アインフェリアが家主での参加を断われる。
サポートであるが、相当に無理をしての結果であり、ゆえに、ボロが出てしまうことから出来る限り、
取り組まる日々である。
ジュリアとはかつては姉妹のようにあったが、アインフェリアとは、ライフ・ハッピーなる。
同家の絶対的な上下関係がありこの人的関係は壊れてしまった。
今回の大公選には何かの人々を巻き込まなければならないという重圧がある。一方でライバルのアンジェリアには逆立ちしても敵わないことを自覚しており、焦燥感にかられながら時間だけが過ぎて焦っている。

ジュリア・エインフェリア

長らくアインフェリア家に仕える、エインフェリアの家の長女。
アインフェリア家とエインフェリア家はアルケーの貴族であったが、過去は、親しみにくくて、閉鎖した姉妹社会の末、命を助けるべくわけにイ手段。
アインフェリアに仕えるというサポートに対する。
アインフェリアは、敗者がなるというもの。
幼い頃は、エリザベートと本当の姉のように慕っていたが、騎士としての厳しい教育が始まると、教育とは名ばかりの虐待が続出しみた観錯をいった地獄のような時間を経て、アインフェリア家の騎士として生涯を捧げるだけの人形となった。
過酷な観錯の成果として、公国一と呼んでもよいほどの武技を磨き上げている。
そのような状況下で、エリザベートに対する真の想いと忠誠心は残っており、逆にそれが足枷となり、武術役面でも、エリザベートに劣り、優しすぎるとか、と自分の考えの浅さ無意識に申し訳ないと思っている。

アインフェリア子爵家

【姫】エリザベート・アインフェリア
即時能力です。【社交】【偵見】のどちらか1つを選び実行します。

【騎士】ジュリア・エインフェリア
常時能力です。白の同盟都市は緑の同盟都市としても扱います。（緑の同盟都市も、同様に緑の同盟都市として扱います）

資材の獲得と探索は、長けたキャラクターたちです。
彼の能力は、【社交】【偵見】のどちらかいつを実行するかで、ゴズモとからのスイングを実行すると、ドッキで、【社交】【偵見】いずれも優秀な勝利点獲得手段になるので、盤面や他のプレイヤーの動きを見ながら、臨機応変なゲームプランを組み立てていきましょう。
騎士の能力は、白の同盟都市を緑一同盟都市にしてしまうものです。勝利点の相手を友にせずに白の同盟都市で資材を獲得しなくなるプレイヤーを選びやすくなります。【交易】や白の同盟都市で獲得した資材を【社交】などで勝利点に変えるなど、同じ白の同盟都市を使い、相手を苦しめるのであれば、緑の同盟都市にはなるべく【ウッドキューブ】を置かないなどが良いでしょう。

◆Z0001
Gain 1 Red Resource

◆Z0002
Place a Wood Cube in a Red Ally City.

◆Z0003
Place a Wood Cube in a Blue Ally City.

◆Z0004
Place a Wood Cube in a Green Ally City.

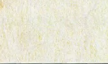
◆Z0005
Remove a Wood Marker from the Socialize row.

◆Z0006
Remove a Wood Marker from the Trade row.

◆Z0007
Remove a Wood Marker from the Audience row.

◆Z0008
Place a Wood Marker on the Workshop row of the Development Track.

◆Z0009
Place a Wood Marker on the Carriage row of the Development Track.



◆Z0010
Place a Wood Marker on the Trading House row of the Development Track.

ID	枚数	LV	親愛度アイコン 赤	青	黄	緑	社交	交易	開見	工房	馬車	商館	姫ボーナス	騎士ボーナス	貴族家
A～E0001	5	0	○	○		○	○			○			-	-	全貴族家
A～E0002	5	0	○		○	○		○			○		-	-	全貴族家
A～E0003	5	0		○	○	○			○			○	-	-	全貴族家
A1001	1	1	○	○			○			○			-	-	カスティリオーヌ公爵家
A1002	1	1		○		○	○			○			-	-	カスティリオーヌ公爵家
A1003	1	1			○	○		○				○	-	-	カスティリオーヌ公爵家
A1004	1	1	○		○			○			○		-	-	カスティリオーヌ公爵家
A1005	1	1		○	○				○			○	-	-	カスティリオーヌ公爵家
B1001	1	1	○		○				○		○		-	-	ヴィスコンティ公爵家
B1002	1	1		○		○	○				○		-	-	ヴィスコンティ公爵家
B1003	1	1	○			○		○				○	-	-	ヴィスコンティ公爵家
B1004	1	1	○	○				○				○	-	-	ヴィスコンティ公爵家
B1005	1	1			○	○			○	○			-	-	ヴィスコンティ公爵家
C1001	1	1	○			○	○					○	-	-	ドラウグ伯爵家
C1002	1	1		○		○	○				○		-	-	ドラウグ伯爵家
C1003	1	1		○	○			○		○			-	-	ドラウグ伯爵家
C1004	1	1			○	○			○			○	-	-	ドラウグ伯爵家
C1005	1	1	○	○					○	○			-	-	ドラウグ伯爵家
D1001	1	1			○	○	○					○	-	-	ベルセルク侯爵家
D1002	1	1	○		○			○			○		-	-	ベルセルク侯爵家
D1003	1	1	○	○				○		○			-	-	ベルセルク侯爵家
D1004	1	1	○			○			○			○	-	-	ベルセルク侯爵家
D1005	1	1		○		○			○		○		-	-	ベルセルク侯爵家
E1001	1	1	○		○		○				○		-	-	アインフェリア子爵家
E1002	1	1		○	○		○					○	-	-	アインフェリア子爵家
E1003	1	1	○			○		○		○			-	-	アインフェリア子爵家
E1004	1	1		○	○				○	○			-	-	アインフェリア子爵家
E1005	1	1		○					○		○		-	-	アインフェリア子爵家
A2001	1	2	○		○	○		選択	選択		○		-	-	カスティリオーヌ公爵家
A2002	1	2	○	○	○				○	選択		選択	-	-	カスティリオーヌ公爵家
A2003	1	2	○	○	○	○	○			○			-	-	カスティリオーヌ公爵家
A2004	1	2	○	○					○		○				カスティリオーヌ公爵家
A2005	1	2			○	○	○					○			カスティリオーヌ公爵家
B2001	1	2	○	○		○	選択		選択		○		-	-	ヴィスコンティ公爵家
B2002	1	2	○	○	○		○			選択	選択		-	-	ヴィスコンティ公爵家
B2003	1	2			○	○		○				○			ヴィスコンティ公爵家
B2004	1	2		○	○			○		○					ヴィスコンティ公爵家
B2005	1	2	○			○	○					○			ヴィスコンティ公爵家
C2001	1	2	○	○		○		選択	選択			○	-	-	ドラウグ伯爵家
C2002	1	2		○	○	○			○	選択	選択		-	-	ドラウグ伯爵家
C2003	1	2	○	○	○	○		○			○		-	-	ドラウグ伯爵家
C2004	1	2	○			○	○				○				ドラウグ伯爵家
C2005	1	2		○	○			○		○					ドラウグ伯爵家
D2001	1	2		○	○	○	選択		選択			○	-	-	ベルセルク侯爵家
D2002	1	2	○	○	○	○			○	選択		選択	-	-	ベルセルク侯爵家
D2003	1	2	○			○	○				○				ベルセルク侯爵家
D2004	1	2		○		○		○		○					ベルセルク侯爵家
D2005	1	2	○		○			○			○				ベルセルク侯爵家
E2001	1	2	○	○		○	選択		選択	○			-	-	アインフェリア子爵家
E2002	1	2	○		○	○		○		選択	選択		-	-	アインフェリア子爵家
E2003	1	2	○	○	○	○			○			○	-	-	アインフェリア子爵家
E2004	1	2			○	○	○					○			アインフェリア子爵家
E2005	1	2	○	○					○		○				アインフェリア子爵家
A3001	1	3	○		○	○	○	○		○			-	-	カスティリオーヌ公爵家
A3002	1	3	○	○	○			○	○		○		-	-	カスティリオーヌ公爵家
A3003	1	3		○	○	○			○	○		○	-	-	カスティリオーヌ公爵家
A3004	1	3	○	○					○			○			カスティリオーヌ公爵家
A3005	1	3			○	○	○				○				カスティリオーヌ公爵家
B3001	1	3	○	○		○	○		○		○		-	-	ヴィスコンティ公爵家
B3002	1	3	○	○	○			○	○			○	-	-	ヴィスコンティ公爵家
B3003	1	3	○		○	○	○			○	○		-	-	ヴィスコンティ公爵家
B3004	1	3		○	○			○				○			ヴィスコンティ公爵家
B3005	1	3	○			○	○			○					ヴィスコンティ公爵家
C3001	1	3	○	○		○		○	○			○	-	-	ドラウグ伯爵家
C3002	1	3		○	○	○			○	○	○		-	-	ドラウグ伯爵家
C3003	1	3	○		○	○	○			○		○	-	-	ドラウグ伯爵家
C3004	1	3	○			○	○			○					ドラウグ伯爵家
C3005	1	3		○	○			○			○				ドラウグ伯爵家
D3001	1	3		○	○	○	○		○			○	-	-	ベルセルク侯爵家
D3002	1	3	○	○	○		○	○			○		-	-	ベルセルク侯爵家
D3003	1	3	○	○		○			○	○		○	-	-	ベルセルク侯爵家
D3004	1	3		○		○		○			○				ベルセルク侯爵家
D3005	1	3	○		○			○		○					ベルセルク侯爵家
E3001	1	3	○	○		○	○		○	○			-	-	アインフェリア子爵家
E3002	1	3	○		○	○		○		○	○		-	-	アインフェリア子爵家
E3003	1	3	○	○	○			○			○	○	-	-	アインフェリア子爵家
E3004	1	3			○	○	○				○				アインフェリア子爵家
E3005	1	3	○	○					○			○			アインフェリア子爵家

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