

advisement

**a game to play
for 4-6 players**

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**in
loving
memory
of
Diego
& Beau**

you guys aren't dead, but we think of you every day

Strife! The Kingdom

of C'Levelandohio is beset by troubles on all sides—an endless war rages, an increasingly polarized political landscape glowers, and the mysterious disappearance of the bees looms. The Monarch's court scrambles to solve these problems, and any more the Knight brings forth!! The Monarch must listen sagely to their advisor's solutions, while the knight tries to protect their dearly (and secretly) beloved liege from the advisor's selfish desires. Will the kingdom be saved without deceit blocking the way?

Hey what's up. *Under Advisement* is a social game for 4-6 players, specifically designed to be played over Zoom. The entire game should only take about 30-60 minutes to play through, depending on how many people are on the call.

Anyway. Hope you like it. We worked really hard.

Love,
-- dad(d{y[la(je)n cr{oasd[ka] i[tlin]ll}uz}})

From [REDACTED] to Everyone:

peace, love and frogs

From [REDACTED] to Everyone:

i think i have a solid idea, I can even volunteer to take care of people

From [REDACTED] to Everyone:

it has to be a religious ritual now

From [REDACTED] to Everyone:

you kill them until they fear you

objectives

As the Monarch, try to find the best solution to the Emergency. Listen to your Advisors, ask them follow up questions. Your most loyal Knight is known to be overcautious, so take their warnings with a grain of salt.

As the Knight, keep a close eye on the Advisors. Your beloved Monarch is willful and strong, but easily lead astray. Be wary of silver tongues and honeyed words— even the most beautiful proposals can mask threats to the Monarch.

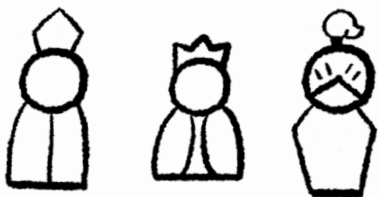
As the Advisors, push your agenda. Make your ideology the moral of the story, solve problems in ways that benefit you. At all costs, avoid getting spotted by the Knight! That zealot will throw you out of the castle if they catch you trying to do anything but supporting the Monarch through the Emergency.

setup

This game requires the use of a timer. If you don't already have access to one, try using timeanddate.com. Choose a player to be in charge of monitoring the timer.

You'll also have to assign the roles of **Monarch**, **Knight**, and **Advisors**. The player who is physically closest to the state of Ohio plays as the Monarch in the first round. The Monarch then chooses whichever player they like to be their Knight, and the remaining players become Advisors.

Before play can begin, each Advisor must choose an agenda from the Agendas section of the rules on pages 8-9. This agenda must remain secret until the Decision.



how to play

One turn of *Under-advisement* is composed of two parts: the Emergency and the Decision.

the Emergency

To begin the Emergency, the Knight comes up with a problem currently happening in C'Levelandohio. Once the Emergency is declared, start a timer for 2 minutes.

For the duration of that time, the Advisors can use the chat function to suggest solutions to the Emergency to the Monarch. The Advisors should suggest solutions which will be amenable to the current Monarch, and which suit their agenda. However, the Knight will also be able to monitor the chat, so the Advisors may wish to avoid outright speaking their personal goal.

Throughout these 2 minutes, the Monarch can talk to the Advisors and ask for elaborations on their

suggestions. Once the timer has ended, the Emergency has ended, and all players proceed to the Decision.

the Decision

Once the Decision has begun, the Monarch must choose which one of the Advisors' solutions they will implement in C'Levelandohio. At this point, the Knight can attempt to guess what the chosen Advisor's agenda is. If the Knight correctly guesses the Advisor's agenda, the Knight gains 1 point. If the Knight cannot correctly guess the Advisor's agenda, the Advisor gains 1 point.

After the Knight has guessed, all Advisors reveal their agendas, and every player reviews the Zoom chat. If an Advisor has mostly sent messages which are in-line with their agenda, they gain 1 point.

they don't all have to die

i imagine you don't want to dirty your hands with blood

From [REDACTED] to Everyone:

fake some sort of frog licking religion, only people close to you can administer frog licking rituals

After all points have been awarded, the turn is over. The player playing as the Monarch becomes an Advisor, and the player playing the Knight becomes the Monarch. The new Monarch chooses a new Knight, and play continues until each player has played as the Monarch once. The first Monarch will play as the last Monarch's Knight.

ending it all

After all players have played as the Monarch, the game has ended. Players tally up their points, and the player with the most points in total has won the game.

advisor agendas

Radical. *end the monarchy*

Your role is to defy the Monarch, to end the monarchy and imagine new ways of living, beyond what your ruler has declared. Whatever your ideology is, whoever you stand with, wherever your brighter future lies, one thing is clear: the Monarch must die.

Warhawk. *invade the neighboring lands*

Your role is to encourage the Monarch to declare a war. Against who? It hardly matters. Scholars have claimed that opera is the “complete art,” the ultimate expression of human creativity. But you know this to be false, for the truest artform is a well-waged war.

Humanitarian. *increase care for the most vulnerable*

Your role is to convince the Monarch to give more than they gain. There's no way the Monarch could spend their riches in a lifetime, and there are people in the kingdom who need the bounty of the Monarch's treasury far more than the crown ever could.

Vampire. *all peasants should invite me inside*

Your role is to do spooky vampire shit. You need to drink blood to fuel your crazy, undead powers, and there's plenty of blood in this kingdom! All you need to do is, say, get a few peasants alone in the cellar, and you'll be set for life.

Evil Wizard. *oh, you mean these chaos emeralds?*

Your role is to try to get powerful ingredients for your dread incantations, so that one day you may overtake the monarch. Those gems in the treasury might have some magic, or maybe you even need a sacrifice for your spell!

Humble Farmer. *i sell corn & corn accessories*

Your role is to advocate for those in the fields. They are the ones who actually control C'Levelandohio's food, & much of its sweeteners. They toil away for this kingdom, and they deserve the spoils!

Industrialist. *modernity or bust*

Your role is to get this kingdom into the modern age. Who cares if it kills the forests or whatever, factories are going to rule the world. Try to move the king towards machine fixes and away from anything *shudder* organic.

Primitivist. *have you seen Black Mirror?*

Your role is to keep this kingdom away from machines at all cost. Machines will one day kill us all, and the true way is banging sticks and rocks together. The more we can get from the dirt, the better.

Treasurer. *raise taxes; money, money, money baby*

Your role is to get as much money for yourself the kingdom as possible. Money makes the world go round. You may need to increase the peasants' taxes, or steal from your enemy! Anything can be monetized nowadays.

Centrist. *make no progress on any front*

Your role is to grind progress in any direction to a halt. Does someone want a new fountain? Sadly, fountains can cause drowning. Is someone setting a house on fire? Maybe we should hear them out, it's always good to listen to both sides of an argument.

A Talking Dog. *please throw the tennis ball please*

Your role is to get the most fun toys and best napping spots. We need more parks!! More tennis balls!! Not petting me should be illegal!! I just want to chew on a bone!! Bark!!

Company Man. *get your product placed*

Your role is to shill your product. Anything can be sold. Is there an abundance of water? Sell some Strawco Brand straws. Are there riots in the streets? Make an appearance to enjoy a cool, refreshing Pepsi(tm).

quickstart guide

set-up

- Choose a player to control timer.
- Choose a player to play the Monarch first. The Monarch chooses a Knight. All other players are Advisors, they choose an agenda from the agenda list.

the Emergency

- Knight tells the Monarch about an emergency happening in the Kingdom.
- The Advisors have 2 minutes to write solutions and discuss with the Monarch and Knight.

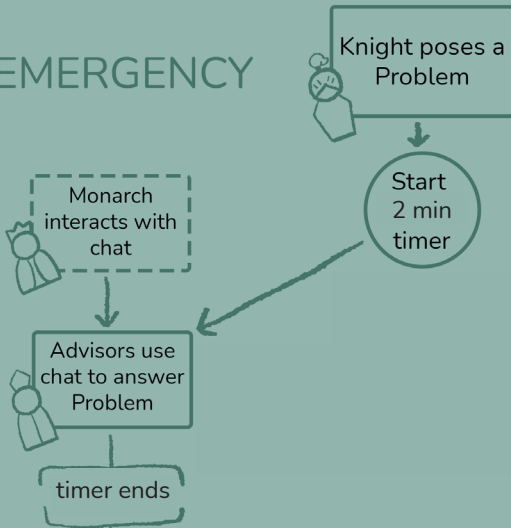
the Decision

- The Monarch tells the Knight what solution they decided to implement.
- The Knight attempts to guess the agenda of the advisor who proposed the solution.
- If the Knight was unable to guess the agenda that Advisor gets a point.
- If the knight guesses the agenda the Knight gets the point instead.

end of the round

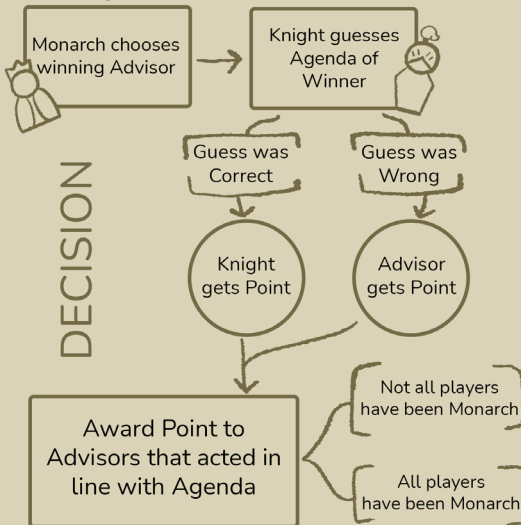
- All Advisors reveal their agendas
- All players go through chat to look at advisors answers to problem
- If an advisors chat answer is related to their agenda they get a point
- After all points are handed out the Knight becomes the new Monarch and chooses a new Knight that hasn't been knight/monarch before.
- Start the next round and continue the loop until all players have been Monarch and Knight.
- If everyone has been the Monarch, the game ends, the person with the most points wins.

EMERGENCY



Knight becomes new Monarch and elects new Knight -- All other players choose new Advisor Agendas

DECISION



Add up total points and declare a winner for the game

Thank You Good-bye

2021