

My Realm Will Be Yours

I am not long for this world, my beloved daughter. My reign of this kingdom has been long and prosperous, but you are a teenager now, and soon you will need to know the ways of our land. How difficult it is to be a father and a mentor! I could tell you exactly how I hold the crown, but what would that do for the longevity of our house? If you never learn to adapt to what the future yields, our house will surely crumble. What's more, you will think me overbearing... Indeed, you might even rebel against me and our kingdom should I be too hard on you. And yet, I must teach you some things, lest you grow up to be incompetent! The coming years will challenge us, my dearest princess. Soon my realm will be yours. I only hope I can teach you how to care for it in time.

Overview

This is a cooperative roleplaying game for exactly 2 players: the King and his Princess. Over a course of rounds, each representing a year, the King will gently guide his daughter toward making wise choices about the kingdom in the hopes that, when she takes over, she can run the realm on her own.

15 minutes to learn; 30 minutes to play.

Materials Needed

- Pen and paper
- 36 Event cards (see attached print-and-play materials)
- One 6-sided "Death" die
- 12 "Kingdom" tokens, such as coins
- A "Victory Point" counter that goes up to 10, such as 10 more tokens or a die with at least 10 sides
- Three 12-sided "Decision" dice, or any three things which can mark the numbers 1-12 (such as a 20-sided die or simply writing numbers on paper as needed during the game)

Creating the Game Assets

There are 12 royal matters which concern the monarchy. Each matter has 3 copies in the Event deck.

1. **M** Military - the organization of armed forces
2. **R** Religion - the faith of the kingdom
3. **FA** Foreign Affairs - alliances with distant realms
4. **IA** Internal Affairs - relationships with the guilds of the realm
5. **E** Economics - finances of the throne and the market
6. **L** Law - maintaining order in the kingdom
7. **S** Science - the pursuit of knowledge in the kingdom
8. **P** Presence - appearances by the royal family
9. **F** Family - relationships within the royal house
10. **H** Health - the lives of the monarch and their royal subjects
11. **C** Culture - the traditions that honor the kingdom
12. **T** Trade - business across kingdoms

Setup

In order to generate the priorities of the kingdom, the King separates the set of matters marked with a dot in the corner and shuffles these 12 cards. Then he draws each one and secretly records their order on a fresh piece of paper. For example, he might have (1) Economics, (2) Health, ..., (11) Science, (12) Law. This is his secret "answer key" for how important each royal matter is for his kingdom.

Shuffle all 36 Event cards together into one face-down deck (the draw pile). Give all 12 Kingdom tokens to the Princess. These tokens represent their relationship and the strength of the kingdom. Finally, note that your counter begins at 0. This counter represents Victory Points, or the prosperity of the kingdom.

Phase 1 - The King's Prime

At the start of each round, **draw 3 cards** from the Event deck and place them face-up for both players to see. These are the royal matters which require attention this year. Since the King wants the Princess to learn how to rule, she will make the decisions of how much attention and royal resources each matter will receive. Each round has two phases: first, Discussions, and then Decisions.

Discussions

The King and Princess speak freely about the matters. The King wants to help the Princess know what numbers to place, and he's encouraged to make up idioms and aphorisms to fully embrace the role of the wise father. For example, "You know what I always say: your health always comes first, except when money is involved." **The King and Princess may engage in dialogue for as long as they'd like**, but the Princess may not admit to what she plans to do, since that would only give her father a chance to be overbearing again.

Decisions

Finally, when the Princess is ready to decide what to do, **she will place a number from 1-12 on each card** (using her 12-sided Decision dice, or whatever material you have to mark this). There are no restrictions to what numbers can be used; the Princess can use the same number multiple times. **During Decisions, the King cannot speak**: he cannot influence his daughter's choices once her mind is made up.

When the Princess has made her choices, proceed to scoring the round. Then set the three cards aside, face-up, so that the Princess may remember the history of her choices, and draw 3 new cards to begin the next round. **After 6 rounds, shuffle all cards back into the draw pile and proceed to Phase 2.**

Scoring

The King compares the Princess's numbers with his answer key, and applies all of the following rules in this order:

1. **For *each* number that matches exactly, take one Kingdom token from the Princess.** You may not say *which* number matched exactly, you may only say "Perhaps I was too overbearing." If multiple numbers match exactly, take that many tokens.
2. **If the relative importance that the Princess assigned is incorrect, take one Kingdom token.** For example, if the King's answer key said (1) Economics, (2), Health, and (11) Science, and the Princess put (2) Economics, (5) Health, and (8) Science, this is correct and no tokens are taken. But (5) Economics and (2) Health would be incorrect because their relative importance is flipped. (If two of the same matter are drawn, their importance should be equal). You may tell her the token was taken because you were a poor teacher, or because she is incompetent.
3. **If all 12 Kingdom tokens are taken, you both lose.**

Example Play:

The three matters of the first round are Health (2), Family (6), and Science (11). The Princess guesses Health (3), Family (8), and Science (10). None of these numbers match exactly, and their relative importance (Health > Family > Science) is preserved, so she loses no tokens.

In the second round, the matters are Economics (1), Trade (4), and Law (12). The Princess guesses Economics (1), Law (3), and Trade (4). In this round, she loses 2 tokens because Economics and Trade match exactly (though the King does not say which ones match), and she loses a third token because the relative importance is incorrect (it should be Economics > Trade > Law).

Rebellion

At the start of any round during Phases 1 and 2, if the Princess believes she can name the importance of 6 royal matters perfectly, she declares a rebellion and form a new kingdom. She then attempts to do exactly this, for example: "Health is first, Science is eleventh, ..." the matters do not need to be in order. If she is correct in her guesses, she forms a new kingdom (and wins) and the King loses. Otherwise, you both lose.

Phase 2 - The King is Dying

Phase 2 proceeds exactly as Phase 1, with one exception: after each round, the King rolls the Death die. If the number is less than or equal to the number of Rounds of Phase 2 which have occurred, the king dies and the Princess (now Queen) proceeds to Phase 3. When this happens, the King can no longer speak. Do not reshuffle the deck; any used cards remain out for the Queen's reference.

Phase 3 - Rise of the Queen

Phase 3 proceeds exactly as Phase 1, with two exceptions: first, the King cannot speak, and the Queen must make decisions on her own. Second, the rules for Scoring have changed. The rules for Scoring are now:

Scoring

The King compares the Queen's numbers with his answer key, and applies all of the following rules in this order:

1. If the Queen runs out of Kingdom tokens at any point, finish scoring the current round and then proceed to the Final Score.
2. If the relative importance that the Queen assigned between the three matters is incorrect, take one Kingdom token and do not score any Victory Points this round (see Step 4).
3. For *each* number that is more than 1 away from its actual value, take one Kingdom token from the Queen. For example, if Family was actually 6, take a token if the Queen guesses less than 5 or greater than 7. You may not say *which* number this rule applies to. If multiple numbers match exactly, take that many tokens.
4. If the relative importance that the Queen assigned between the three matters was incorrect (that is, you took a token in Step 2), skip this step: For *each* number that is within 1 of its actual value, gain a Victory Point using your counter.

Example Play:

In the first round of the third phase, the three matters are Internal Affairs (3), Trade (4), and Family (6). The Queen guesses Internal Affairs (3), Trade (5), and Family (9). The relative importance is correct, so she is allowed to score Victory Points. Internal Affairs and Trade are both within 1 of the correct answer, so she

earns 2 Victory Points. Family is not close enough to the correct answer, so she loses a token (though the King says nothing).

In the second round, the matters are Economics (1), Trade (4), and Law (12). Like the previous time she saw this, the Queen guesses Economics (1), Law (3), and Trade (4). In this round, she loses two tokens: one because the relative importance is incorrect, and one because Law is not near the correct answer (though the King still says nothing). Despite Economics and Trade being correct, she gains no Victory Points because the relative importance was wrong.

Final Score

If the Queen earned at least 1 Victory Point, you both win. Otherwise, you both lose. Try to get 10 points for a perfect victory!

Victory Points Ending

0	The kingdom falls to ruin.
1	The kingdom survives for another generation.
3	The kingdom continues with honor and pride.
6	The Queen is remembered for prosperity, growth, and glory.
10+	The Queen's rise marks the beginning of the kingdom's golden age!