

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

15 minutes to learn; 45-90 minutes to play.

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.

The objective of this game is for the Princess to approximate the priorities of the kingdom with the help of the King. While the King is alive, the players coordinate to help the Princess guess the order of the priorities without guessing their exact values. Once the King is dead, the goal is to guess as close to their exact values as possible.

Materials Needed

- Pen and paper
- 36 Event cards (see attached print-and-play materials)
- One 6-sided "Time" die
- 12 "Kingdom" tokens, such as coins or paper clips; these represent the stability of the kingdom
- 10 "Victory Point" tokens, such as coins or paper clips; these represent the prosperity of the kingdom
- 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)

The Event Deck

There are **12 royal matters** which concern the monarchy. Each matter has 3 copies in the Event deck. The first copy of each matter is marked for setup purposes.

For a quicker, easier game, use only 6 or 9 matters. (In the print-and-play materials, these are marked with clock icons.) **The recommended first game uses 9 matters and plays 3 rounds of Phase 1.**

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

1. *The Kingdom's Priorities*

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.

2. *The Event Deck*

Shuffle all 36 Event cards together into one face-down deck (the draw pile).

3. *Kingdom Tokens*

Give all 12 Kingdom tokens to the Princess. These tokens represent their relationship and the strength of the kingdom.

4. *The Time Die*

Set the Time die to 1.

Phase 1 - The King's Prime

1. *Draw 3 Event Cards*

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.

2. *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 and in any way 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. Players are encouraged to really embrace their roles - roleplaying is half the fun!

3. *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.

The Princess's goal is to guess the priorities in the correct order of relative importance, but avoid matching their exact values (1-12).

When the Princess has made her choices, proceed to scoring the round. The Princess can then set the cards aside, face-up to remember the history of her choices (organized however she'd like). The Princess may not write anything down, relying only on her memory.

Increment the Time die by 1 to mark the beginning of the next round and draw 3 new event cards.

After 3 rounds, shuffle all cards back into the draw pile and proceed to Phase 2.

For an easier, longer game, play 6 rounds of Phase 1 instead of 3.

Scoring

See the Scoring Reference Guide for a quick summary

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, the Princess loses a Kingdom token.** 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 any of the priorities are not in order (of relative importance), the Princess loses a Kingdom token.** For example, if the King's answer key said (1) Economics, (2), Health, and (11) Science, it would be correct for the Princess to put: (2) Economics, (5) Health, and (8) Science, since the relative order is upheld (no tokens are lost). But switching (5) Economics and (2) Health would be incorrect because their relative importance is flipped. (If two of the same matter are drawn, equal values should be given to them). You may tell her the token was taken because you were a poor teacher, or because she is incompetent. Regardless of how poorly the priorities are out of order, only 1 token may be lost per round for this rule.
3. **If all 12 Kingdom tokens are lost, 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

At the beginning of Phase 2, shuffle all cards back into the deck if you have not done so already. Phase 2 proceeds exactly as Phase 1, with one exception: after each round, the King rolls the Time 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 when proceeding to Phase 3**; any used cards remain out for the Queen's reference and may be organized how she'd like.

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, since now the Queen is only trying to keep the kingdom running, and is no longer concerned with her father being overbearing. The rules for Scoring are now:

Scoring

See the Scoring Reference Guide for a quick summary

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, the Queen loses a Kingdom token and cannot score any Victory Points this round (see Step 4).
3. For *each* number that is more than 1 away from its actual value, the Queen loses a Kingdom token. For example, if Family was actually 6, lose a token if the Queen guesses less than 5 or greater than 7. You may not say *which* number this rule applies to. If this rule applies to multiple cards, lose that many tokens.
4. If the relative importance that the Queen assigned between the three matters was incorrect (that is, you lost a token in Step 2), skip this step: For *each* number that is within 1 of its actual value, gain a Victory Point.

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!

Scoring Reference Guide

Score ALL rules that apply.

Duplicates of cards (e.g. two "Military" cards) are still scored individually.

Phases 1 & 2	
If...	Then...
Any priorities are out of order	Lose 1 Kingdom Token
A guess matches value exactly	Lose 1 Kingdom Token per match
Phase 3	
If...	Then...
Any priorities are out of order	Lose 1 Kingdom Token, <i>and</i> Do not gain any Victory Points this round
A guess is more than 1 away from the actual value	Lose 1 Kingdom Token per applicable card
A guess is within 1 from the actual value <i>and</i> priorities are in order	Gain 1 Victory Point per applicable card