


THE GAME BOARD

The Queen



Draw

Discard

	1	2	3	4	5	6	7	8	9	10
Influence	1	2	3	4	5	6	7	8	9	10
Charm	1	2	3	4	5	6	7	8	9	10
Wit	1	2	3	4	5	6	7	8	9	10
Strength	1	2	3	4	5	6	7	8	9	10

You are The Queen. Your coronation is today. What is the first thing you do after taking the crown?

Start making peace talks with a neighboring country. +1 INF

Go into town and shake hands with your subjects. +1 CHA

Take to the books and brush up on your studies. +1 WIT

Strengthen your guard. Who knows who might try to kill you now? +1 STR

1

The court urges you to marry in order to continue the royal lineage. Who do you choose?

The prince of the country you've been trying to get an alliance with. +1 CHA -1 STR

The minister of finance. -1 CHA +1 WIT

A commoner that owns a popular bakery in town. -1 INF +1 CHA

One of the castle knights. -1 WIT +2 STR

2

It's the day of your wedding! How do you plan to celebrate?

A large and extravagant feast! Bring out the best! -1 WIT +1 STR

A small, private ceremony. -1 INF +1 WIT

No celebration needed. There are things that have to be done. -1 CHA +1 STR

Tour around the nation, letting everyone see your happiness for themselves. +2 CHA -1 STR

3

It's time to make your first appearance as a newlywed couple. Which event do you attend together?

One of the regularly held cabinet meetings. +1 INF

The knighting ceremony of a distant relative. +1 STR

Your cousin's wedding in the countryside. +1 CHA

The opening of a library that you helped fund. +1 WIT

4

After everything was going so well...

Your husband, whether it be for power, jealousy, or something else entirely, tries to strangle you before you go to sleep one night.

You survive if...

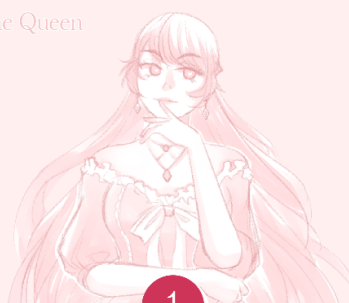
INFLUENCE is 10 or GREATER

STRENGTH is 8 or GREATER

The **TOTAL** between **WIT** and **CHARM** is 15 or GREATER

5

The Queen



Draw

Discard

	1	2	3	4	5	6	7	8	9	10
Influence	1	2	3	4	5	6	7	8	9	10
Charm	1	2	3	4	5	6	7	8	9	10
Wit	1	2	3	4	5	6	7	8	9	10
Strength	1	2	3	4	5	6	7	8	9	10

You are The Queen. Your coronation is today. What is the first thing you do after taking the crown?

Start making peace talks with a neighboring country. +1 INF

Go into town and shake hands with your subjects. +1 CHA

Take to the books and brush up on your studies. +1 WIT

Strengthen your guard. Who knows who might try to kill you now? +1 STR

1

The court urges you to marry in order to continue the royal lineage. Who do you choose?

The prince of the country you've been trying to get an alliance with. +1 CHA -1 STR

The minister of finance. -1 CHA +1 WIT

A commoner that owns a popular bakery in town. -1 INF +1 CHA

One of the castle knights. -1 WIT +2 STR

2

It's the day of your wedding! How do you plan to celebrate?

A large and extravagant feast! Bring out the best! -1 WIT +1 STR

A small, private ceremony. -1 INF +1 WIT

No celebration needed. There are things that have to be done. -1 CHA +1 STR

Tour around the nation, letting everyone see your happiness for themselves. +2 CHA -1 STR

3

It's time to make your first appearance as a newlywed couple. Which event do you attend together?

One of the regularly held cabinet meetings. +1 INF

The knighting ceremony of a distant relative. +1 STR

Your cousin's wedding in the countryside. +1 CHA

The opening of a library that you helped fund. +1 WIT

4

After everything was going so well...

Your husband, whether it be for power, jealousy, or something else entirely, tries to strangle you before you go to sleep one night.

You survive if...

INFLUENCE is 10 or GREATER

STRENGTH is 8 or GREATER

The **TOTAL** between **WIT** and **CHARM** is 15 or GREATER

5

1 - Discard and Draw

2 - Traits Counter

3 - Phases and Choices Area

4 - Card Playing Area

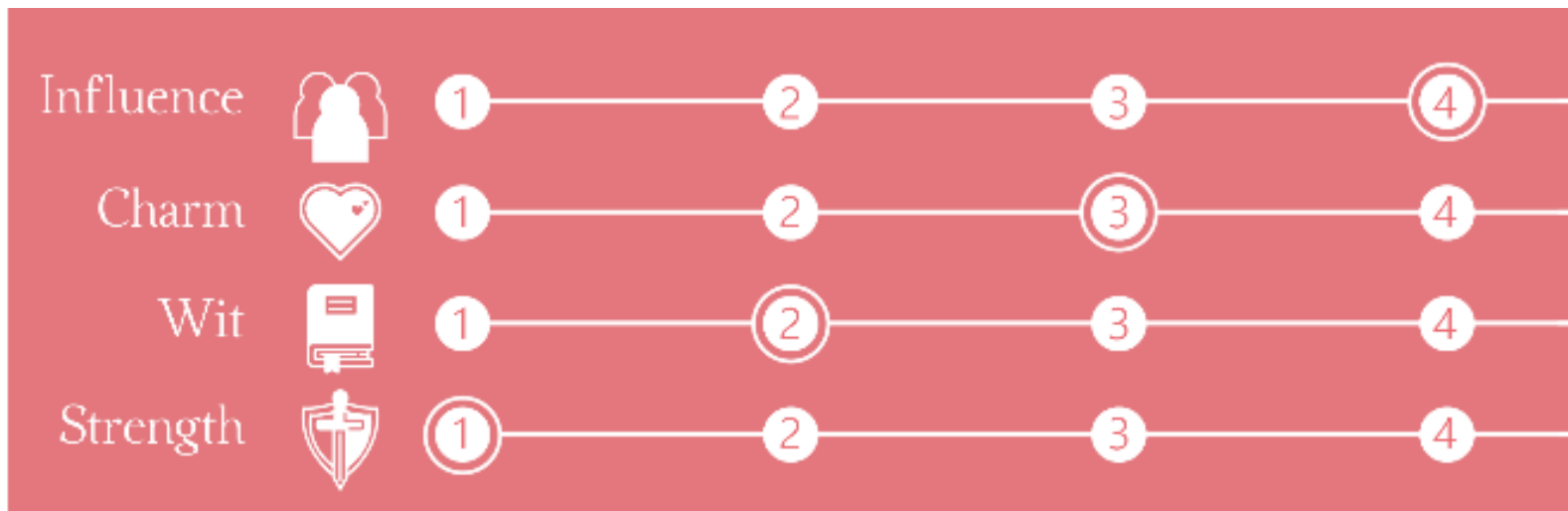
OVERVIEW

You're an (un)lucky lady who's stuck in a time loop, where you're destined to die at the end. Maybe you can take your past knowledge and use that for another life, or maybe you'll end up dying anyway. Either way, be prepared to live (and die) a few times.

GETTING STARTED

This game is suited for 2-4 players. Once everyone picks their game board and the corresponding deck of 25 cards, shuffle that deck and put it in the draw pile (figure 1 in the above image) facedown. Everyone will set their **Trait** values to their default, as indicated with a circle around the number, with a chip or marker.

In the case of The Queen, depicted below, the starting values are **Influence: 4**, **Charm: 3**, **Wit: 2**, and **Strength: 1**.



Players will then pick 5 cards from their Draw deck and the game can start.

PHASES 1-4: GOING THROUGH A ROUND OF LIFE

The game is played in **Phases** and **Rounds**. **Phases** are the individual sections of the game board, to be played in numerical order, and a **Round** is made up of 5 **Phases**. Before a card is played, each player has a **Choice** to make during each **Phase**, which can help or harm their current **Traits**. An example of **Phase 1** and its **Choice** is depicted below.

You are The Queen. Your coronation is today. What is the first thing you do after taking the crown?

Start making peace talks with a neighboring country. +1 INF

Go into town and shake hands with your subjects. +1 CHA

Take to the books and brush up on your studies. +1 WIT

Strengthen your guard. Who knows who might try to kill you now? +1 STR

1

After the **Choice** for this **Phase** is made, players will play a card in the play area directly under that Phase.

All players go through the **Phase** at the same time. Once it's been confirmed that every player has resolved the **Trait** changes of the **Phase**, it moves onto the next **Phase**, until **Phase 5** is reached.

Under normal circumstances, unless a player has the **Memories of a Past Life** card, there will be one card left over at the end of the **Round** that isn't played and is discarded at the end of the round with the rest of the cards.

PHASE 5: DYING, OR STAYING ALIVE

A **Round** is over when players reach **Phase 5**, which checks a player's current **Traits**.

An example of **Phase 5** is depicted below.

After everything was
going so well...

Your husband, whether it be for
power, jealousy, or something else
entirely, tries to strangle you before
you go to sleep one night.

You survive if...

INFLUENCE is 10 or GREATER

STRENGTH is 8 or GREATER

The TOTAL between **WIT** and
CHARM is 15 or GREATER

5

If a player hasn't met any of their survival conditions, they die, meaning that the cards they played during that round (except the **Memories of a Past Life** card) are put into their discard pile.

Unless a player has played **Memories of a Past Life**, all **Traits** above 5 are reset to 5, whereas **Traits** below 5 stay the same.

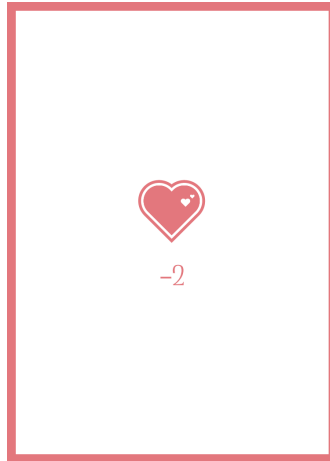
THE GAME ENDS WHEN A PLAYER IS ABLE TO MEET THEIR SURVIVAL CONDITIONS.

In the case of a tie, the player with the highest overall Trait values wins.

If there is still a tie, congrats. Shake hands with your fellow time loop breaker.

TYPES OF CARDS

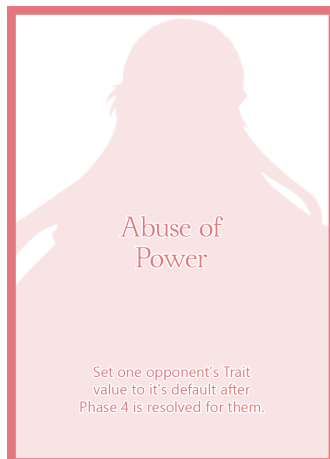
Each player has 7 types of cards in their deck, each with similar effects.



These two cards will either add or subtract to a player's Traits values, and the icon corresponds to the icons given to the Traits at the top of their board.

In this case, the left card would **subtract 2 from Charm**, and the right card would **add 2 to Influence**.

In addition to these cards, there are some special cards in each deck.



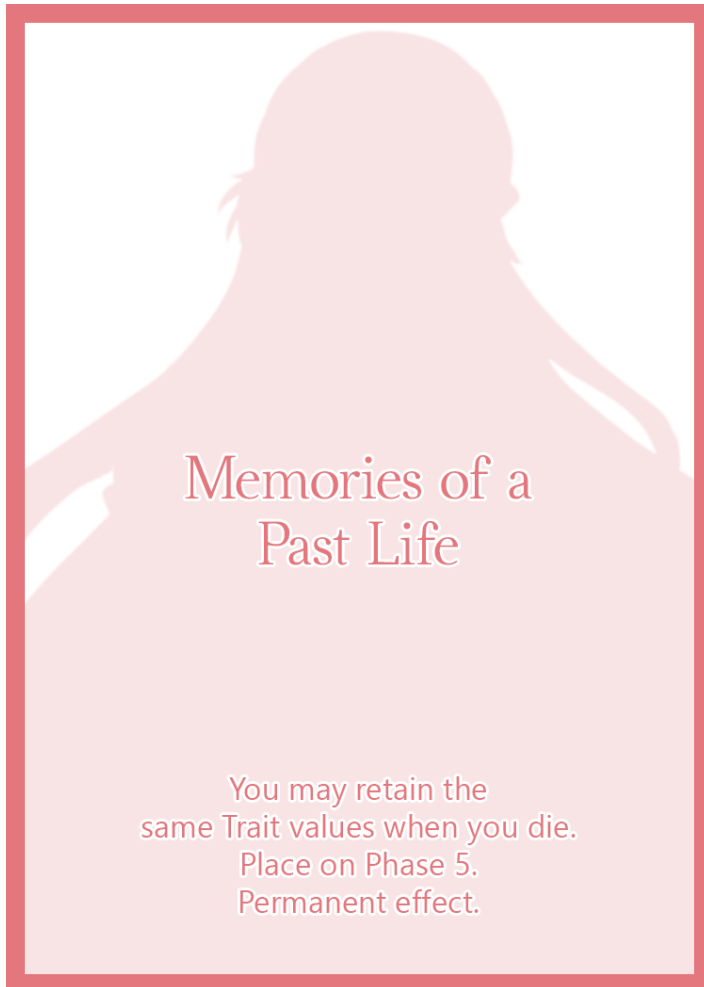
These cards vary from player to player, and as such have unique text on them that direct the player on what to do.

Left Card: Abuse of Power - Set one opponent's **Trait** value to its default after **Phase 4** is resolved for them.

Right Card: Orders from Her Majesty - Make an opponent's **Choice** for them during this **Phase**. (If their turn has passed, overwrite the **Trait** changes from their previous **Choice**.)

MEMORIES OF A PAST LIFE

There is one card that is consistent among all decks, and that is **Memories of a Past Life**. This is the only card that will ever be played during **Phase 5**.



Normally, players who die would have their **Traits** reset to 5 (if above 5) or stay the same (if below 5.) However, with this card, players will be able to keep the traits from the previous **Round** the same.

This effect remains permanent throughout the rest of the game, and will never be discarded with the rest of the cards for that **Round**.

SAMPLE GAME BOARD

	Influence	Charm	Wit	Strength
	1 — 2 — 3 — 4 — 5 — 6 — 7 — 8 — 9 — 10	1 — 2 — 3 — 4 — 5 — 6 — 7 — 8 — 9 — 10	1 — 2 — 3 — 4 — 5 — 6 — 7 — 8 — 9 — 10	1 — 2 — 3 — 4 — 5 — 6 — 7 — 8 — 9 — 10

<p>You are The Queen. Your coronation is today. What is the first thing you do after taking the crown?</p> <p>Start making peace talks with a neighboring country. +1 INF</p> <p>Go into town and shake hands with your subjects. +1 CHA</p> <p>Take to the books and brush up on your studies. +1 WIT</p> <p>Strengthen your guard. Who knows who might try to kill you now? +1 STR</p> <p>1</p>	<p>The court urges you to marry in order to continue the royal lineage. Who do you choose?</p> <p>The prince of the country you've been trying to get an alliance with. +1 CHA -1 STR</p> <p>The minister of finance. -1 CHA +1 WIT</p> <p>A commoner that owns a popular bakery in town. -1 INF +1 CHA</p> <p>One of the castle knights. -1 WIT +2 STR</p> <p>2</p>	<p>It's the day of your wedding! How do you plan to celebrate?</p> <p>A large and extravagant feast! Bring out the best! -1 WIT +1 STR</p> <p>A small, private ceremony. -1 INF +1 WIT</p> <p>No celebration needed. There are things that have to be done. -1 CHA +1 STR</p> <p>Tour around the nation, letting everyone see your happiness for themselves. +2 CHA -1 STR</p> <p>3</p>	<p>It's time to make your first appearance as a newlywed couple. Which event do you attend together?</p> <p>One of the regularly held cabinet meetings. +1 INF</p> <p>The knighting ceremony of a distant relative. +1 STR</p> <p>Your cousin's wedding in the countryside. +1 CHA</p> <p>The opening of a library that you helped fund. +1 WIT</p> <p>4</p>	<p>After everything was going so well...</p> <p>Your husband, whether it be for power, jealousy, or something else entirely, tries to strangle you before you go to sleep one night.</p> <p>You survive if...</p> <p>INFLUENCE is 10 or GREATER</p> <p>STRENGTH is 8 or GREATER</p> <p>The TOTAL between WIT and CHARM is 15 or GREATER</p> <p>5</p>
---	--	---	--	---

<p>+2</p>	<p>-2</p>	<p>+1</p>	<p>+2</p>	<p>Memories of a Past Life</p> <p>You may retain the same Trait values when you die. Place on Phase 5. Permanent effect.</p>
-----------	-----------	-----------	-----------	--

During this round, this player's choices led them to have the below stats, which are compared to the survival conditions:

INFLUENCE - 4

CHARM - 0

WIT - 9

STRENGTH - 2

You survive if...

INFLUENCE is 10 or **GREATER**

STRENGTH is 8 or **GREATER**

The **TOTAL** between **WIT** and **CHARM** is 15 or **GREATER**

In this case, the player dies, however, because they played **Memories of a Past Life** they are able to retain these same traits during the next **Round**, where otherwise they would have been set back to 5 if they were above 5.