

DOWN WITH THE KING RECORD SHEET

MONARCH'S SUPPORT	UNRESOLVED POLITICAL PROBLEMS		PRESTIGE TABLES MODIFIERS	
	BANKING CRISIS		LITERARY PURSUITS	
	ECONOMIC CRISIS		FASHION	
	INTERNATIONAL INCIDENT		CRAFT	
	FOREIGN WAR		ROMANCE	
	TREASON AND CONSPIRACY TRIALS		SOCIALIZING	
	PIRATES		PATRONAGE	
	TOWNSMEN UNREST		SPORTING	
	PEASANT UNREST		CAROUSING	
	AGRICULTURE CRISIS		GAMBLING	
NATURAL DISASTER		BUSINESS SPECULATION		
	FOREIGN WARS		COURT BALL TABLE MODIFIERS	
			CHARACTERS WHO ARE BANNED FROM COURT BALLS	
STATUS OF FORMER NON-RC KING/QUEEN	COUNSELS MADE TO THE MONARCH			
	COURT BALL		TREASON AND CONSPIRACY TRIALS	
	INTRIGUE		PIRATES	
	SCANDAL		TOWNSMEN UNREST	
	BANKING CRISIS		PEASANT UNREST	
	ECONOMIC CRISIS		AGRICULTURE CRISIS	
	INTERNATIONAL INCIDENT		NATURAL DISASTER	
	FOREIGN WAR			

Sample Record Sheet

DOWN
WITH
THE
KING



THOMAS
THE PRETENDER

RULES

INDEX—	
1. Introduction	20. Abroad
2. Components	21. Assassination
3. Prepare For Play	22. Scandal
4. Sequence Of Play	23. Wrongdoing
5. First Player Designation	24. Hiding
6. Offices	25. Extradition
7. Political Problems	26. Hearings
8. Crown Events	27. Interrogation
9. Royal Succession	28. Trials
10. Player Turns	29. Banishment
11. Loyalty Counters	30. Imprisonment
12. Opportunity Counters	31. Execution & Death
13. Activities	32. Monarch's Support
14. Event Cards	33. Government In Crisis
15. Counseling	34. IPs
16. Office Holders	35. PPs
17. Henchmen	36. Usurpation
18. Romance & Marriage	37. Victory Conditions
19. Dueling	38. Optional Rules

1. INTRODUCTION—

DOWN WITH THE KING is set in the hypothetical kingdom of Fandonia under the benign rule of King George whom everyone wants to overthrow. Each player takes the role of a Fandonian noble. The object is to build a powerful, political faction and eventually place a member of the Royal Family, loyal only to you, on the throne. For two to six players.

2. COMPONENTS—

2.1 There are four decks of cards: the Royalty Deck, the Nobles Deck, the Office Deck and the Event Deck.

2.1.1 The Royalty Deck contains eleven royal character cards (hereafter referred to as RCs).

King George—S10, 2dx3, 55-66

Prince Alan—S10, 2dx2, 53-54

Princess Anne—S10, 1d, 51-52

John (the Brother)—S9, 1dx3, 41-46

Edward (the Uncle)—S8, 1dx3, 31-36

Phillip (the Nephew)—S8, 1dx2, 25-26

Almery (the Cousin)—S7, 1dx2, 23-24

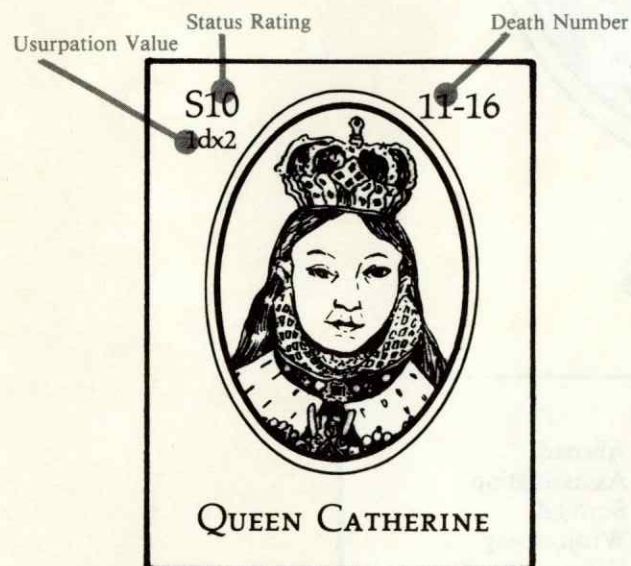
Queen Catherine—S10, 1dx2, 11-16

Alfred (the Bastard)—S5, 1d, 21-22

Thomas (the Pretender)—S4, 1/2d (rounded up)

Jane (the Mistress)—S2

The following diagram illustrates the symbols and numbers found on these cards.



2.1.2 The Nobles Deck contains thirty-six character cards (hereafter referred to as 'characters').

11—Sir Drew (1, 6, 1)

12—Sir Guy (1, 5, 2)

13—Sir Malcolm (1, 5, 3)

14—Sir Richard (1, 4, 3)

15—Sir Michael (1, 4, 4)

16—Sir Robert (1, 3, 3)

21—Sir Donald (1, 3, 4)

22—Sir James (1, 2, 4)

23—Sir Jeffrey (1, 2, 5)

24—Sir Charles (1, 1, 6)

25—Knight Dale (2, 2, 6)

26—Knight William (2, 3, 5)

31—Knight Simon (2, 4, 4)

32—Earl Maxwell (3, 1, 2)

33—Earl Francis (3, 2, 2)

34—Earl Duncan (3, 3, 2)

35—Lord Mortimer (4, 2, 3)

36—Lord Arthur (4, 4, 2)

41—Lord Perceval (4, 6, 1)

42—Duke Roland (5, 4, 5)

43—Duke Henry (5, 5, 4)

44—Duke Marley (5, 6, 3)

45—Magistrate (3, —, —)

46—1st Judge (6, —, —, *1-3)

51—2nd Judge (6, —, —, *4-6)

52—Sheriff (3, —, 6)

53—General (4, —, 4)

54—Admiral (4, —, 3)

55—Archbishop (8, —, —)

56—Lady Margaret (3, s2)

61—Lady Victoria (3, s3)

62—Lady Elizabeth (3, s4)

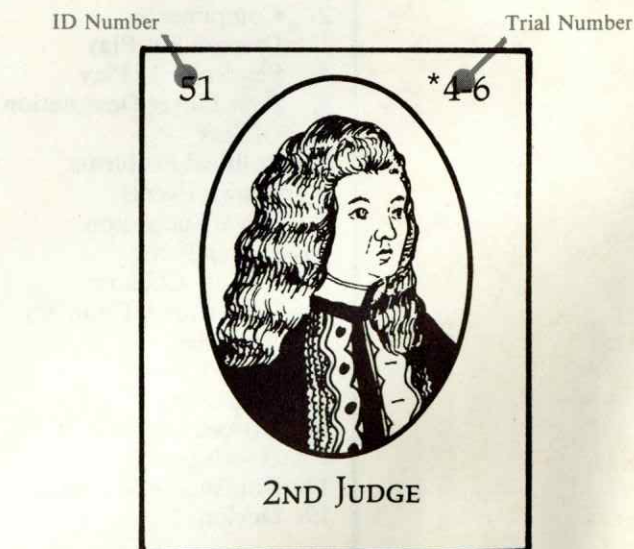
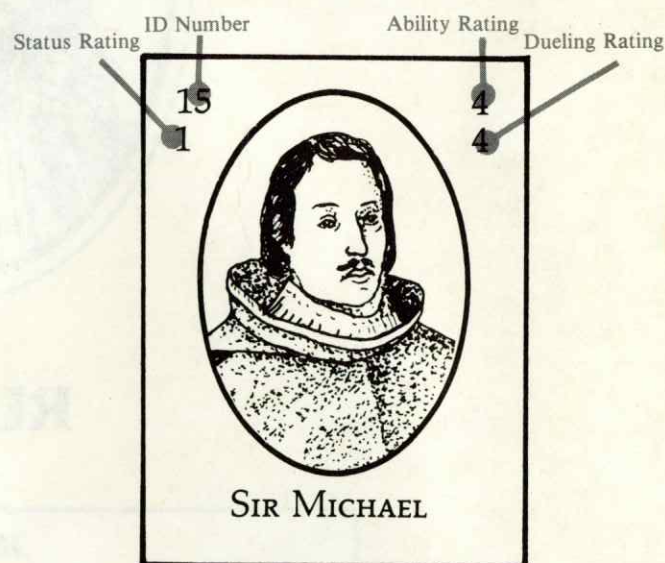
63—Lady Ruth (3, s4)

64—Lady Mary (3, s5)

65—Lady Melanie (3, s5)

66—Lady Deborah (3, s6)

The following diagrams illustrate the symbols and numbers found on these cards.



2.1.3 The Office Deck contains thirteen cards.

Monarch—S+4, Head Of State

High Minister—S+3, Domestic Policies

Minister Of Justice—S+3, Law & Wrongdoing

Minister Of State—S+3, Foreign Policies

Minister Of The Army—S+2, Military Conflicts

Minister Of The Navy—S+2, Pirates

Minister Of The Treasury—S+2, Economic Policies

Minister Of Trade—S+2, Agriculture Policies

Ambassador To Sandarkan—S+1

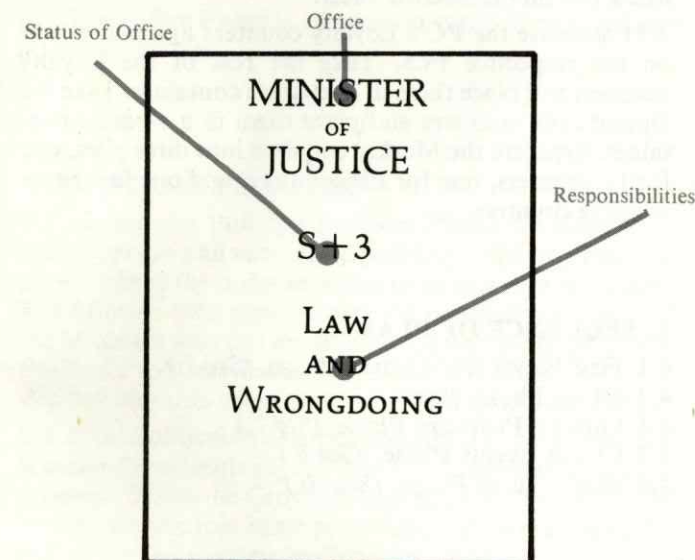
Ambassador To Epalin—S+1

Ambassador To Cronos—S+1

Ambassador To The City States—S+1

Ambassador To Besyzan—S+0

The following diagram illustrates the symbols and numbers found on these cards.



2.1.4 The Event Deck contains one hundred and twenty cards.

DOWN WITH THE KING—6

Clergy Support (1dx2 or 1dx3 if Archbishop is a FAC)—1

Peasant Support (1dx4 or 1dx8 if Sheriff is FAC or there is Peasant Unrest)—5

Townsmen Support (1dx3 or 1dx5 if Magistrate is a FAC or there is Townsmen Unrest)—3

Trade Guild Support (1dx2 or *1dx3 if there is a Famine)—1

Army Support (1dx7 or 1dx10 if General is a FAC or there is a Famine)—2

Navy Support (1dx4 or 1dx5 if Admiral is a FAC)—1

Merchant Support (1dx2 or 1dx3 if there is a Famine)—1

Foreign Support Sandarkan (1dx3 or 1dx4 if the Ambassador to Sandarkan is a PC or FAC)—1

Foreign Support Epalin (1dx3 or 1dx4 if the Ambassador to Epalin is a PC or FAC)—1

Foreign Support Cronos (1dx2 or 1dx3 if the Ambassador to Cronos is a PC or FAC)—1

Foreign Support The City States (1dx2 or 1dx3 if the Ambassador to The City States is a PC or FAC)—1

Monarch's Counselor—5

Pardon—2

Amnesty—2

Henchman—14

Intrigue—4

Assassination—8

Personal Guards—2

Palace Guards—2

Treachery—9

Informer—9

Escape—4

Prison Guards—2

Port Guards—1

Extradition—2

Evidence—9

Alibi—8

Royal Alignment—9 (one for each RC except the King and The Pretender)

Extra Activity—4

2.2 There are three sets of counters: Loyalty Counters, Opportunity Counters, and Marker Counters.

2.2.1 There are thirty-six Loyalty Counters, one for each character (the number on each counter matches one character's ID number).

2.2.2 There are twenty-four Opportunity Counters.

Any Activity—2

Extra Activity—5

Intrigue—3

Scandal—2

Favor—2

Duel—1

Gout—1

Gain One IP—8

2.2.3 There are two hundred Marker Counters. Influence Point denomination counters (hereafter referred to as IPs) and Prestige Point denomination counters (hereafter referred to as PPs) are interchangeable like money.

Hiding In Fandonia—2

Hiding Sandarkan—1

Hiding Epalin—1

Hiding Cronos—1

Hiding The City States—1

Hiding Besyzan—1

Travel Sandarkan—4

Travel Epalin—4

Travel Cronos—4

Travel The City States—4

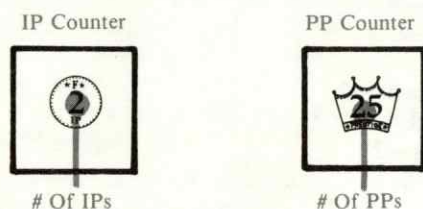
Travel Besyzan—4

Banished Sandarkan—1

Banished Epalin—1

Banished Cronos—1
 Banished The City States—1
 Banished Besyzan—1
 Imprisoned—4
 Awaiting Execution—1
 Knight—10
 Earl—6
 Lord—5
 Duke—4
 Duchess—4
 One IP—16
 Two IP—16
 Five IP—12
 Ten IP—10
 One PP—12
 Two PP—12
 Five PP—20
 Ten PP—24
 Twenty-five PP—12

The following diagrams illustrate the symbols and numbers found on these counters.



2.3 Two dice are provided, one red and one white. Whenever a player must roll two dice during the game, both dice are rolled. When the rules call for a "dice count", the dice are read red die first and white die second to form a two digit number 11-66. When the rules call for a "dice sum", the dice are added together and read as a total of the two dice. Whenever a player must roll one die during the game, either one of the two dice may be rolled. Whenever a player can modify a dice roll (or a die roll), he must state if he will modify the roll, and if so, if he will add or subtract his modifier, *before* the dice are rolled.

2.4 A Record Sheet Pad is provided. One player should be appointed to keep track of the Monarch's Support, Prestige Table modifiers, Court Ball Table modifiers, characters who are banned from Court Balls, the number of times a political problem goes unresolved, Foreign Wars, the Status Rating of a former non-RC King/Queen, and counsels to the Monarch on the Record Sheet.

2.5 Not included in the game but necessary for play is a pen or pencil.

3. PREPARE FOR PLAY—

3.1 Form a deck with character cards 11-24 and 56-66. Shuffle these seventeen cards and deal one to each player. This is that player's "player character" (hereafter referred to as PC) for this game. PCs are placed in front of the respective players.

3.2 Lay out the thirteen cards of the Office Deck in sight of all the players.

3.3 Form a deck with character cards 11-44 (minus the cards dealt to each player per 3.1). Shuffle these cards and place one on each of the twelve Office cards (all except the

Monarch Office card). These are the beginning Office Holders. Place the rest of these cards in a pile in sight of all the players. This is the Office Holder pile.

3.4 Place character cards 45-66 (minus the cards dealt to each player per 3.1) in another pile in sight of all the players. This is the Non-Office Holder pile.

3.5 Place King George on the Monarch Office card. Place Queen Catherine next to King George.

3.6 Place the other nine cards of the Royalty Deck in sight of all the players. This is the Royalty pile.

3.7 All characters except PCs are considered neutral characters (hereafter referred to as NCs) at game's start. All royal characters are considered neutral royal characters (hereafter referred to as NRCs) at game's start. During the game, characters may become friendly aligned characters (hereafter referred to as FACs) or enemy aligned characters (hereafter referred to as EACs). Similarly, royal characters may become friendly aligned royal characters (hereafter referred to as FARC) or enemy aligned royal characters (hereafter referred to as EARC). Characters and royal characters that become FACs and FARC are placed in front of the respective players. A player's PC, all FACs, and all FARC are part of a player's faction and are always placed in front of the respective player.

3.8 Give each player Two IP and Ten PP.

3.9 Remove the six DOWN WITH THE KING cards from the Event Deck and give one to each player. The remaining DOWN WITH THE KING cards are not used in the game. Shuffle the rest of the Event Deck and deal nine cards to each player. Place the remaining cards of the Event Deck in sight of all the players. This is the Event pile.

3.10 One player rolls the dice to get a dice sum. Multiply this number by ten (x10). This is the Monarch's Support. Mark this on the Record Sheet.

3.11 Remove the PC's Loyalty counters and place these on the respective PCs. Take the rest of the Loyalty counters and place them in a separate container. Take the Opportunity counters and place them in a separate container. Separate the Marker counters into three piles, one for IP counters, one for PP counters, and one for the remaining counters.

4. SEQUENCE OF PLAY—

4.1 First Player Designation Phase. (See 5.)

4.2 Office Phase. (See 6.)

4.3 Political Problems Phase. (See 7.)

4.4 Crown Events Phase. (See 8.)

4.5 Player Turns Phase. (See 10.)

5. FIRST PLAYER DESIGNATION—

At the beginning of each turn, each player rolls two dice. The player with the highest dice count is the "first player" for that turn. The first player conducts the actions in the Office Phase, Political Problem Phase and Crown Event Phase. He conducts all actions for NCs or NRCs during the turn. He also goes first during the Player Turns Phase. Play then passes to the first player's left and so on

clockwise around the table until all other players have taken their Player Turn. This is the player order for that turn. Whenever players can play Event cards or modify dice rolls (or die rolls), they do so in player order.

6. OFFICES—

6.1 During the Office Phase, each vacant office must be filled.

6.1.1 The first player selects a vacant office. Each player, starting with the first player and following the player order, is given the chance to fill this office. To fill the office, a player must pay Two IP and then place his PC or any FAC in the vacant office. After the office is filled, or each player has been given the chance to fill it and it remains vacant, the first player selects another vacant office and follows the same procedure. And so forth, for each vacant office.

6.1.2 Any offices still vacant are then filled randomly. To fill each office, roll two dice to get a dice count and place the character with the corresponding ID number in the office. There is no IP cost for an Office Holder who is selected randomly. If the character cannot be an Office Holder, cannot currently fill the office, or is an Office Holder already, roll again.

6.2 A player may move his PC or any FAC who already holds an office to fill a vacant office. He must still pay Two IP. The office the PC or FAC is moved from is then vacant and must be filled in the Office Phase of this turn. A player may move his PC or any FAC who is a Monarch's Counselor to fill a vacant office; the 'Monarch's Counselor' Event card is discarded.

6.3 Characters who are banished, imprisoned, in hiding, or stuck in a country at war with Fandonia may not fill vacant offices.

6.4 The Office Phase is skipped on turns when there are no vacant offices.

7. POLITICAL PROBLEMS—

7.1 During the Political Problem Phase, an attempt is made to resolve all unresolved political problems. The first player selects the order in which these attempts are made. The Minister who must resolve the political problem and the Ministers who can modify the attempt are listed on the Political Problems Table. The Political Problems Phase is skipped on turns when there are no political problems.

7.2 If the Political Problems Table result is a problem that is currently unresolved, roll again until the result is a new problem. When the Crown Events result is 'Two Political Problems', use this same procedure. There may never be two of the same unresolved political problem.

7.3 An attempt must be made to solve each unresolved problem each turn, but only one attempt may be made to solve each problem each turn. If the Minister who is attempting to resolve the problem is a NC, the first player makes the attempt. If the Minister is a PC or FAC, the respective player makes the attempt.

7.4 NCs must always attempt to resolve the problem. PCs or FACs may choose to deliberately let the problem remain unresolved; this counts as an attempt to resolve the

problem. If there is no Minister in the office, the political problem is automatically unresolved that turn.

7.5 To resolve a problem, the player rolls one die and compares this to the Minister's Ability Rating. If the number rolled is less than the Ability Rating the problem is resolved. If the number rolled is equal to or greater than the Ability Rating, the problem is unresolved. If the number rolled is a '6', the problem is automatically unresolved that turn, regardless of modifiers to the die roll.

7.6 Players may modify political problem die rolls. For most problems, there is a Minister (or Ministers) who can modify the attempt. See the Political Problems Table. If a listed Minister is a PC or FAC, the respective player may modify the die roll by one. If a listed Minister is a NC, his modifier is ignored. Note that in all cases the modification can be either plus or minus, the modifying player choosing to add or subtract one from the die roll. If more than one Minister can modify the die roll, these modifiers are cumulative.

7.7 To show an unresolved problem, turn the appropriate Office Card face down. Keep track of the number of times a problem goes unresolved on the Record Sheet.

7.8 If a Minister fails to resolve a problem three turns in a row he is discharged. If he is a NC, he is placed in the Office Holder pile. If he is a PC or FAC, he remains in front of the respective player. The problem remains unresolved and the new Minister must attempt to resolve it on the next turn.

7.9 The Monarch's Support goes up by 10 for each problem that is resolved. The Monarch's Support goes down by 10 for each problem that goes unresolved each turn. Each turn there are no unresolved Political Problems and the Crown Events result is not '7-10', the Monarch's Support goes up by 5. The Record Sheet is adjusted accordingly.

7.10 If the Political Problems Table result is a 'Foreign War', the first player rolls two dice to get a dice sum and consults the Foreign War Table to see which country/countries Fandonia is at war with. The war ends when the political problem is resolved. Keep track of Foreign Wars on the Record Sheet.

7.10.1 Characters may not travel to or be banished to a country that is at war with Fandonia. Characters who are already in countries at war may not return to Fandonia nor can they be extradited. Characters who are stuck in a country at war with Fandonia may not be recruited in any manner, seduced, or assassinated. A character accused of wrongdoing, sent to a hearing, or sent to trial is not returned to Fandonia till the war is over. A character may not acquire a Title, attend a Court Ball, or fill a vacant office. A character in hiding may not be extradited.

7.10.2 A player may not count a character's Status Rating during a usurpation attempt if the character is stuck in a country at war with Fandonia.

7.10.3 Each turn a player's PC is stuck in a country at war with Fandonia, the player loses his Player Turn.

7.10.4 The Ambassador to a country at war with Fandonia is stuck in the country, unless he dies or is recalled. If the Ambassador dies or is recalled, a new Ambassador may not be appointed until the war ends. A player may not use an Ambassador who is stuck in a country at war to counsel the Monarch.

7.10.5 While Fandonia is at war with any country, the Usurpation Value of the 'Army Support' Event cards is 1dx4, even if the player has the General as a FAC.

7.10.6 If a Minister who must attempt to resolve a political problem is stuck in a country at war with Fandonia, the problem is automatically unresolved that turn.

7.11 While Fandonia is having trouble with Pirates (the 'Pirates' political problem is unresolved), the 'Navy Support' Event card's Usurpation Value is 1dx2, even if the player has the Admiral as a FAC.

7.12 A player with a FARC Monarch may add or subtract one (+1 or -1) from all political problem die rolls.

8. CROWN EVENTS—

8.1 Each turn, the first player rolls two dice to get a dice sum and consults the Crown Events Table.

8.2 The Crown Events Table is consulted only once each turn. It may not be consulted during Player Turns.

8.3 No modifiers are ever applied to the Crown Events Table.

8.4 Crown Events Results.

8.4.1 Royal Death. The first player rolls two dice to get a dice count. This number corresponds to a RC's Death Number. If this RC is alive, he dies and is permanently removed from the game; his 'Royal Alignment' Event card is also removed. If the RC is already dead, roll again. (See 9.)

8.4.2 Famine. All of the following Event cards have their Usurpation Value increased (as listed on the cards) for this turn only: Trade Guild Support, Merchant Support, and Army Support. No player may spend any IPs for any purpose this turn. No counseling is allowed this turn. (See 14.5.2)

8.4.3 Intrigue. The first player may draw one Event card from each opponent's hand. If the card is a legal card, it is discarded. If the card is an illegal card (DOWN WITH THE KING, Assassination, Treachery, Intrigue), the owning player keeps the card but is accused of wrongdoing. A player with three or less Event cards may not have a card intrigued from his hand. A player with a FARC Monarch may not have cards intrigued from his hand.

8.4.4 Court Ball. A Court Ball may be announced only as a result of the Crown Events Table. All characters who can attend a Court Ball must attend, including all RCs and NCs. Characters cannot attend a Court Ball if they have been banned, been banished, are imprisoned, are abroad, or are in hiding. Each attending player, using the player order for that turn, rolls two dice to get a dice sum and consults the Court Ball Table. The result contains an action and a modifier. These modifiers are cumulative to a maximum of plus two (+2), and are applied to any subsequent rolls on the Court Ball Table by the same player; keep track of such modifiers on the Record Sheet. Any player who rolls '8' or higher, may make a free counsel to the Monarch. If the result bans a player from attending future Court Balls, a player's PC is banned unless he has a henchman who was attending the Court Ball, in which case the henchman suffers the ban instead of the PC. A character who is banned is banned for the rest of his life

during the game. If a player's PC is banned, the player may not roll on the Court Ball Table. However, all FACs who are not banned must still attend. (See 36.10.4)

8.4.5 Political Problems (Two Political Problems or One Political Problem). The first player rolls two dice to get a dice sum and consults the Political Problems Table. The result lists the specific problem, names the Minister who must attempt to resolve the problem, and lists any Ministers who can modify this attempt. If the result is the same as a current unresolved problem, roll again. There may never be two of the same unresolved problem. The Minister must then *immediately* attempt to resolve the problem. This procedure is repeated for the second problem, when the result is 'Two Political Problems'. (See 7.)

8.4.6 Scandal. The first player rolls two dice to get a dice count. The character with the corresponding ID Number is the object of the scandal. If the character is a PC or FAC, the respective player rolls two dice to get a dice sum and consults the Scandal Table. If the character is a NC, the first player rolls two dice to get a dice sum and consults the Scandal Table.

8.4.7 Plague. The first player rolls two dice *twice* to get two different dice counts (roll again if the second count is the same as the first). The two characters with the corresponding ID Numbers die. PCs and characters who are abroad may not die as a result of a plague; if a dice count corresponds to such a character, roll again. No counseling is allowed this turn. (See 31.)

9. ROYAL SUCCESSION—

9.1 A RC may die as a result of the Crown Events Table, an assassination, or a usurpation attempt. RCs who die are permanently removed from the game.

9.2 When the Monarch dies, he/she must be succeeded. The RC who is next-in-line becomes Monarch. The succession to the throne is as follows: George, Alan, Anne, John, Edward, Phillip, Almerly, Catherine, Alfred. If the RC next-in-line is a FARC, the RC immediately becomes a NRC and succeeds to the throne. If this RC is married, his/her spouse becomes King/Queen and also becomes a NRC. A non-RC that becomes King/Queen cannot succeed to the throne.

9.3 Thomas (the Pretender) may gain the throne only through Usurpation. Jane (the Mistress) may never be Monarch.

9.4 When a new RC succeeds to the throne, the RC's Royal Alignment card is permanently removed from the game (because the RC can then never be a FARC). The Monarch's Support is reestablished. (See 32.4) All Office Holders are discharged. (See 16.) Each player must discard two Event cards from his hand. The turn then ends immediately (as all players are in mourning) and play proceeds to the next turn. The Crown Events result for the next turn is automatically 'Court Ball'. This procedure is not followed when the Monarch dies as a result of a successful usurpation attempt. (See 36.6 and 36.9)

10. PLAYER TURNS—

Each turn, beginning with the first player and following the player order, each player takes his player turn, which

consists of three steps. First, he draws one Loyalty counter, one Opportunity counter, and one Event card. Second, he may perform two activities. Third, he may counsel the Monarch. These steps must be performed in order.

11. LOYALTY COUNTERS—

11.1 Each turn, a player draws a Loyalty counter, which has a number on it that is treated as a dice count. This number corresponds to one character's ID number. The player may make this character a FAC; this is an activity.

11.2 If the character becomes a FAC, the counter is placed on the FAC's card. Otherwise, the counter is returned to the Loyalty counter container at the end of the player's turn. (See 13.4.13 and 35.4)

11.3 FACs always have their Loyalty counters placed on their cards. If a FAC dies or becomes a NC, the Loyalty counter is returned to the Loyalty counter container. If the character becomes a EAC, the Loyalty counter remains with the character. (See 13.4.14 and 13.4.15)

11.4 If there are no Loyalty counters left in the Loyalty counter container, the player gains One IP.

12. OPPORTUNITY COUNTERS—

12.1 Each turn, a player draws an Opportunity counter. This counter may enable the player to perform a certain activity or activities or prevent the player from performing a certain activity or activities.

12.2 The counter is returned to the Opportunity counter container at the end of the player's turn.

12.3 Opportunity Counters.

12.3.1 Any Activity. The player may perform any one of the following activities: Render A Pardon, Announce An Amnesty, Conduct An Assassination Attempt, Expose A Scandal, Escape, Extradite A Wrongdoer, Intrigue An Opponent's Card, Recruit A Character By Treachery, or Seduce A Character. No other counters or Event cards are required. This does not enable the player to perform an extra activity.

12.3.2 Extra Activity. The player may perform one extra activity this turn.

12.3.3 Intrigue. A player may perform any of the following four activities: Conduct an Assassination Attempt, Intrigue An Opponent's Card, Recruit A Character By Treachery, or Seduce A Character. Note that a player must have an 'Assassination' Event card to Conduct An Assassination Attempt, must have A 'Treachery' Event card to Recruit A Character By Treachery, and must have a female PC or FAC to Seduce A Character. (See 13.4.8, 13.4.12, 13.4.14, 13.4.15, and 14.2.7)

12.3.4 Scandal. A player may perform the 'Expose A Scandal' activity. (See 13.4.9)

12.3.5 Favor. The player receives One IP. In addition, if the player performs the 'Court The Favor Of A FARC' activity, he may add five (+5) to the Royal Favor Table dice roll. (See 13.4.4)

12.3.6 Duel. The player may not perform any activities this turn, but must designate his PC or a henchman to fight a duel. (See 19.)

12.3.7 Gout. The player loses One IP. The player may not perform any activities this turn.

12.3.8 Gain One IP. The player gains One IP.

13. ACTIVITIES—

13.1 Normally, each player may perform two activities each turn. He may choose to perform any two of the nineteen possible activities. A player may choose to perform only one activity or no activities at all. A player cannot perform the same activity more than once in each turn. Note that for certain reasons, a player may be able to perform more than two activities, only one activity, or no activities on some turns. Activities may be performed in any order. When a player may only perform one activity because his PC is banished, imprisoned, or in hiding, he may not perform more than one activity until the turn after his PC is returned to a normal situation, regardless of cards held or counters drawn.

13.2 To perform some activities, a player needs to have certain Event cards, to have drawn a certain Opportunity counter, or a combination of the two. (See 12. and 14.)

13.3 Certain activity dice rolls may be modified by players as stated.

13.4 Activities.

13.4.1 Acquire A Title. There are five male character Titles and two female character Titles. Most characters have Titles ranging from Sir to Duke and Lady to Duchess. Any PC or FAC less than a Duke/Duchess may be awarded a higher Title by paying the appropriate IP cost shown on the Title Table and taking the appropriate Title marker counter and placing it on the character's card. Characters who are banished, in hiding, imprisoned, or stuck in a country at war with Fandonia may not acquire a Title. A character may only be awarded one Title per turn, and must follow the Title progression: Sir to Knight, Knight to Earl, Earl to Lord, and Lord to Duke; or Lady to Duchess. Characters may not skip a Title during this progression. Each higher Title permanently increases a PC's or FAC's Status Rating by one (+1). A character may never decrease in Title (except as a result of death). The following characters may not acquire titles: Magistrate, both Judges, Sheriff, General, Admiral, Archbishop, and all RCs. Any number of characters may acquire Titles in one turn if a player performs the Acquire A Title activity.

13.4.2 Fill A Vacant Office. A player may pay Three IP and then place his PC or any FAC in a vacant office. A player may only fill one vacant office per turn. (See 6. and 16.)

13.4.3 Become a Monarch's Counselor. A player may play a 'Monarch's Counselor' Event card and make his PC or any FAC a Monarch's Counselor. Place the card under the PC or FAC. An Office Holder may not be a Monarch's Counselor. A Monarch's Counselor may not be a henchman or an Office Holder. A player may not voluntarily discard a 'Monarch's Counselor' Event card once it has been used to make a character a Monarch's Counselor, except if the character takes an office. (See 15.)

13.4.4 Court The Favor Of A FARC. A player who has a FARC may attempt to gain the favor of this FARC. If a player has more than one FARC, he must state which FARC's favor he is courting. Roll two dice to get a dice

sum and consult the Royal Favor Table. Any player may play a 'Treachery' card and this subtracts two (-2) from the dice roll. No more than one 'Treachery' Event card may be used to modify a Courting The Favor Of A FARC attempt. If the player has drawn a 'Favor' counter, he may add five (+5) to the dice roll.

13.4.5 Render A Pardon. A player may play a 'Pardon' Event card and then pardon any one character who is banished, imprisoned, or a wrongdoer. The pardon returns this character to a normal situation.

13.4.6 Announce An Amnesty. A player may play an 'Amnesty' Event card and all characters who are banished, imprisoned, or wrongdoers are returned to a normal situation.

13.4.7 Create A Henchman. A player may play a 'Henchman' Event card and make any FAC a henchman. Place the card under the FAC. A henchman may not be a Monarch's Counselor. A player may not voluntarily discard a 'Henchman' Event card once it has been used to make a character a henchman. (See 17.)

13.4.8 Conduct An Assassination Attempt. To conduct an assassination attempt, a player must have drawn an 'Intrigue' Opportunity counter. A player must then play an 'Assassination' Event card, designate a henchman or his PC as the assassin, and point out the character he will attempt to assassinate. A character who is imprisoned, in hiding, or stuck in a country at war with Fandonia cannot be assassinated. A character who is abroad can only be assassinated if the assassin is also abroad in the same country. Otherwise, the attempt may be made against any character or RC; neutral, friendly aligned, or enemy aligned. Roll two dice to get a dice sum and consult the Assassination Table. The player attempting the assassination may play more than one 'Assassination' Event card, with each additional card adding two (+2) to the dice roll. Any player may play a 'Treachery' Event card and this subtracts two (-2) from the dice roll. No more than one 'Treachery' may be used to modify an assassination attempt. Any player may play an 'Informer' Event card and this adds or subtracts two (+2 or -2) from the dice roll. No more than one 'Informer' card may be used to modify an assassination attempt. If the target of the assassination attempt is a Non-Office Holder character, any player/s may play a 'Personal Guards' Event card and each subtracts two (-2) from the dice roll. If the target of the assassination attempt is a RC or Office Holder, any player/s may play a 'Palace Guards' Event card and each adds or subtracts two (+2 or -2) from the dice roll. More than one 'Personal Guards' or 'Palace Guards' Event card may be used to modify an assassination attempt, and one player may play more than one card (including more than one of the same card). If the target of the assassination attempt is the Monarch, subtract one (-1) from the dice roll. (See 12.3.3. and 21.)

13.4.9 Expose A Scandal. To expose a Scandal, a player must have drawn a 'Scandal' Opportunity counter. A player may then point out the character who will be the object of the scandal. The attempt may be made against any character in any situation; neutral, friendly aligned, or enemy aligned. RCs may never be the object of a scandal. Roll two dice to get a dice sum and consult the Scandal Table. The player exposing the scandal may play one or more 'Informer' Event cards and each subtracts one (-1) from the dice roll. The player who is the object of the

scandal may play one or more 'Informer' Event cards and each adds one (+1) to the dice roll. (See 14.5.12 and 22.)

13.4.10 Escape. A player may play an 'Escape' Event card and allow any one character to escape from hiding in Fandonia or imprisonment to any country abroad. A player may play a 'Prison Guards' Event card and allow any one character to escape from prison. A player may play a 'Port Guards' Event card and allow any one character to escape from hiding in Fandonia. If the escaping character is hiding in Fandonia, any player may play a 'Port Guards' Event card and negate the escape. If the escaping character is imprisoned, any player may play a 'Prison Guards' Event card and negate the escape. An escaped character is considered to be in hiding in the foreign country.

13.4.11 Extradite A Wrongdoer. A player may play an 'Extradition' Event card and then extradite any one character who is a wrongdoer in hiding (either in Fandonia or abroad). The extradition immediately returns this character to trial in Fandonia. A character in a country at war with Fandonia may not be extradited.

13.4.12 Intrigue An Opponent's Card. To intrigue an opponent's card, the player must have drawn an 'Intrigue' Opportunity counter or must play an 'Intrigue' Event card. The player may take one Event card from one opponent's hand. If the card is a legal card, it is discarded. If the card is an illegal card (DOWN WITH THE KING, Assassination, Treachery, Intrigue), the owning player keeps the card but is accused of wrongdoing. A player with three or less Event cards may not have a card intrigued from his hand. A player with a FARC Monarch may not have cards intrigued from his hand. (See 14.5.7)

13.4.13 Recruit Characters. To recruit a character, the player must have drawn that NC's Loyalty counter. In addition, the player must have enough PPs to recruit the NC. A NC who is imprisoned, in hiding, or stuck in a country at war with Fandonia cannot be recruited. If a player has drawn two Loyalty counters (See 13.4.19), he may recruit both as part of the same one activity if he has enough PPs to recruit both. (See 11. and 35.4)

13.4.14 Recruit A Character By Treachery. To recruit a EAC or EARC character by treachery, a player must have drawn an 'Intrigue' Opportunity counter. In addition, the player must have enough PPs to recruit the character. A player must then play a 'Treachery' Event card and point out any EAC or EARC character who he wishes to recruit and that player automatically becomes a FAC or FARC. A character who is imprisoned, in hiding, or stuck in a country at war with Fandonia cannot be recruited. A character who is abroad can only be recruited if the player's PC or a henchman is also abroad in the same country. Married characters may not be recruited by treachery. King George or Thomas (the Pretender) may not be recruited by treachery. A FARC Monarch may not be recruited by treachery. (See 12.3.3)

13.4.15 Seduce A Character. To seduce a character, a player must have drawn an 'Intrigue' Opportunity counter and must have a female (character cards 56-66) PC or FAC. In addition, the player must have enough PPs to recruit the character. A player may then point out any male EAC or NC (except the Archbishop or a married male). Married females may not perform seduction attempts. A character who is imprisoned, in hiding, or stuck in a country at war with Fandonia cannot be seduced. A male character who is abroad may only be seduced if the

female character is abroad in the same country. Roll one die. If the number is less than the female character's Seduction Rating, the male automatically becomes a FAC. If the number is equal to or greater than the female character's Seduction Rating, there is no effect. Female RCs may never be used for seduction attempts and seduction attempts may never be made against male RCs. Any player may play a 'Treachery' Event card or an 'Informer' card (before the die roll) and negate the seduction. (See 12.3.3)

13.4.16 Hold A Wedding. A player may only marry two characters if one has proposed to the other and the proposal has been accepted. The player must have enough PPs to marry the characters if the marriage increases one of the characters' Status Ratings. (See 18.8) Both characters must be in Fandonia and neither can be imprisoned or in hiding. If any player performs the 'Hold A Wedding' activity any and all players who choose to attend may attend. Each player who does attend (not the hosting player) must consult the Socializing Table; players must modify this dice roll with any existing modifiers they have on this table; this dice roll is not an activity and costs no IPs. Any new modifier is added to the player's current modifier. (See 18.)

13.4.17 Consult The Prestige Tables. A player may consult a Prestige Table. He must first choose which Prestige Table he wishes to consult. A player with a female PC may never consult the Sporting Table. Some tables have a cost which must be paid if the player wishes to consult this table. He then rolls two dice to get a dice sum, and consults the chosen table. Each result also gives a modifier. These modifiers are cumulative to a maximum of plus two or minus two (+2 or -2), and are applied to any subsequent rolls on the same table by the same player; keep track of such modifiers on the Record Sheet. A player can pay Two IP and buy a plus one (+1) modifier to use on any Prestige Table on which he currently has less than a plus two (+2) modifier. This bought modifier may only be used once though (on the current turn) and a player may buy no more than one modifier per turn. A player may not consult the same table more than once nor consult more than one table in the same Player Turn.

13.4.18 Travel. A player may designate his PC and/or any FAC/s to travel abroad to any other country or to return to Fandonia from any other country. A PC or FAC who is banished, imprisoned, or in hiding may not travel. A character may not travel to a country at war or return to Fandonia from a country at war. Any number of characters can travel in one turn if a player performs the Travel activity. The following characters may never travel: Magistrate, both Judges, Sheriff, Archbishop, and all RCs. (See 20.)

13.4.19 Draw A Counter Or Card. A player may pay One IP and draw an Opportunity counter from the Opportunity counter container, draw a Loyalty counter from the Loyalty counter container, or draw an Event card from the Event Deck. He may only do one of the three on any one turn. This is in addition to the free counters and card each player draws at the beginning of his player turn. If a player draws a 'Gout' or 'Duel' Opportunity counter, he loses any remaining activities (and if he has drawn the 'Duel' counter, he must fight a duel). A player may not draw a Loyalty counter if there are none left. (See 11., 12., and 14.)

14. EVENT CARDS—

14.1 During activities, when any players are allowed to play certain Event cards, the player order is followed, beginning with the first player until each player has had a chance to play a card (or cards) or the maximum number of cards that can be played have been played.

14.2 Discarding Event Cards.

14.2.1 A player may not have more than twelve Event cards in his hand. Cards that have been played (Support, Henchman, Monarch's Counselor, Royal Alignment) do not count. At the end of his Player Turn, a player with more than twelve Event cards in his hand must immediately discard enough cards to get down to the twelve limit. A player may voluntarily discard any number of cards at any time during his Player Turn.

14.2.2 Discarded cards must be shown to all players. A card that is intrigued from a player's hand must be shown to all the players.

14.2.3 The following Event cards are discarded when played: Pardon, Amnesty, Intrigue, Assassination, Personal Guards, Palace Guards, Treachery, Informer, Escape, Prison Guards, Port Guards, Extradition, Evidence, Alibi, and Extra Activity.

14.2.4 A Henchman card is discarded if the character dies or becomes a NC or EAC. A Monarch's Counselor card is discarded if the character dies, becomes a NC or EAC or takes an office.

14.2.5 A Royal Alignment card is discarded if a FARC becomes a NRC. When a RC succeeds to the throne, his Royal Alignment card is permanently removed from the game (because the RC can then never be a FARC). The card is permanently removed from the game if the RC dies.

14.2.6 Support cards are discarded as a result of certain tables, Opportunity counters, or the player losing a usurpation attempt. When a counsel dictating the discarding of Support cards is accepted, only Support cards in the players' hands are discarded. If the cards are still in the Event deck, they are not immediately discarded when drawn.

14.2.7 A card that is drawn from a player's hand is discarded unless it is an illegal card. Illegal cards are DOWN WITH THE KING, Assassination, Treachery, and Intrigue. A player with three or less Event cards may not have a card intrigued from his hand. A player with a FARC Monarch may not have cards intrigued from his hand.

14.2.8 One DOWN WITH THE KING card is always a part of each player's hand; it is never discarded or lost.

14.3 Discarded cards are placed in a pile next to the Event Deck. Players may not examine the discard pile. When all the Event cards are gone, the discards are reshuffled and become the new Event Deck.

14.4 Event cards in a player's hand may be kept hidden. Event cards may not be traded or sold. Event cards may be bought. (See 13.4.19)

14.5 Event Cards.

14.5.1 DOWN WITH THE KING. A player may never play this card. If it is drawn from the player's hand, the player is accused of wrongdoing and two is added (+2) to the wrongdoing die roll. (See 8.4.3 and 13.4.12)

14.5.2 Support Cards. All Support cards have the same function. A player may play them during a usurpation at-

tempt and they count towards the player's Usurpation Rating. If the usurpation attempt is successful, the cards that were played remain in front of the player. If the usurpation attempt is unsuccessful, the cards that were played are discarded. Otherwise, these cards are held in a player's hand. A player is not required to play any or all of his Support cards during a usurpation attempt. The Usurpation Value of all Support cards is increased (as stated on the individual cards) if 1) a player has a specific FAC, 2) as a result of the Crown Events result for that turn, or 3) because there is a specific unresolved Political Problem. (See 36.)

14.5.3 Monarch's Counselor. A player may play this card and make a PC or FAC a Monarch's Counselor. A Monarch's Counselor may not be a henchman or an Office Holder. A player may not voluntarily discard a Monarch's Counselor Event card once it has been used to make a character a Monarch's Counselor, except if the character takes an office. (See 13.4.3 and 15.)

14.5.4 Pardon. A player may play this card and pardon one character who is banished, imprisoned, or a wrongdoer. (See 13.4.5)

14.5.5 Amnesty. A player may play this card and grant amnesty to all characters who are banished, imprisoned, or wrongdoers. (See 13.4.6)

14.5.6 Henchman. A player may play this card and make any FAC a henchman with this card. PCs and RCs may not be henchmen. A henchman may not be a Monarch's Counselor. A player may not voluntarily discard a Henchman Event card once it has been used to make a character a henchman. (See 13.4.7)

14.5.7 Intrigue. A player may play this card and perform the same activity as if he had drawn an 'Intrigue' Opportunity counter (See 12.3.3, 13.4.12, and 14.2), or a player may play this card and use it as an Assassination, Treachery, Informer, Escape, or Alibi card. If it is drawn from a player's hand, the player is accused of wrongdoing.

14.5.8 Assassination. If a player has drawn an 'Intrigue' Opportunity counter, he may play this card and make an assassination attempt against any character or RC. Each additional Assassination card played by the player attempting the Assassination adds two (+2) to the assassination attempt. If it is drawn from a player's hand, the player is accused of wrongdoing. (See 8.4.3, 13.4.8, and 21.)

14.5.9 Personal Guards. A player may play this card and subtract two (-2) from an assassination attempt against a non-Office Holder character. (See 13.4.8)

14.5.10 Palace Guards. A player may play this card and add or subtract two (+2 or -2) from an assassination attempt against an Office Holder or RC. (See 13.4.8)

14.5.11 Treachery. A player may play this card and negate a seduction, recruit a character by treachery, subtract two (-2) from an Assassination Table dice roll, subtract two (-2) from a Royal Favor Table dice roll, add or subtract one (+1 or -1) from a Dueling Table dice roll, or subtract one (-1) from an Interrogation Table dice roll. If it is drawn from a player's hand, the player is accused of wrongdoing. (See 8.4.3, 13.4.4, 13.4.8, 13.4.14, 19., and 27.)

14.5.12 Informer. A player may play this card and negate a seduction, add or subtract two (+2 or -2) from an Assassination Table dice roll, add or subtract one (+1 or

-1) from a Hearing dice roll or a Trial Table dice roll, or add or subtract one (+1 or -1) from any Scandal Table dice roll. (See 13.4.8, 13.4.9, 13.4.15, 22., 26., and 28.)

14.5.13 Escape. A player may play this card and allow any one character who is imprisoned or hiding in Fandonia to escape abroad to any other country. (See 13.4.10, 24., and 30.)

14.5.14 Prison Guards. A player may play this card and allow a character who is imprisoned to escape abroad to any other country, to negate an escape from prison, or to add or subtract two (+2 or -2) from an Interrogation Table dice roll. (See 13.4.10, 24., 27., and 30.)

14.5.15 Port Guards. A player may play this card and allow a character who is hiding in Fandonia to escape abroad to any other country or to negate an escape from hiding in Fandonia. (See 13.4.10 and 24.)

14.5.16 Extradition. A player may play this card and extradite one wrongdoer from in hiding (either in Fandonia or abroad). The character is immediately sent to trial in Fandonia. (See 13.4.11 and 25.)

14.5.17 Evidence. A player may play this card and add one (+1) to a Hearing dice roll or a Trial Table dice roll. (See 26. and 28.)

14.5.18 Alibi. A player may play this card and subtract three (-3) from a Hearing dice roll or subtract one (-1) from a Trial Table dice roll. (See 26. and 28.)

14.5.19 Royal Alignment. A player may play this card and make the specified NRC a FARC. He must have enough PPs to recruit this character although this is not an activity and not the same as recruiting a character. This can be done at any time during a player's turn. FARCs are placed on the Royal Alignment card in front of the respective player. If a RC dies, the Royal Alignment card is permanently removed from the game. If the FARC becomes a NRC, the Royal Alignment card is discarded. A player may not play Queen Catherine's Royal Alignment card (she may not be a part of any player's faction) while King George is Monarch. A player may keep the card in his hand. When a RC succeeds to the throne, his Royal Alignment card is permanently removed from the game (because the RC can then never be a FARC).

14.5.20 Extra Activity. A player may play this card and perform one extra activity this turn. A player may play more than one of these cards in one turn.

15. COUNSELING—

15.1 Each player who is eligible may counsel the Monarch at the end of his player turn. A player's turn ends after he has counseled the Monarch or has declined his chance to do so. Note that a player may counsel the Monarch even on turns when he loses his activities.

15.2 Only players who have at least one PC or FAC who is an Office Holder (See 16.) or Monarch's Counselor (See 13.4.3), or players who have received a free counsel as a result of the Court Ball Table (See 8.4.4) can counsel the Monarch. Ambassadors may be used to counsel the Monarch when abroad, except when the country they are ambassador to is at war with Fandonia. Other Office Holders (and Monarch's Counselors) who are abroad may not be used to counsel the Monarch. (See 7.10 and 20.)

15.3 A player may designate a henchman to counsel the Monarch instead of using the actual character (the Office Holder or Monarch's Counselor) who can counsel the Monarch. A henchman who is abroad may not be used to counsel the Monarch. A player may not use a henchman to counsel the Monarch if he does not have a character who is able to counsel the Monarch. (See 15.2)

15.4 A player may only consult a Counseling Table that corresponds to any unresolved problem or a Counseling Table that corresponds to the Crown Events result that turn. Other Counseling Tables may not be consulted. Note that Counseling may not be possible on some turns.

15.5 If the Crown Events result is a 'Famine' (See 8.4.2) or 'Plague' (See 8.4.7), or the government is in crisis (See 33.), players may not counsel the Monarch this turn.

15.6 A player may not make more than one counsel in any one turn, even if he received a 'Free Counsel' result on the Court Ball Table.

15.7 Consult the appropriate Counseling Results Table to see what possible counsels may be made. Choose one. Once chosen, a player may not change his mind; his decision is irreversible. Players may modify counseling dice rolls. For most counsels, there is a character (or characters) who can modify the counsel. See the Counseling Tables. If a listed character is a PC or FAC, the respective player may modify the dice roll by one. If a listed character is a NC, the modifier is ignored. Note that in all cases the modification can be either plus or minus, the modifying player choosing to add or subtract the one from the dice roll. If more than one character can modify the dice roll, these modifiers are cumulative. The player then rolls two dice to get a dice sum, modifies the result where applicable, and consults the Counseling Attempt Table.

15.8 If the Monarch is pleased, the player receives a number of PP. If the Monarch is pleased *and* accepts the counsel, any action under the suggested counsel is executed. If the Monarch is displeased, the counsel is not accepted, the player receives nothing, and the result may also cost the counseling character his office or Monarch's Counselor card. If a player is using a henchman to counsel the Monarch instead of the character who can counsel the Monarch, the Office Holder can never lose his Office (or Monarch's Counselor position), unless the Office Holder and the henchman are the same character.

15.9 A player may not make the same counsel on the same Table unless he has made each counsel on the same table at least once. Once a player has made each counsel on a table, he may make any counsel on that table on any turn thereafter. Players should keep track of counsels made on the Record Sheet. A player who may make a free counsel may make any counsel on any table that can be used that turn regardless of previous counsels.

15.10 A player who has received a free counsel as a result of the Court Ball Table cannot suffer any ill-effects from the counseling. Treat such results as no effect.

15.11 A player with a FARC Monarch may add or subtract one (+1 or -1) from all counseling dice rolls.

16. OFFICE HOLDERS—

16.1 Only PCs, FACs, and NCs (characters 11-44) may be Office Holders. Characters 45-66 and RCs may never be

Office Holders, except for the RC who is currently Monarch. PCs and FACs who are Office Holders are still placed in front of the respective player, along with the Office card.

16.2 One character may hold only one office at any one time. An Office Holder may not be a Monarch's Counselor. An Office Holder may not just voluntarily give up his office, except when taking another office. If a Monarch's Counselor becomes an Office Holder, the 'Monarch's Counselor' Event card is discarded.

16.3 An Office Holder has his Status Rating augmented by the Status of the office (add the Office Status to the character's Status Rating). This increase in Status Rating is used for all game purposes, including wrongdoing die rolls, the number of PPs a player must have to recruit the character, etc.

16.4 A Minister is discharged if he fails to resolve a political problem three turns in a row. A Minister may also be discharged as a result of a Counseling Attempt. In addition, all Ministers are discharged when the Monarch dies. (See 9.4) A Minister who is banished, imprisoned, or goes into hiding is discharged. A Minister who dies is discharged. Characters who are banished, imprisoned, in hiding, or stuck in a country at war with Fandonia may not be made Office Holders.

16.5 An Ambassador may be recalled (this is the same as being discharged) for the same reasons as a Minister may be discharged. (See 16.4) In addition, any character (including an Office Holder) may be assigned the Office of Ambassador To Besyzan as a result of a Counseling Attempt; the current Ambassador is recalled.

16.6. Office Holders who change allegiance, from FAC to NC for example, remain in office.

17. HENCHMEN—

17.1 Players may make FACs henchmen; this is an activity. (See 13.4.7 and 14.5.6) PCs and RCs may never be henchmen.

17.2 Henchmen may be used in the following ways.

17.2.1 A PC may designate a henchman to perform an assassination attempt, expose a Scandal, or fight a duel. (See 13.4.8, 13.4.9 and 19.)

17.2.2 A player may designate a henchman to counsel the Monarch in the place of a character who can counsel the Monarch. If a player is using a henchman to counsel the Monarch instead of the character who can counsel the Monarch, the Office Holder can never lose his Office (or Monarch's Counselor position), unless the Office Holder and the henchman are the same character. (See 15.)

17.2.3 A henchman who is attending a Court Ball may be designated to suffer a ban from future Court Balls instead of a PC. (See 8.4.4)

17.2.4 A henchman may be used to court the favor of a FARC, and then the FARC will never become a NRC as a result of the Royal Favor Table. (See 13.4.4)

17.2.5 A henchman may also be designated to suffer the consequences of a dice roll on a Table, but only when specifically listed in the Table results.

17.3 A PC's spouse is automatically a henchman. No 'Henchman' Event card is required.

17.4 If a henchman dies or becomes a NC or EAC, the 'Henchman' Event card is discarded. A player may not voluntarily discard a 'Henchman' Event card once it has been used to make a character a henchman.

17.5 When a player or non-specific character must perform an action (such as being accused of wrongdoing), the PC must perform the action except as stated in rule 17.2.

17.6 A henchman who is abroad may only be used to perform an assassination attempt on a character who is abroad in the same country. He may not be used to perform any of the other actions listed in 17.2.

18. ROMANCE & MARRIAGE—

18.1 All characters and RCs may marry, except the Archbishop, Thomas (the Pretender), and Jane (the Mistress).

18.2 To marry, one character must be a male and one must be a female.

18.3 Marriage may only occur if a player performs the 'Hold A Wedding' activity during his player turn. (See 13.4.16) A player can only marry two characters if one has proposed to the other and the proposal has been accepted. A player must have enough PPs to marry two characters, if the marriage increases one of the characters' Status Rating. (See 18.8) Both characters must be in Fandonia and neither can be imprisoned or in hiding.

18.4 A player may propose a marriage between any two unmarried FACs (or one of the characters may be the player's PC or a FARC) at any time during his turn; this is not an activity. The player must state which of the two characters is proposing and which character is being proposed to. Roll one die. Modify the die by any current modifier the player has on the Romance Prestige Table. If the number is '3-6', the proposal is accepted and the two may marry. If the number is '2', the proposal is not accepted and the two may not marry. If a player rolls a '1', the proposal is not accepted and the character being proposed to becomes a NC or NRC.

18.4.1 A PC may propose but may not be proposed to. A PC may not propose to a RC.

18.4.2 The two characters involved in a proposal must be in the same country, either Fandonia or any other country abroad.

18.4.3 No character may propose or be proposed to more than once per turn. No character may both propose and be proposed to in the same turn.

18.4.4 Only a FAC with a Status Rating of '4' or more may propose to a FARC. A PC may not propose to nor marry a RC. Additionally, a player must pay Five IP to propose a marriage between a FAC and a FARC (the Five IP is lost whether the proposal is accepted or not). Any FAC who proposes to Princess Anne adds one (+1) to the proposal die roll. RCs may not propose.

18.4.5 If a player receives a 'Proposal Automatically Accepted' result on a Prestige Table, he may ignore 18.4.3. This proposal may involve a FARC, but the player must

still pay the Five IP and the FAC must still have a Status Rating of '4' or more.

18.4.6 A successful proposal is negated if one of the involved characters dies or becomes a NC or EAC before the two are married. Proposed characters can be recruited by treachery or seduced and proposed female characters can be used to seduce.

18.4.7 After a proposal is accepted, a wedding must be held for the two characters to marry; this is an activity. (See 13.4.16) To show that two characters are married, overlap their cards.

18.5 RCs may not marry other RCs. However, King George and Queen Catherine are married at game's start. Jane is always the Monarch's mistress if the Monarch is a male. George may not remarry should Catherine die.

18.6 Marriage is forever, or until death, whichever comes first. Divorce is not allowed in Fandonia. If a character's spouse dies, the character may remarry. (See 35.5.3)

18.7 Married characters may never be seduced or be recruited by treachery.

18.8 The spouse of a PC is automatically a henchman. The spouse of a PC does not count against the player's PP total.

18.9 Married characters each have a Status Rating equal to the higher Status Rating of the two. However, a spouse cannot benefit from this increase in Status Rating if his/her partner is banished, imprisoned, or a wrongdoer.

18.10 A character who weds a RC automatically enjoys a Status Rating of '8' while married to a FARC. If the RC dies, the FAC remains a Duke or Duchess at no cost with a Status Rating of '8'. Keep track of this Status on the Record Sheet. If a FARC married to a FAC succeeds to the throne, the FAC becomes a NRC (King/Queen); the character's Loyalty counter stays on the character's card which is placed next to the Monarch. This character may not be recruited in any manner. If the Monarch dies, the King/Queen becomes a NC (Duke or Duchess), and the character's Loyalty counter is returned to the Loyalty counter container.

19. DUELING—

19.1 A character may be required to fight a duel as a result of a Prestige Table, the Court Ball Table, or an Opportunity counter.

19.2 Only characters 11-44 and 52-54 can fight duels. Characters 45-51 and 55-66 cannot fight duels.

19.3 When a player (rather than a specific character) is required to fight a duel, he may use his PC or a henchman. If he does not have a henchman, he must use his PC. If his PC cannot fight a duel as per rule 19.2, he must designate a henchman to fight the duel. If a player who cannot fight a duel does not have a henchman, no duel is fought (and there is no penalty).

19.4 If a PC or FAC is required to fight a duel, the respective player may use a henchman. If he does not have a henchman, the character must fight the duel. If a PC or FAC cannot fight a duel as per rule 19.2 (because the PC or

FAC is a female), the player must designate a henchman to fight the duel. If he does not have henchman, no duel is fought (and there is no penalty). A PC who is required to fight a duel (not a FAC) may avoid fighting a duel by paying Three IP.

19.5 NCs designated to fight a duel must always fight.

19.6 RCs may never fight duels.

19.7 To find a character's opponent in a duel, roll two dice to get a dice count. The character with the corresponding ID number is the opponent.

19.7.1 If '45-51' or '55' is rolled, roll again. If '56-66' is rolled and the character is a PC or FAC, see rule 19.3. If '56-66' is rolled and the character is a NC, roll again.

19.7.2 If a character who is banished, in hiding, imprisoned, or abroad is rolled, roll again.

19.7.3 When a duel must be fought as a result of the Court Ball Table, the opponent must be a character who is also attending the Court Ball; roll till such a character's ID number is rolled.

19.7.4 If the character who must fight a duel is abroad, his opponent must be another character who is abroad in the same country. If no other characters are abroad in the same country, no duel is fought (and there is no penalty). Ambassadors cannot be opponents in duels. A henchman may not be designated to fight a duel for another character in this case.

19.7.5 An opponent in a duel may be a PC or FAC (although rule 19.4 would then apply to the opponent).

19.8 To fight a duel, roll one die and compare it to the character's Dueling Rating. If the character is a PC or FAC, the respective player rolls the die. If the character is a NC, the first player rolls the die. If the number is less than the character's Dueling Rating, the opponent is killed. If the number is equal to or greater than the character's Dueling Rating, there is no effect. Dueling die rolls are simultaneous; any results take effect only after both die rolls have been completed.

19.9 If the player was required to fight a duel as a result of the Carousing Prestige Table, he adds one (+1) to the die roll. Any player/s may play a 'Treachery' Event card and add or subtract one (+1 or -1) from either player's (not both) die roll. No more than one card may be played by any one player to modify dueling die rolls, but more than one card may be used to modify either or both player's rolls.

19.10 If a PC or FAC kills an opponent in a duel, the player must roll one die. If he rolls '1', the character is accused of wrongdoing. If he rolls '2-6', there is no effect.

20. ABROAD—

20.1 Characters are normally assumed to be in Fandonia. However, characters may travel abroad. Characters may not travel to, or return from, a country at war with Fandonia. Characters who are banished, in hiding, or imprisoned may not travel. Travelling, either abroad or returning to Fandonia, is an activity. A player may not travel abroad and return to Fandonia in the same turn. (See 13.4.18)

20.2 When a character is abroad, he must be in a specific country; Sandarkan, Epalin, Cronos, The City States, or Besyzan. Place the appropriate Marker counter on the

character's card. Any number of characters can travel to each country; players are not limited by the counter mix.

20.3 A Minister who has failed to resolve an unresolved political problem may not travel. If a Minister is abroad when a political problem occurs that he must attempt to resolve, he automatically returns to Fandonia; this is not an activity.

20.4 Ambassadors (and their wives) are always assumed to be abroad in the country they are the Ambassador to. They may not travel. Ambassadors may be used to counsel the Monarch, except if the country they are Ambassador to is at war with Fandonia. (See 7.10) Other Office Holders (and Monarch's Counselors) may not be used to counsel the Monarch if they are abroad. (See 15.) A henchman can only perform the 'Conduct An Assassination Attempt' activity when the henchman is abroad. (See 17.6)

20.5 If a player's PC is abroad, any gains or losses made on any Prestige Table are cut in half. In addition, if a Prestige Table result is 'Fight A Duel', a duel can only be fought if another character (who can fight a duel) is abroad in the same country.

20.6 A character who is abroad gains the following advantages.

20.6.1 He may not be killed during a plague.

20.6.2 He may not be an opponent in a duel unless the other character in the duel is in the same country.

20.6.3 He may not be assassinated unless the character performing the assassination attempt is in the same country.

20.6.4 He may not be seduced or recruited by treachery.

20.7 The following characters may never be abroad: Magistrate, both Judges, Sheriff, Archbishop, and all RCs.

21. ASSASSINATION—

An assassination attempt is an activity. (See 13.4.8) If the assassination is successful, the target character dies. (See 31.) An assassin who is caught may be accused of wrongdoing, sent to a hearing, or sent to trial.

22. SCANDAL—

A scandal may occur as a result of a Prestige Table, the 'Expose A Scandal' activity (See 13.4.9), the Crown Events Table (See 8.4.6), the Court Ball Table (See 8.4.4), or a Counseling Table. The player who is the object of a scandal must roll two dice to get a dice sum and consult the Scandal Table. If the object of the scandal is a PC or FAC, the respective player rolls the dice. If the object of the scandal is a NC, the first player rolls the dice. If the character who is the object of the scandal is a PC or FAC, the respective player may play one or more 'Informer' Event cards and each adds one (+1) to the dice roll. If a player is performing the 'Expose A Scandal' activity, this player may play one or more 'Informer' Event cards and each subtracts one (-1) from the dice roll. The Scandal Table result 'Accusing PC Accused Of Wrongdoing' is treated as no effect if the scandal has resulted from any action but the 'Expose A Scandal' activity. A RC cannot be the object of a scandal.

23. WRONGDOING—

23.1 A character may be accused of wrongdoing as a result of the Scandal Table, a Prestige Table, the Court Ball Table, a Counseling Table, having an illegal card drawn from his hand, an assassination attempt, or killing an opponent in a duel.

23.2 A character accused of wrongdoing must roll one die. If the accused character is a PC or FAC, the respective player rolls the die. If the accused character is a NC, the first player rolls the die. If the number is less than the character's Status Rating, the accusation is found to be false and he is found innocent of all wrongdoing. If the number is equal to or greater than the character's Status Rating, the character is sent to a hearing. If a player rolls a '6', the character is sent to a hearing regardless of his Status Rating.

23.3 If the character has been accused of wrongdoing because he had a DOWN WITH THE KING card drawn from his hand, two is added (+2) to the die roll. No other modifiers may ever be applied to wrongdondog die rolls.

23.4 RCs may never be accused of wrongdoing.

23.5 A character is not considered a wrongdoer just because he is accused of wrongdoing. A character is considered a wrongdoer if he is sent to a hearing, to interrogation, or to a trial.

24. HIDING—

24.1 A character in Fandonia goes into hiding in Fandonia. A character abroad goes into hiding in the specific country he is in. Place the appropriate Marker counter on the character's card. Any number of characters can be in hiding in Fandonia and abroad in each country; players are not limited by the counter mix.

24.2 A player may not send a wrongdoer into hiding after a hearing or interrogation (before a trial), or when sent to a trial by a table result. A player may send a wrongdoer into hiding before he is sent to a hearing or when he is sent to a hearing by a table result. A character who is extradited may not go into hiding to avoid a hearing or trial. A player may send a character who is not a wrongdoer into hiding at any time during his Player Turn; he does not become a wrongdoer because of this. Hiding is not an activity. A character may not go into hiding and come out of hiding in the same turn.

24.3 If a player's PC is in hiding, any gains or losses made on any Prestige Table are cut in half. The Prestige Table result 'Fight A Duel' is ignored. The player may only draw a Loyalty counter, or an Opportunity counter, or an Event card each turn, not all three. In addition, if a player's PC is in hiding, the player may only perform one activity each turn; never more, even if he has drawn an 'Extra Activity' Opportunity counter or has an 'Extra Activity' Event card.

24.4 A character in hiding may not be an Office Holder. An Office Holder who goes into hiding is discharged. An Office Holder can only go into hiding to avoid being sent to a hearing.

24.5 RCs may never go into hiding.

24.6 A character in hiding may not travel. A character hiding in Fandonia may attempt to escape abroad to any other country. (See 13.4.10)

24.7 A NC in hiding may not be recruited or seduced. Characters in hiding may never be assassinated.

24.8 A character in hiding in Fandonia may come out of hiding at any time. If he is a wrongdoer, he is immediately sent to a hearing; this is not an activity. A character in hiding abroad may come out of hiding at any time. If he is a wrongdoer (other than a banished character), he is immediately returned to Fandonia and sent to a hearing; this is not an activity.

24.9 A wrongdoer in hiding is returned to a normal situation by a pardon or amnesty.

24.10 A character in hiding who is not a wrongdoer may be accused of wrongdoing as a result of some normal game action. If he is sent to a hearing he does not have to go. However, if he does not go he is considered a wrongdoer. If a character is already a wrongdoer, ignore any other accusations of wrongdoing against him. An escaped prisoner in hiding is a wrongdoer.

25. EXTRADITION—

A wrongdoer in hiding (either in Fandonia or abroad) may be extradited. (See 13.4.11 and 14.5.16) He is immediately returned to trial in Fandonia; this is an activity. A character may also be extradited as a result of a Counseling Table; this is not an activity. A wrongdoer in a country at war with Fandonia may not be extradited. A character who is extradited may not go into hiding to avoid a hearing.

26. HEARINGS—

26.1 A character sent to a hearing must roll two dice to get a dice sum. If the character sent to a hearing is a PC or FAC, the respective player rolls the dice. If the player sent to a hearing is a NC, the first player rolls the dice. If the number is less than the character's Status Rating, the accusation is found to be false and the character is innocent of all wrongdoing. If the number is equal to or greater than the character's Status Rating, the character is sent to trial. However, a NC or FAC who is sent to trial must first be Interrogated. PCs may never be Interrogated.

26.2 Any player/s may play an 'Evidence' Event card and each adds one (+1) to the dice roll. If no 'Evidence' Event card is played, one is subtracted from the dice roll (-1). Any player/s may play an 'Alibi' Event card and each subtracts three (-3) from the dice roll. Any player/s may play an 'Informer' Event card and each adds or subtracts one from the dice roll (+1 or -1). More than one of each of these cards may be used to modify a Hearing dice roll and one player may play more than one card (including more than one of the same card).

26.3 RCs may never be sent to a hearing.

27. INTERROGATION—

27.1 A NC or FAC who is sent to trial must first be Interrogated. PCs may never be Interrogated.

27.2 A character to be interrogated must roll two dice to get a dice sum and consult the Interrogation Table. If the

character to be interrogated is a FAC, the respective player rolls the dice. If the player sent to a hearing is a NC, the first player rolls the dice. PCs and RCs may never be Interrogated.

27.3 Any player may play a 'Treachery' Event card and this subtracts one (-1) from the dice roll. Any player may play a 'Prison Guards' Event card and add or subtract two (+2 or -2) from the dice roll. No more than one of each of these cards may be used to modify an Interrogation dice roll.

27.4 Unless a character dies under interrogation, he must go to trial immediately after. (See 28. and 30.)

28. TRIALS—

28.1 A character who is sent to trial must roll two dice to get a dice sum and consult the Trial Table. If a character sent to trial is a PC or FAC, the respective player rolls the dice. If the character sent to trial is a NC, the first player rolls the dice.

28.2 If the Minister Of Justice is a PC or FAC, the respective player can choose which of the two Judges (characters 46 and 51) will hear the case. Otherwise, the first player rolls one die and the Judge with the Trial Number that corresponds to the die number hears the case. If the Minister Of Justice is on trial, the Judge is selected randomly (even if the Minister is a PC or FAC).

28.3 If the Judge hearing the case is a FAC, the respective player may add or subtract five (+5 or -5) from the dice roll. A Judge may not hear his own trial. A Judge that is found anything other than not guilty is immediately executed; he may not be banished or imprisoned.

28.4 Any player/s may play an 'Evidence' Event card and each adds one (+1) to the dice roll. If no 'Evidence' Event card is played, three is subtracted from the dice roll (-3). Any player/s may play an 'Alibi' Event card and each subtracts one (-1) from the dice roll. Any player/s may play an 'Informer' Event card and each adds or subtracts one from the dice roll (+1 or -1). More than one of each of these cards may be used to modify a Trial Table dice roll and one player may play more than one card (including more than one of the same card).

28.5 RCs may never be sent to trial.

28.6 Trial Results.

28.6.1 Found Not Guilty. The accusation is found to be false and the character is found innocent of all wrongdoing and is returned to a normal situation.

28.6.2 Banished. The character is banished to a foreign land. Place a Banished Marker counter on the character's card. (See 29.)

28.6.3 Imprisoned. The character is imprisoned. Place an Imprisoned Marker counter on the character's card. (See 30.)

28.6.4 Awaiting Execution. The character is imprisoned and will be executed at the end of the next turn. Place an Awaiting Execution Marker counter on the character's card. (See 31.)

28.6.5 Immediately Executed. The character is executed immediately. (See 31.)

29. BANISHMENT—

29.1 A character can be banished by trial. (See 28.) If the Minister of Justice is a FAC, the respective player chooses which country the character is banished to. Otherwise, the first player chooses. Characters may not be banished to a country at war with Fandonia. Place a Banished Marker counter on the character's card. More than one character may be banished to the same country; players are not limited by the counter mix.

29.2 If a player's PC is banished, any gains or losses made on any Prestige Table are cut in half. The Prestige Table result 'Fight A Duel' is ignored. The player may only draw a Loyalty counter, or an Opportunity counter, or an Event card each turn, not all three. In addition, the player may only perform one activity each turn; never more, even if he has drawn an 'Extra Activity' Opportunity counter or has an 'Extra Activity' Event card.

29.3 A banished character may not be an Office Holder. An Office Holder who is banished is discharged.

29.4 RCs may never be banished.

29.5 A banished character may not travel, but may hide. A banished character may be recruited.

29.6 Banished characters may be assassinated if the assassin is abroad in the same country.

29.7 A banished character is a wrongdoer; ignore any other accusations of wrongdoing against him.

29.8 A banished character may be returned to a normal situation by a pardon or an amnesty.

29.9 After a PC or FAC has been in banishment for three turns or more, the respective player may have the PC or FAC commit suicide (he automatically dies at the end of all Player Turns). (See 31.)

30. IMPRISONMENT—

30.1 A character can be imprisoned by trial. (See 28.) Place an Imprisoned Marker counter on the character's card.

30.2 If a player's PC is imprisoned, the player may only draw either an Opportunity counter or an Event card each turn. He may not draw a Loyalty counter.

30.3 If a player's PC is imprisoned, he may only perform the following activities: Render A Pardon, Announce An Amnesty, or Escape. (See 13.4.5, 13.4.6, and 13.4.10)

30.4 An imprisoned character may not be an Office Holder. An Office Holder who is imprisoned is discharged.

30.5 RCs may never be imprisoned.

30.6 An imprisoned character may not travel nor hide. An imprisoned character may escape abroad. An escaped prisoner that returns to Fandonia or is extradited is immediately imprisoned again.

30.7 A NC in prison may not be recruited. Imprisoned characters may never be assassinated.

30.8 An imprisoned character is a wrongdoer; ignore any other accusations of wrongdoing against him.

30.9 An imprisoned character may be returned to a normal situation by a pardon or an amnesty.

30.10 Beginning with the second turn a character is imprisoned, the character must roll two dice to see if he dies

in prison. If the character is a PC or FAC, the respective player rolls the dice at the beginning of his Player Turn. If the character is a NC, the first player rolls the dice at the end of all Player Turns. On a roll of '11' or '12' the character dies. After a PC or FAC has been imprisoned for three turns or more, the respective player may have the PC or FAC commit suicide (he automatically dies at the end of all Player Turns). (See 31.)

31. EXECUTION & DEATH—

31.1 If the Monarch dies, he/she must be succeeded. (See 9.)

31.2 If a RC dies, the RC's card is immediately and permanently removed from the game. The RC's 'Royal Alignment' Event card is removed at the same time. Thomas (the Pretender) can only die as a result of a usurpation attempt, and even then he is not *permanently* removed from the game; he becomes a NRC instead. He is considered a generic character who can be many different characters. He is always available to be used in a usurpation attempt if a player does not have a FARC.

31.3 If a NC dies, the character is put in the Office Holder or Non-Office Holder pile, whichever is appropriate. His heir is assumed to be in the game now. If the NC is an Office Holder, the Office becomes vacant.

31.4 If a FAC dies, the character is put in the Office Holder or Non-Office Holder pile, whichever is appropriate. His heir is assumed to be in the game now. If a FAC is an Office Holder, the Office becomes vacant. If the FAC is a Henchman or Monarch's Counselor, the Event card is discarded.

31.5 If a PC dies, the player loses half his PP (rounded down) and must reduce his faction accordingly. The player loses half his IP (rounded down). All Table modifiers, any Titles, a Court Ball ban on the PC, and any Office (or Monarch's Counselor position) are lost; any counsels the player has made remain on record. If the PC was married, the spouse may remain in the faction as a FAC but does count towards the new PP total. The player must discard five Event cards from his hand (if he has less than five, he discards only the number he has). In addition, the player does not receive a Player Turn during the current turn (if he has not already had it) nor during the next turn. Turn the PC's card face-down. While a PC's card is face-down, the PC may not take part in any game action, for neither gain nor loss. The player may still play Event cards though and his FACs and FARC's may still be involved in the regular flow of the game. On the second turn after dying, turn the PC's card face-up again. The PC's heir is assumed to be in the game. The heir begins the game unmarried, with the Status Rating shown on the PC's card.

31.6 A character who is Awaiting Execution as a result of the Trial Table is in prison. He is executed at the end of the next turn unless there is an amnesty, he is pardoned, or he escapes. If he does escape and then subsequently returns (or is extradited) to Fandonia, he is immediately executed.

31.7 If a married character's spouse dies, the character may remarry. If a character's RC spouse dies, the character becomes a Duke or Duchess at no cost and has a Status Rating of '8'. Keep track of this Status Rating on the Record Sheet.

32. MONARCH'S SUPPORT—

32.1 The Monarch's Support is established at the beginning of the game by rolling two dice to get a dice sum and multiplying this by ten (x10). The Monarch's Support is always a number between 0 and 120. It may never be more than 120 or a negative number. It will always be a number divisible by five. Keep track of the Monarch's Support on the Record Sheet.

32.2 The Monarch's Support goes up by 10 for each problem that is resolved. The Monarch's Support goes down by 10 for each problem that goes unresolved each turn. Each turn that Crown Events result is not '7-10' and there were no political problems at the *beginning* of the turn, the Monarch's Support goes up by 5. The Record Sheet is adjusted accordingly.

32.3 If the Monarch's Support reaches 0, the government falls into crisis. (See 33.)

32.4 When a new Monarch succeeds to the throne, the Monarch's Support is reestablished by rolling two dice to get a dice sum and multiplying this number by ten (x10).

32.5 The Monarch's Support Value is added into the Usurpation Rating of the Monarch or the player with a FARC as Monarch during a usurpation attempt. (See 36.5.4 and 36.8.5)

33. GOVERNMENT IN CRISIS—

33.1 If the Monarch's Support falls to zero, the government is in crisis.

33.2 While the government is in crisis the following rules apply.

33.2.1 Players may use no more than half (rounded down) of their IPs each turn. A player with only One IP may use it.

33.2.2 Plus one (+1) is added to all political problem die rolls.

33.2.3 The Status Ratings of all Office Holders and all NRCs are cut in half (rounded down). Characters regain their previous Status Ratings when the crisis ends.

33.2.4 No counseling is allowed under any circumstances.

33.2.5 The Monarch's Support Value is a negative number (-25).

33.3 The crisis ends when a new Monarch is crowned (the Monarch's Support is reestablished), or when the Monarch's Support becomes a positive number again.

34. IPs—

34.1 IPs may be acquired as a result of an Opportunity counter, a Prestige Table, the Counseling Results Table, the Royal Favor Table, or when there are no Loyalty counters left.

34.2 IPs may be lost as a result of an Opportunity counter, a Prestige Table, the Counseling Results Table, death, or the Scandal Table. A player must pay all IP penalties for all members of his faction; his PC and all FACs (including henchmen).

34.3 A player can never have a negative IP total. If a player must lose more IPs than he has, he loses only what he has; the debt is forgiven.

34.4 Players use IPs to consult certain Prestige Tables, pay for Offices, pay for Titles, pay for modifiers to use on the Prestige Tables, pay for Loyalty counters, pay for Opportunity counters, pay for Event cards, pay to propose to a RC, pay to avoid duels, or to buy PPs.

34.5 IPs may not be kept hidden. IPs may never be traded, bought, or sold.

34.6 No player may use any IPs (for any purpose) on a turn when the Crown Events Table result is 'Famine'. (See 8.4.2)

34.7 Players may not use more than half (rounded down) of their IPs on turns when the government is in crisis. A player with only One IP may use it. (See 33.)

35. PPs—

35.1 PPs may be acquired as a result of a Prestige Table, the Court Ball Table, or the Counseling Results Table.

35.2 PPs may be lost as a result of a Prestige Table, the Court Ball Table, the Counseling Results Table, death, or the Scandal Table. A player must pay all PP penalties for all members of his faction; his PC and all FACs (including henchmen).

35.3 A player can never have a negative PP total. If a player must lose more PPs than he has, he loses only what he has; the debt is forgiven.

35.4 Players may only recruit characters or hold onto FACs and FARC's if they have enough PPs. A player may only marry two characters if he has enough PPs to do so. (See 18.8) A player's current PP total must be equal to or greater than the total of all his FACs' and FARC's Status Ratings.

35.5 If a player's PP total falls below that of the total of all his FACs, FARC's, and PC's Status Ratings, he must lose enough FAC/s and/or FARC/s to once again be within his PP limit. He may choose which FAC/s and/or FARC/s to lose.

35.5.1 When a player loses a FAC, the FAC is returned to the Office Holder or Non-Office Holder pile, whichever is appropriate, and the FAC's Loyalty counter is returned to the Loyalty counter container. An Office Holder remains in office when he becomes a NC.

35.5.2 When a player loses a FARC, the FARC is returned to the Royalty pile and the FARC's 'Royal Alignment' Event card is discarded.

35.5.3 If a player is forced (or chooses) to lose a married FAC, it is assumed the FAC that is lost dies. Treat this like a NC dying. The remaining FAC (the former spouse) is no longer married and is free to remarry. (See 31.)

35.5.4 A player may not voluntarily give up FACs or FARC's as long as he has enough PPs to keep them in his faction.

35.6 A player's PC and the PC's spouse do not count against the player's PP total.

35.7 PPs may not be kept hidden. PPs may not be traded or sold.

35.8 During his Player Turn, a player can buy PPs with IPs at the rate of One PP for Five IP. A player may buy as many PPs as he can afford. This is not an activity.

36. USURPATION—

36.1 A player can attempt to usurp the Monarch at any time during his Player Turn.

36.2 If a player has a FARC, he uses this character in the usurpation attempt. If a player has more than one FARC, he may choose which to use in the usurpation attempt. (See 14.5.19)

36.3 If the player does not have a FARC, he uses Thomas (the Pretender). A player may not use Thomas in a usurpation attempt if he has a FARC. Jane (the Mistress) may never be used for a usurpation attempt. A player whose only FARC is Jane uses Thomas for a usurpation attempt. A player figures a RC's Usurpation Value by rolling the number of dice stated (1d or 2d) and multiplying this by the number after the 'x' (x2 or x3). To figure Princess Anne's or Alfred (the Bastard's) Usurpation Value, simply roll one die. To figure Thomas' Usurpation Value, roll one die and halve the result (rounding an odd number up).

36.4 The player attempting the usurpation establishes his Usurpation Rating. A player's Usurpation Rating is the combined total of the following four totals.

36.4.1 Calculate the FARC's or Thomas' Usurpation Value. (See 36.3)

36.4.2 Calculate the player's PC value. Take the PC's Status Rating. Double this if the PC is married.

36.4.3 Calculate the player's total FACs' value. Total the Status Ratings of all FACs (except the PC's spouse). Total the Status Ratings of all FARC's, except for the FARC whose Usurpation Value is being used for the usurpation attempt (per 36.4.1).

36.4.4 Calculate the player's Support Cards Usurpation Values. The player may play any or all Support cards he has in his hand. To figure a Support card's Usurpation Value, use the procedure in 36.3. Total these amounts.

36.5 All non-usurping players now establish the Monarch's Usurpation Rating. The Monarch's Usurpation Rating is the combined total of the following four totals.

36.5.1 Calculate the Monarch's Usurpation Value. If the player attempting the usurpation has Jane as a FARC, and the Monarch is a male (and thus Jane is his mistress), the Monarch's Usurpation Value is halved (rounded down).

36.5.2 Total the Status Ratings of all NCs and NRCs. Don't count Queen Catherine if King George is Monarch.

36.5.3 If King George is Monarch and Queen Catherine is alive, calculate Catherine's Usurpation Value and add 10 (+10). If the Monarch is not George, and the Monarch is married, add ten (+10).

36.5.4 Calculate the Monarch's Support Value. If the Monarch's Support is 120, add forty (+40). If the Monarch's Support is 100-115, add thirty (+30). If the Monarch's Support is 70-95, add twenty (+20). If the Monarch's Support is 30-65, add ten (+10). If the Monarch's Support is 5-25, add nothing. If the Monarch's Support is 0, subtract twenty-five (-25).

36.6 If the player's Usurpation Rating is higher than the Monarch's Usurpation Rating, the attempted usurpation succeeds. The Monarch is killed and the player's FARC or Thomas (whichever he was using in the usurpation attempt) becomes Monarch. A Monarch who has gained the throne by usurpation is considered a FARC for the rest of his/her life in the game. The Monarch's Support is im-

mediately reestablished, but no Office Holders are discharged, no Event cards are discarded, and the turn continues. The Crown Events result for the next turn is automatically 'Court Ball'. (See 31. and 32.4)

36.7 If the player's Usurpation Rating is equal to or lower than the Monarch's Usurpation Rating, the attempted usurpation fails. The player's PC and FARC are killed and the Monarch remains on the throne. The player loses all his Support cards that have been played. (See 31.)

36.8 When a player has successfully usurped the Monarch and has his FARC on the throne, other players may still attempt to usurp the Monarch. The usurping player establishes his Usurpation Rating as per 36.4. If Thomas is the Monarch and the usurping player does not have a FARC, he also uses Thomas; it is assumed that he is using another pretender to the throne. In this case, both players would separately figure Thomas' Usurpation Value and count this in their Usurpation Ratings. The player with the FARC Monarch establishes the Monarch's Usurpation Rating which is the combined total of the following five totals.

36.8.1 Calculate the Monarch's Usurpation Value. If the player attempting the usurpation has Jane as a FARC, and the Monarch is a male (and thus Jane is his mistress), the Monarch's Usurpation Value is halved (rounded down). If the Monarch is married, add ten (+10).

36.8.2 Calculate the player's PC value. Take the PC's Status Rating. Double this if the PC is married.

36.8.3 Calculate the player's total FAC's value. Total the Status Ratings of all FACs (except the PC's spouse). Total the Status Ratings of all FARCs, except for the FARC Monarch.

36.8.4 Calculate the player's Support Cards Usurpation Values. The player may play any or all Support cards he has in his hand. To figure a Support card's Usurpation Value, use the procedure in 36.3. Total these amounts.

36.8.5 Calculate the Monarch's Support Value. If the Monarch's Support is 120, add forty (+40). If the Monarch's Support is 100-115, add thirty (+30). If the Monarch's Support is 70-95, add twenty (+20). If the Monarch's Support is 30-65, add ten (+10). If the Monarch's Support is 5-25, add nothing. If the Monarch's Support is 0, subtract twenty-five (-25).

36.9 If the player with a FARC Monarch is successfully usurped, the FARC Monarch and the player's PC are killed. The usurping player's FARC becomes Monarch. The player loses all his Support cards that have been played. The Monarch's Support is immediately reestablished, but no Office Holders are discharged, no Event cards are discarded, and the turn continues. The Crown Events result for the next turn is automatically 'Court Ball'. (See 31. and 32.4)

36.10 A player with a FARC Monarch has the following advantages.

36.10.1 He may not have cards intrigued from his hand.

36.10.2 He may not make any counsels, but may add or subtract one (+1 or -1) to all Counseling Table dice rolls.

36.10.3 He may add or subtract one (+1 or -1) from all political problem die rolls.

36.10.4 He may return his PC or any FACs who are banished, imprisoned, or wrongdoers to a normal situa-

tion by pardoning them. He may also lift a ban from Court Balls from his PC or any FACs.

36.10.5 A FARC Monarch may not be recruited by treachery.

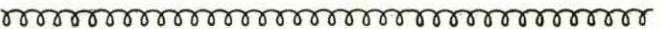
36.11 If a FARC Monarch dies, he is succeeded normally and the player must usurp again to gain the throne. In addition, the player loses his next Player Turn. (See 9.)

36.12 During a usurpation attempt, a player (or the Monarch) may not count the Status Ratings of characters (including a player's PC) who are banished, imprisoned, in hiding, or stuck in a country at war with Fandonia.

36.13 More than one player may attempt to usurp the Monarch on the same turn.

37. VICTORY CONDITIONS—

A player wins by having a FARC on the throne for three full turns. At the end of the third full turn, the game ends immediately. If all RCs are dead or the last RC who can succeed to the throne dies, the game ends as a draw.



DESIGN CREDITS

Game Design: *Glenn and Kenneth Rahman*

AH Game Development: *Alan R. Moon*

Artwork: *Charles Kibler*

Box Art: *Mark Wheatley*

Graphics: *Dale Sheaffer, Charles Kibler, Alan R. Moon*

Playtesting: *Bob & Linda Kaliski, Chicago War-gamers Association (w/Jeff Clark & Dave Miller), Don Eisan, (w/Eric Hansen, Harry Welch, & Larry Burrus), Jeff & Debbie Scarborough (w/Del Tullock, Brent Bumgarner, & Brian Berkey), Jim & Melanie Elkin, Matt Burden, Eric A. Popkoff, Dennis Long & The WINDS OF WAR, John A. Croft, Jim Pulles, O.V. Olsen, Lawrence M. Cirelli, Bob Beardsley, Dennis Agosta, Mick Uhl, Seth Carus, Mark Cohen, Guy Mark, Brandy Brylawski, William C. Neitzel & Viking Hobbies, James Moore, Richard A. Craig, Robert L. & Mary Destro, Richard Carlson, Michael J. & Patricia Wong*

Production Coordination: *Thomas N. Shaw*

Typesetting: *Colonial Composition*

Printing: *Monarch Services*

38. OPTIONAL RULES—

Players should be reminded that Optional Rules are just that. The game has been playtested and developed without them. While they may add more strategy to the game, they may also disrupt the basic game mechanics.

GAINING FOREIGN SUPPORT.

This is an activity. If a player has one or more FACs (including the player's PC) abroad in a country, he may try to gain control of that country's 'Foreign Support' Event card.

The player states in which country he is trying to gain support, rolls one die, and consults the Foreign Support Table. On a 'Successful' result he receives the 'Foreign Support' Event card, but only if the card is held by another player or it is in the discard pile. If the card is not held by another player or in the discard pile (and is, therefore, still in the Event deck), he receives nothing. If the result is '—', there is no effect and he receives nothing.

A player may not try to gain the support of a country that is at war with Fandonia.

FOREIGN SUPPORT TABLE					
Die	#FACs In Country:	1	2	3	4+
1		—	—	—	—
2		—	—	—	S
3		—	—	S	S
4		—	S	S	S
5		S	S	S	S
6		S	S	S	S

GAINING FANDONIAN SUPPORT.

A player with a certain FAC or Office Holder may attempt to gain certain Fandonian 'Support' Event cards.

- a. A player with the Sheriff or the Archbishop may attempt to gain the 'Peasant Support' Event cards.
- b. A player with the Magistrate, or the High Minister may attempt to gain the 'Townsmen Support' Event cards.
- c. A player with the Archbishop may attempt to gain the 'Clergy Support' Event card.
- d. A player with the General or the Minister Of The Army may attempt to gain the 'Army Support' Event cards.
- e. A player with the Admiral or the Minister Of The Navy may attempt to gain the 'Navy Support' Event card.
- f. A player with the High Minister or the Minister Of Trade may attempt to gain the 'Merchant Support' Event card.
- g. A player with the High Minister or the Minister Of The Treasury may attempt to gain the 'Trade Guild' Event card.

This is an activity. If a player has the required character he states his intention, rolls one die, and consults the Fandonian Support Table. On a 'Successful' result he receives the 'Support' Event card/s, but only if the card/s is held by another player or it is in the discard pile. If the card is not held by another player or in the discard pile (and is, therefore, still in the Event deck), he receives nothing. If the result is '—', there is no effect and he receives nothing.

FANDONIAN SUPPORT TABLE		
Die	1-5	—
6	Successful	

EMISSARIES.

This is an activity. The player must have the Minister Of State or an Ambassador as his PC or a FAC to perform this activity.

The player must state which character he wishes to make an emissary and to which country he wants to make him an emissary. Characters who are not allowed to travel, are banished, imprisoned, in hiding, or already abroad may not be designated as emissaries. Otherwise, any character may be designated; FAC, EAC, or NC. RCs may not be emissaries. Only one character may be designated in one turn. The player then rolls one die and consults the Emissary Table. If the result is 'Successful', the character is assumed to have travelled (this travelling is not an activity) to the stated country; place the appropriate Marker counter on the character's card. If the result is '—', the Monarch has refused to make the character an emissary and there is no effect.

An emissary may not be sent to a country at war with Fandonia.

Characters sent to countries as emissaries must travel to return to Fandonia.

EMISSARY TABLE		
Die	1-2	—
3-6	Successful	

EFFECTS OF UNRESOLVED POLITICAL PROBLEMS.

When certain political problems go unresolved for three turns in a row (or more), they affect Fandonia as follows.

- a. If there has been an unresolved Banking Crisis for three consecutive turns, players may not spend any IPs during the next turn.
- b. If there has been an unresolved Economic Crisis for three consecutive turns, at the beginning of the next turn each player loses One IP.
- c. If there has been an unresolved Agriculture Crisis for three consecutive turns, the Crown Events result for the next turn is automatically 'Famine'.
- d. If there has been an unresolved Natural Disaster for three consecutive turns, the Crown Events result for the next turn is automatically 'Plague'.
- e. If there has been an unresolved International Incident for three consecutive turns, the Crown Events result for the next turn is automatically 'One Political Problem' and the political problem is automatically 'Foreign War'.
- f. If there has been an unresolved 'Foreign War' for three consecutive turns, the war spreads, and Fandonia is automatically at war with every other country next turn.
- g. If there has been an unresolved 'Townsmen Unrest' for three consecutive turns, the Crown Events result for the next turn is automatically 'One Political Problem' and the political problem is automatically 'Peasant Unrest'.

These additional effects are cumulative. For instance, if there has been both an unresolved Agriculture Crisis and a Natural Disaster for three consecutive turns, the Crown Events result for the next turn would be 'Famine' and 'Plague'. These effects continue as long as the unresolved problem does and end when the problem is resolved.

BEGINNING PC ADVANTAGES.

After the PCs are dealt, beginning with the player who has the PC with the lowest ID number (and continuing

clockwise around the table), each player rolls two dice to get a dice sum and consults the PC ADVANTAGE Table.

PC ADVANTAGE TABLE

- 2-4 — Player receives a +2 beginning modifier on both the Literary Pursuits Table and the Court Ball Table.
- 5 — Player receives a +1 beginning modifier on the Prestige Table of his choice.
- 6 — Player begins the game with Seven IP (instead of Two).
- 7 — Player receives Twenty PP (instead of Ten).
- 8-12 — Player may place his PC in the office of his choice.*

*If a player has a female PC, the player rolls again.

ROMANTIC INTRIGUE.

1. Male RCs may be seduced.

a. If a player has Jane (the Mistress) as a FARC, he may use her to seduce a male NRC or EARC. The player must have drawn an 'Intrigue' opportunity counter. He then points out a NRC or EARC, and rolls two dice to get a dice sum. If the number is greater than the RC's Status Rating, the RC automatically becomes a FARC. If the number is equal to or less than the RC's Status Rating, there is no effect.

b. If a player has a female PC or FAC, he may use her to seduce a male NRC or EARC. The player must have drawn an 'Intrigue' Opportunity counter. He then points out a NRC or EARC, rolls one die, and adds the female's Seduction Rating to it. If the number rolled is greater than the RC's Status Rating, the RC automatically becomes a FARC. If the number is equal to the RC's Status Rating, there is no effect. If the number is less than the RC's Status Rating, the RC does not become a FARC and the seducing female is accused of wrongdoing.

c. King George and Thomas (the Pretender) may never be seduced.

2. Married characters may be recruited by treachery using the procedure in 13.4.14. Both characters become FACs. However, any player may play a 'Treachery' Event card or an 'Informer' Event card and negate this action.

3. Eloping. If a proposal die roll is a '6', the two characters may elope. The player then does not have to hold a wedding to marry the two characters. He simply states that the two have eloped and married. He may then consult the Romance Table; this is not an activity.

4. Male Seductions. If a player has a male PC or FAC who is a henchman, he may use him to seduce a female NC or EAC. The player must have drawn an 'Intrigue' Opportunity counter. He then points out the NC or EAC, and rolls one die. If the number rolled is greater than the character's Status Rating, the character automatically becomes a FAC. If the number is equal to or less than the character's Status Rating, the character does not become a FAC and the seducing male henchman is accused of wrongdoing. Female RCs may not be seduced.

5. Married male EACs may be seduced using the procedure in 13.4.15. Married female EACs may be seduced using the procedure in 5. above. If the seduction is successful, the opponent with the EAC must show the player performing the seduction his whole Event card hand. If the seduction is unsuccessful, the seducing character is accused of wrongdoing.

6. Married females may perform seductions using the procedure in 13.4.15. However, if the die roll is equal to or more than the character's Seduction Rating, the female is accused of wrongdoing.

In all of the above, characters who are banished, imprisoned, in hiding, or stuck in a country at war with Fandonia may not be seduced or recruited. Characters who are abroad may only be seduced or recruited if the characters who are seducing or recruiting them are abroad in the same country.

ADDITIONAL MONARCH'S COUNSELOR POWERS.

Any player who has a Monarch's Counselor may prevent any one opponent from counseling the Monarch each turn. When the opponent states that he wishes to counsel the Monarch, the player with the Monarch's Counselor simply states that is preventing the counsel. The opponent's Player Turn is then immediately over.

A player with a Monarch's Counselor may never prevent an opponent who also has a Monarch's Counselor from counseling the Monarch.

Each player with a Monarch's Counselor may add or subtract one (+1 or -1) from each political problem die roll.

CLEMENCY.

A player with a Monarch's Counselor may ask the Monarch for clemency after a character has been to trial and received any of the following results: banished, imprisoned, or awaiting execution. The player may ask for clemency for any character; neutral, friendly aligned, or enemy aligned. More than one player may ask for clemency for the same character. A player who asks for clemency rolls two dice to get a dice sum and consults the Clemency Table.

CLEMENCY TABLE

- 2-3 — King is upset. Character is immediately executed.
- 4-5 — King overrules judge. Character is imprisoned, regardless of Trial Table result.
- 6-7 — King goes hunting. No Effect.
- 8-10 — King grants a new trial.
- 11-12 — King pardons character.

DELIBERATE INCOMPETENCE.

Whenever a player who must attempt to resolve a political problem deliberately lets the problem go unresolved (there is no die roll), the player must roll one die. If the roll is a '6', the Minister is discharged. Any player may play an 'Informer' Event card and add one (+1) to the die roll. No more than one 'Informer' Event card may be used to modify this die roll.

ABDICATION.

A player with a FARC Monarch may abdicate at anytime. The FARC becomes a NRC. The player loses nothing. The RC who is next-in-line succeeds to the throne. The RC who is next-in-line may be the RC who just abdicated. He then becomes a NRC Monarch.

BLACKMAIL.

When a player is in the position to intrigue a card from an opponent's hand, the player can announce that he will attempt to blackmail an opponent instead of following the normal procedure. He can then ask the opponent to pay him blackmail at the rate of One IP for not drawing the card. If the opponent pays, the bribe is binding and the player may not draw a card from the opponent's hand for the rest of the turn. If the opponent refuses to pay the blackmail, the player may draw a card and must either

discard it or keep it, even if it is an illegal card. Once a player has stated that he will attempt to blackmail an opponent, he is committed.

SWEET CHARITY.

At the beginning of his Player Turn, any player who has no IPs may roll two dice to get a dice sum and consult the Charity Table. This is not an activity.

CHARITY TABLE

- 2-5 — Caught Begging. Lose Five PP.
- 6-7 — Not Fooling Anybody. No Effect.
- 8-10 — Convincing. Gain One IP.
- 11-12 — Very Convincing. Gain Two IP.

FUNERALS.

Anytime during the game when a character dies, any and all players who wish to attend the funeral may attend. Each player who does attend must consult the Funeral Table. This is not an activity and costs no IPs.

FUNERAL TABLE

- 2 — Made Improper Advances To Relative Of Deceased. Roll On Scandal Table.
- 3 — Laughed At Corpse. Lose Two PP.
- 4 — Improper Attire. Lose One PP.
- 5 — Fell Into Grave. Lose One IP.
- 6 — Attended Wrong Funeral. No Effect.
- 7 — Slept Through Eulogy. No Effect.
- 8 — Showed Sympathy. Gain One PP.
- 9 — Console Bereaved. Gain One IP & PP.
- 10 — Brought Beautiful Flowers. Gain Two PP.
- 11 — Delivered Moving Eulogy. Gain Three PP.
- 12 — Promised Vengeance. Gain Four PP.

SHORTER GAME.

Players who wish to shorten the game can use any one or more of the following five rules.

a. Give each player Twenty-five PP and Ten IP to start the game with.

b. When a character is killed (except a PC), he is permanently removed from the game.

c. Allow each player to hold up to fifteen cards in his hand. Give each player twelve cards to begin the game with.

d. Allow each player to perform three activities per Player Turn.

e. Remove RCs Alfred (the Bastard), Queen Catherine, Almery (the Cousin), and Phillip (the Nephew) at the beginning of the game.

GAME QUESTIONS

Questions on the play of this game will be gladly answered upon receipt, if they are accompanied by a stamped, self-addressed envelope. Questions on the actual design or history relating to the game itself cannot be answered.

REPLACEMENT PARTS

For a current replacement parts list, send a stamped, self-addressed envelope to: The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, Maryland 21214. For an additional \$1.00 we will also send you one of our three full-color catalogues, which describe our many exciting games. Specify Strategy Games, Leisure Time Games, or Sports Games.

THE GENERAL

Now that you know how to play the game, the next problem is probably *who* to play it with. We can help you with that problem and many others only through your subscription to our bi-monthly gaming journal, *THE GENERAL*. In *THE GENERAL* you'll not only read all there is to know about this game, but will also learn about our dozens of other exciting simulation games of skill. Every full color, forty-eight page issue is jammed full of professional articles on the strategy and tactics of Avalon Hill gaming. Look and see what *THE GENERAL* offers:

FREE ADVERTISING: Our Opponents-Wanted Column allows you to advertise free of charge for opponents, discontinued games, or competition of any sort. Each issue contains hundreds of ads which are read by our many readers nationwide. The fastest way to find an opponent for this game, whether it be across the street or the Atlantic Ocean, is in the pages of *THE GENERAL*.

CONTESTS: Every issue poses challenging game situations which you can enter and win free games utilizing your playing skills for this or any of Avalon Hill's many other games.

TACTICS & STRATEGY: Learn why you lose or how to win. The nation's best players and our official staff members write many thought-provoking articles on the winning ways of the entire gamut of Avalon Hill games. Each issue contains a "Series Replay" in which an actual move-by-move game is printed—profusely illustrated, and played by recognized experts.

HISTORY: Curious why one side always seems to win? Each issue contains in-depth historical material to enhance your background of the game situation.

GAME DESIGN: Wonder why this game was designed the way it was? Read *THE GENERAL* and find out! Our regular DESIGN ANALYSIS column features explanatory treatises by our designers. Only here can you find ready-to-play variations, new scenarios, and perhaps even more counters for this game.

QUESTIONS ANSWERED: In our Question Box you'll find the only official source of rules interpretations and changes for this and our other games.

PRODUCT REVIEWS: Interested in other Avalon Hill games? Check them out in the Reader's Buyers Guide. The RBG is a game review compiled by our subscribers at large—the people who play the games. Realism, complexity, play-balance, and excitement level are only a few of the categories rated in the RBG.

WHAT'S HAPPENING: Like to know what's going on in the gaming hobby? Each issue contains an installment of the "Avalon Hill Philosophy" where we announce the new games, discuss possible new titles, and generally keep you informed. In addition, the "INFILTRATOR'S REPORT" keeps you posted on tournaments, conventions, club news, and unusual happenings.

VALUE: In every issue you'll find a coupon worth \$1.00 towards the direct mail purchase of all Avalon Hill products. All of this for only \$9.00. How can you lose? If you're convinced, send \$14.00 for a 2 year subscription and save \$4.00 off the regular price.

Since its inception in 1964, *THE GENERAL* has stood the test of time. Increase your enjoyment of this and other Avalon Hill games many-fold with a subscription.

GAME TABLES

CROWN EVENTS TABLE

- 2-3 — Royal Death
- 4 — Famine
- 5 — Intrigue
- 6 — Court Ball
- 7 — Two Political Problems
- 8-10 — One Political Problem
- 11 — Scandal
- 12 — Plague

TITLE TABLE

Present Title/New Title	IP Cost
Sir/Knight	2
Knight/Earl	3
Earl/Lord	4
Lord/Duke	5
Lady/Duchess	3

COURT BALL TABLE

- 2 — Abusive Conduct. Player must designate his PC or a Henchman to be accused of wrongdoing.*
- 3 — Insulting. Player must designate his PC or a Henchman to fight a duel (the opponent must be another attending character; roll until dice count matches such a character's ID number).*
- 4 — Disgraceful Conduct. Player must designate his PC or a Henchman to consult the Scandal Table.*
- 5 — Ill-mannered. Lose One PP.
- 6 — Ignored.
- 7 — Barely Noticed.
- 8 — Monarch Notices You.** Gain One PP. +1
- 9 — Monarch Notices Your Exceptional Manners.** Gain Two PP. +1
- 10 — Monarch Notices Your Exceptional Wit.** Gain Three PP. +1
- 11 — Monarch Notices Your Exceptional Charm.** Gain Four PP. +1
- 12 — Monarch Notices Your Elegance.** Gain Five PP. +2

*Banned from future Court Balls.
**Player may make a free counsel.

ASSASSINATION TABLE

- 2 — Assassination Unsuccessful. Assassin Caught, Goes To Trial.
- 3 — Assassination Unsuccessful. Assassin Caught, Goes To A Hearing.
- 4 — Assassination Unsuccessful. Assassin Caught, Accused Of Wrongdoing.
- 5-8 — Assassination Unsuccessful.
- 9 — Assassination Successful. Assassin Caught, Accused Of Wrongdoing.
- 10-12 — Assassination Successful.

SCANDAL TABLE

- 2 — Lawlessness. Go To Trial.
- 3 — Radicalism, Blasphemy & Sacrilege. Go To A Hearing.
- 4 — Libel. Lose Half PP (rounded up) & Accused Of Wrongdoing.
- 5 — Financial Irregularities. Lose Half IP (rounded up) & Accused Of Wrongdoing.
- 6 — Lewdness and Disorderly Conduct. Accused Of Wrongdoing.
- 7-10 — Rumors Unsubstantiated. No Effect.
- 11 — Corruption. Accusing PC Accused Of Wrongdoing.*
- 12 — Sedition. Accusing PC Accused Of Wrongdoing.*

*Treat this as No Effect if the scandal has resulted from any action but the 'Expose A Scandal' activity.

ROYAL FAVOR TABLE

- 2-3 — RC Is Displeased. FARC Being Courtied Becomes A NRC.
- 4 — RC Is Indifferent. No Effect.
- 5-6 — RC Is Pleased. One IP.
- 7-9 — RC Is Pleased. Two IP.
- 10-12 — RC Is Very Pleased. Three IP.

INTERROGATION TABLE

- 2-4 — FAC Exposes PC. The Player's PC Is Accused Of Wrongdoing.*
- 5-6 — Character Dies.
- 7 — Character Implicates Self. Add One To Trial Table Dice Roll.
- 8 — Character Confesses. Add Two To Trial Table Dice Roll.
- 9-12 — Won't Talk. No Effect.

*If the character being interrogated is a NC, treat this result as No Effect.

TRIAL TABLE

- 2-3 — Found Not Guilty.
- 4-5 — Banished.
- 6-9 — Imprisoned.
- 10-11 — Awaiting Execution.
- 12 — Immediately Executed.

POLITICAL PROBLEMS TABLE

- 2 — Banking Crisis: Minister Of The Treasury.
Can be modified by the High Minister (1), the Minister Of The Treasury (1), the Minister Of Trade (1), and the Magistrate (1).
- 3 — Economic Crisis: Minister Of The Treasury.
Can be modified by High Minister (1), the Minister Of Trade (1), and the Minister Of The Treasury (1).
- 4 — International Incident: Minister Of State.
Can be modified by the Minister Of State (1), and each Ambassador (1).
- 5-6 — Foreign War: Minister Of The Army.
Can be modified by the Minister Of State (1), the Minister Of The Army (1), and the General (1).
- 7 — Treason & Conspiracy Trials: Minister Of Justice.
Can be modified by the Minister Of Justice (1), the Archbishop (1), the Sheriff (1), and both Judges (1).
- 8 — Pirates: Minister Of The Navy.
Can be modified by the Minister Of State (1), the Minister Of The Navy (1), and the Admiral (1).
- 9 — Townsfolk Unrest: High Minister.
Can be modified by the High Minister (1), the Magistrate (1), and the Archbishop (1).
- 10 — Peasant Unrest: High Minister.
Can be modified by the High Minister (1), the Sheriff (1), and the Archbishop (1).
- 11 — Agriculture Crisis: Minister Of Trade.
Can be modified by the High Minister (1), the Minister Of Trade (1), the Minister Of The Treasury (1), and the Archbishop (1).
- 12 — Natural Disaster: Minister Of Trade.

USURPATION CHART

Player Attempting Usurpation

- 1. FARC's or Thomas' Usurpation Value.
- 2. PC's Status Rating. Double this if married.
- 3. Status Ratings of all FACs (including PC's spouse). Status Ratings of all FARC's (except 1. above).
- 4. Support Cards Values.

Monarch

- 1. Monarch's Usurpation Value (halved if Jane FARC of player attempting usurpation).
- 2. Status Ratings of all NCs and NRCs. Don't count Queen Catherine If King George is Monarch.
- 3. If King George is Monarch and Queen Catherine is alive, calculate Catherine's Usurpation Value. Add 10. If the Monarch is not George, and the Monarch is married, add 10.
- 4. Monarch's Support Value. 120— +40, 100-115— +30, 70-95— +20, 30-65— +10, 5-25—0, 0—-25.

Player With FARC As Monarch

- 1. Monarch's Usurpation Value (halved if Jane FARC of player attempting usurpation). If the Monarch is married, add 10.
- 2. PC's Status Rating. Double this if married.
- 3. Status Ratings of all FACs (including the PC's spouse). Status Ratings of all FARC's (except 1. above).
- 4. Support Cards Values.
- 5. Monarch's Support Value. 120— +40, 100-115— +30, 70-95— +20, 30-65— +10, 5-25—0, 0—-25.

FOREIGN WAR TABLE

- 2 — War with all other countries.
- 3 — War with Sandarkan and Besyzan.
- 4 — War with Cronos and Besyzan.
- 5 — War with Sandarkan.
- 6 — War with Cronos.
- 7 — War with all other countries.
- 8 — War with The City States.
- 9 — War with Epalin.
- 10 — War with The City States and Besyzan.
- 11 — War with Epalin and Besyzan.
- 12 — War with all other countries.

SUCCESSION CHART

Prince Alan
Princess Anne
John (the Brother)
Edward (the Uncle)
Phillip (the Nephew)
Almery (the Cousin)
Queen Catherine
Alfred (the Bastard)

COUNSELING RESULTS TABLE

- 2 — Monarch Is Displeased. Lose Office & Five PP.*
- 3-4 — Monarch Is Displeased. Lose Office.*
- 5-8 — Monarch is pleased. Gain One PP.
- 9-12 — Monarch is pleased. Counsel Is Accepted. Gain Two PP.

* If a PC or FAC was counseling the Monarch, the character loses his Office (the office becomes vacant) or 'Monarch's Counselor' Event card (the card is discarded). If a henchman was counseling the Monarch this result is ignored, unless the henchman is also an Office Holder in which case the henchman does lose his office.

PRESTIGE TABLES

LITERARY PURSUITS TABLE

2—A Scribbler. Lose One PP.	0
3—A Dullard. Lose One IP.	0
4—Very Droll. No Effect.	0
5—Uninspired. Roll Again.	0
6—Businesslike. Gain One IP.	+1
7—Good Technical Skill. Gain One PP.	+2
8—Good Language Skill. Gain One PP.	+2
9—Good Poetic Skill. Gain One PP.	+2
10—Stylistic. Gain Two PP.	+2
11—Brilliant. Gain Two PP.	+2
12—Poet Laureate. Gain Three PP.	+2

FASHION TABLE

2—Indecent Appearance. Roll On Scandal Table	-2
3—Atrocious Taste. Lose Two PP.	-1
4—Slovenly (No Taste). Lose One PP.	-1
5—Dress Above Means. Lose One IP.	0
6—Tasteful. Gain One PP.	+1
7—Tasteful. Gain One PP.	+1
8—Smart. Gain Two PP.	+1
9—Smart. Gain Two PP.	+1
10—Elegant. Gain Three PP.	+1
11—Regal. Gain Four PP.	+1
12—Fashion Setter. Gain Five PP.	+1

CRAFT TABLE

2—Defective Products. Roll On Scandal Table.	-2
3—Poor Workmanship. Lose Ten PP & All IP.	-1
4—Overpriced. Lose Five PP & All IP.	-1
5—No Business. Lose All IP.	-1
6—Barely Above Water. No Effect.	0
7—Ordinary. Roll Again.	0
8—Business As Usual. Gain One IP & PP.	0
9—Skilled. Gain Two PP & IP.	+1
10—High Quality. Gain Three PP & IP.	+1
11—Well Known And Respected. Gain Five PP & IP.	+2
12—Monarch's Craftsman. Gain Ten PP & IP.	+2

ROMANCE TABLE

2—Quarrel With Brother. Fight A Duel.	-2
3—Quarrel With Rival. Fight A Duel.	-2
4—Adultery. Roll On Scandal Table.	-2
5—True Love. Proposal Automatically Accepted.	0
6—True Love. Proposal Automatically Accepted.	0
7—True Love. Proposal Automatically Accepted.	0
8—Useful Love. Intrigue Opponent's Card	0
9—Rich Love. Gain Five IP.	+1
10—Respectable. Gain Five PP.	+1
11—Reputation As Great Lover. Gain Five PP.	+1
12—Charming. Gain Ten PP.	+1

SOCIALIZING TABLE

Cost: One IP

2—Insulting. Fight A Duel.	-2
3—Risque. Roll On Scandal Table.	-2
4—Heartless. Lose Five PP.	-1
5—Boring. Lose One PP.	0
6—True Love. Proposal Automatically Accepted.	0
7—Useful Contacts. Intrigue Opponent's Card.	0
8—Socially Acceptable. Gain Five PP.	0
9—Pleasant Company. Gain Five PP & One IP.	0
10—Person Of Style. Gain Five PP & Two IP.	0
11—In Demand. Gain Ten PP.	+1
12—Social Setter. Gain Ten PP & Five IP.	+1

PATRONAGE TABLE

Cost: Two IP

2—Conspirator. Accused Of Wrongdoing.	-2
3—Obscene. Roll On Scandal Table.	-2
4—No Class. Lose Twenty PP.	-1
5—A Follower. Lose Ten PP.	-1
6—Obnoxious. Lose Five PP.	-1
7—Gain Access. Three Extra Activities.	0
8—Class. Gain Ten PP.	+1
9—Respectable. Gain Ten PP.	+1
10—High Class. Gain Twenty PP.	+1
11—Patron. Gain Twenty-five PP.	+1
12—Leader. Double Current PP.	+2

CAROUSING TABLE

2—Assault. Go To Trial.	-2
3—Stealing. Go To A Hearing.	-2
4—Loose Talk. Accused Of Wrongdoing.	-2
5—Drunken Row. Fight A Duel.	-2
6—Alcoholism. Roll On Scandal Table.	-2
7—Spying. Intrigue Opponent's Card.	0
8—More Energy. Two Extra Activities.	0
9—Extra Energy. Three Extra Activities.	0
10—Useful Companion. Any Activity.	0
11—Useful Information. Double Current IP.	+2
12—Cavalier. Double Current PP.	+2

GAMBLING TABLE

Cost: One IP

2—Assault. Accused Of Wrongdoing.	-2
3—Cannot Cover Losses. Roll On Scandal Table.	-2
4—Cheater. Lose Twenty PP & All IP.	-1
5—Loser. Lose All IP.	0
6—Break Even. Roll Again.	0
7—Lucky. Gain Two IP.	0
8—Lucky. Gain Two IP.	0
9—Good System. Gain Three IP.	+1
10—Good Player. Gain Four IP.	+1
11—Card Shark. Gain Five IP.	+1
12—Bank Breaker. Gain Ten IP.	+1

SPORTING TABLE

(A player with a female PC may never consult this table.)

2—Lawless. Accused Of Wrongdoing.	-2
3—Cheating. Fight A Duel.	-2
4—Betting. Fight A Duel.	-2
5—Poor Sport. Fight A Duel.	-2
6—Poor Sport. Fight A Duel.	-2
7—Loser. No Effect.	0
8—Winner. Gain Ten PP.	0
9—Winner. Gain Ten PP.	0
10—Winner. Gain Fifteen PP.	+1
11—Big Winner. Gain Twenty PP.	+1
12—Champion. Gain Twenty-five PP.	+1

BUSINESS SPECULATION TABLE

Cost: Three IP

2—Swindling. Go To A Hearing.	-2
3—Bankruptcy. Lose All PP & IP.	-1
4—Loss Of Status. Lose Twenty PP & All IP.	-1
5—Heavy Losses. Lose Five PP and All IP.	-1
6—Poor Investment. Lose All IP.	-1
7—No Change. No Effect.	0
8—Sound Investment. Gain Ten IP.	+1
9—Good Returns. Gain Fifteen IP.	+1
10—Handsome Returns. Gain Twenty IP.	+1
11—Financial Coup. Gain Twenty-five IP.	+2
12—Business Prestige. Gain Twenty-five PP & IP.	+2

Prestige Table Results Notes

1. Roll Again. The player may roll again on the same table, using the same modifier (if any) that was used on the first roll.
2. No Effect. The player may not perform any more activities this turn.
3. Intrigue Opponent's Card. The player may perform activity 13.4.12 as a free, additional activity this turn.
4. Proposal Automatically Accepted. The player may make one marriage proposal that is automatically accepted, but the proposal must be made this turn or it is lost.
5. Fight A Duel. The player may not perform any more activities this turn, and must designate his PC or a henchman to fight a duel.
6. Roll On Scandal Table. The player may not perform any more activities this turn, and must designate his PC or a henchman to consult the Scandal Table.
7. Accused Of Wrongdoing. The player must designate his PC or a henchman to be accused of wrongdoing.
8. Go To A Hearing. The player must designate his PC or a henchman to go to a hearing.
9. Go To Trial. The player must designate his PC or a henchman to go to trial.
10. Two Extra Activities This Turn. The player may perform two extra activities this turn.
11. Three Extra Activities This Turn. The player may perform three extra activities this turn.
12. Any Activity. The player may perform any one of the activities listed in 12.3.1 this turn.

COUNSELING TABLES

Court Ball

1. Gambling Advice. If the Monarch accepts the counsel, the player receives Two PP.	No characters can modify this counsel.
2. Propose A Royal Extravagance Or Aggrandizement. If the Monarch accepts the counsel, the Crown Events Table result for next turn is automatically 'Court Ball'.	No characters can modify this counsel.
3. Dancing Pointers.	No characters can modify this counsel.
4. Propose A Cure For the Monarch's Ailments.	No characters can modify this counsel.

Intrigue

1. Extradite A Wrongdoer (state specific wrongdoer). If the Monarch accepts the counsel, the wrongdoer is extradited.	Minister Of Justice (1) Each Judge (1)
2. Recommend A New Ambassador To Besyzan (state specific PC or EAC). If the Monarch accepts the counsel, the Ambassador To Besyzan is recalled and the PC or EAC becomes the Ambassador To Besyzan.	No characters can modify this counsel.
3. Make An Accusation Of Wrongdoing (state specific opponent). If the Monarch accepts the counsel, the player may intrigue a card from the opponent's hand.	Minister Of Justice (1) Sheriff (1) Each Judge (1)
4. Announce An Amnesty. If the Monarch accepts the counsel, all characters who are banished, imprisoned, or wrongdoers are returned to a normal situation.	Minister Of Justice (1) Sheriff (1)

Scandal

1. Defy The Pope. If the Monarch accepts the counsel, the 'Clergy Support' Event card must be discarded.	Archbishop (1)
2. Crackdown On Widespread Adultery.	Archbishop (1) Minister Of Justice (1) Magistrate (1) Sheriff (1) Each Judge (1)
3. Condemn EARC (state specific EARC). If the Monarch accepts the counsel, the EARC becomes a NRC. Discard the RC's 'Royal Alignment' Event card.	No characters can modify this counsel.
4. Expose A Scandal (state specific PC, EAC, or NC). If the Monarch accepts the counsel, the PC, EAC, or NC must consult the Scandal Table.	No characters can modify this counsel.

Banking Crisis

1. Discharge The Minister Of The Treasury. If the Monarch accepts the counsel, the Minister is discharged.	Minister Of Treasury (1) High Minister (1)
2. Raise The Tax Rate.	Minister Of Treasury (1)
3. Lower The Tax Rate.	Minister Of Treasury (1)
4. Act Against Speculators. If the Monarch accepts the counsel, all players (including the player counseling the Monarch) with five or more IP lose half their IP.	Minister Of Treasury (1) High Minister (1) Minister Of Justice (1) Sheriff (1)

Economic Crisis

1. Discharge The Minister Of The Treasury. If the Monarch accepts the counsel, the Minister is discharged.	Minister Of Treasury (1) High Minister (1) Minister Of Trade (1)
2. Start A Welfare Program. If the Monarch accepts the counsel, all players with two or less IP receive Two IP.	Minister Of Treasury (1) High Minister (1) Archbishop (1)
3. Ask The Church For Aid.	Archbishop (1)
4. Start A Public Works Program. If the Monarch accepts the counsel, the 'Merchant Support' Event card must be discarded.	Minister Of Treasury (1) High Minister (1)

International Incident

1. Discharge The Minister Of State. If the Monarch accepts the counsel, the Minister is discharged.	Minister Of State (1) Each Ambassador (1)
2. Recall The Ambassador (state specific Ambassador). If the Monarch accepts the counsel, the Ambassador is recalled.	Minister Of State (1) Stated Ambassador (1)
3. Take Military Action. If the Monarch accepts the counsel, all 'Foreign Support' Event cards must be discarded.	Minister Of State (1) Minister Of Army (1) Minister Of Navy (1) General (1) Admiral (1)
4. Ignore The Problem.	No characters can modify this counsel.

Foreign War

1. Discharge The Minister Of State. If the Monarch accepts the counsel, the Minister is discharged.	Minister Of State (1) Minister Of Army (1) General (1)
2. Recall The Ambassador (state specific Ambassador—must be Ambassador to country that is at war with Fandonia). If the Monarch accepts the counsel, the Ambassador is recalled.	Minister Of State (1) Stated Ambassador (1)
3. Propose A Treaty.	Minister Of State (1) Minister Of Army (1)
4. Take Military Action. If the Monarch accepts the counsel, all 'Foreign Support' Event cards corresponding to countries currently at war with Fandonia and the 'Army Support' Event cards must be discarded.	Minister Of State (1) Minister Of Army (1) General (1)

Treason & Conspiracy Trials

1. Discharge The Minister Of Justice. If the Monarch accepts the counsel, the Minister is discharged.	Minister Of Justice (1) Archbishop (1) Each Judge (1)
2. Announce An Amnesty. If the Monarch accepts the counsel, all characters who are banished, imprisoned, or wrongdoers are returned to a normal situation.	Minister Of Justice (1) Sheriff (1)
3. Make Accusation Of Wrongdoing (state a specific opponent). If the Monarch accepts the counsel, the player may intrigue a card from the opponent's hand.	Minister Of Justice (1) Sheriff (1) Each Judge (1)
4. Crack Down On Conspirators. If the Monarch accepts the counsel, all 'Peasant Support' and 'Townsmen Support' Event cards must be discarded.	Minister Of Justice (1) Sheriff (1) Magistrate (1)

Pirates

- | | |
|---|---|
| 1. Discharge The Minister Of The Navy. If the Monarch accepts the counsel, the Minister is discharged. | Minister Of State (1)
Minister Of Navy (1)
Admiral (1) |
| 2. Increase Tribute To The Pirates. | Minister Of State (1)
Minister Of Navy (1)
Minister Of Treasury (1) |
| 3. Propose A New Treaty With Pirates. | Minister Of State (1)
Minister Of Navy (1)
Minister Of State (1) |
| 4. Take Military Action. If the Monarch accepts the counsel, the 'Navy Support' Event card must be discarded. | Minister Of State (1)
Minister Of Navy (1)
Admiral (1) |

Townsmen Unrest

- | | |
|--|--|
| 1. Discharge The High Minister. If the Monarch accepts the counsel, the Minister is discharged. | High Minister (1)
Archbishop (1)
Magistrate (1) |
| 2. Enact Repressive Laws. | High Minister (1)
Archbishop (1)
Magistrate (1)
Minister Of Justice (1) |
| 3. Enact Liberal Reforms. | High Minister (1)
Archbishop (1)
Magistrate (1)
Minister Of Justice (1) |
| 4. Take Military Action. If the Monarch accepts the counsel, all 'Townsmen Support' Event cards must be discarded. | High Minister (1)
Minister Of Army (1)
General (1)
Magistrate (1) |

Peasant Unrest

- | | |
|---|---|
| 1. Discharge The High Minister. If the Monarch accepts the counsel, the Minister is discharged. | High Minister (1)
Archbishop (1)
Sheriff (1) |
| 2. Enact Repressive Laws. | High Minister (1)
Archbishop (1)
Sheriff (1)
Minister Of Justice (1) |
| 3. Enact Liberal Reforms. | High Minister (1)
Archbishop (1)
Sheriff (1)
Minister Of Justice (1) |
| 4. Take Military Action. If the Monarch accepts the counsel, all 'Peasant Support' Event cards must be discarded. | High Minister (1)
Minister Of Army (1)
General (1)
Sheriff (1) |

Agriculture Crisis

- | | |
|---|---|
| 1. Discharge The Minister Of Trade. If the Monarch accepts the counsel, the Minister is discharged. | High Minister (1)
Minister Of Trade (1) |
| 2. Increase Tariffs. If the Monarch accepts the counsel, the 'Trade Guild Support' Event card must be discarded. | Minister Of Trade (1)
Minister Of Treasury (1) |
| 3. Accuse A Character of Witchcraft (state specific PC, EAC, or NC). If the Monarch accepts the counsel, the accused PC, EAC, or NC is accused of wrongdoing. | No characters can modify this counsel. |
| 4. Ask For Foreign Aid. | Minister Of Trade (1)
Minister Of Treasury (1) |

Natural Disaster

- | | |
|--|---|
| 1. Start A Welfare Program. If the Monarch accepts the counsel, all players with two or less IP receive Two IP. | High Minister (1)
Minister Of Treasury (1)
Archbishop (1) |
| 2. Give Tribute To The Church. If the Monarch accepts the counsel, all players with five or more IP lose Two IP. | High Minister (1)
Minister Of Treasury (1)
Archbishop (1) |
| 3. Attribute It To The Devil. | No characters can modify this counsel. |
| 4. Admonish Court Scientist. | No characters can modify this counsel. |

When a gain or loss is halved, any odd number is rounded up (See 20.5, 24.3, and 29.2).

ACTIVITIES CHART

ACTIVITY	REQUIRED	MODIFIERS
1. Acquire A Title.	Title Table Cost.	
2. Fill A Vacant Office.	Three IP.	
3. Become a Monarch's Counselor.	Monarch's Counselor Event Card.	
4. Court The Favor Of A FARC.	FARC.	Treachery Event Card -2 (one card, any one player). Favor Counter +5.
5. Render A Pardon.	Pardon Event Card.	
6. Announce An Amnesty.	Amnesty Event Card.	
7. Create A Henchman.	Henchman Event Card.	
8. Conduct An Assassination Attempt.	Intrigue Opportunity Counter and Assassination Event Card.	Additional Assassination Event Cards +2 (unlimited). Treachery Event Card -2 (one card, any one player). Informer Event Card +2 or -2 (one card, any one player). Personal Guards -2 (target must be non-Office Holder character). Palace Guards +2 or -2 (target must be Office Holder or RC) Monarch Is Target -1.
9. Expose A Scandal.	Scandal Opportunity Counter.	Informer Event Card -1 (unlimited, player exposing scandal). Informer Event Card +1 (unlimited, player object of scandal).
10. Escape.	Escape Event Guard, or Prison Guards Event Card (for character in prison), or Port Guards Event Card (for character in hiding).	Prison Guards Event Card Negates Prison Escape (one card, any one player). Port Guards Event Card Negates In Hiding Escape (one card, any one player).
11. Extradite A Wrongdoer.	Extradition Event Card.	
12. Intrigue An Opponent's Card.	Intrigue Opportunity Counter or Intrigue Event Card.	
13. Recruit Characters.	Character's Loyalty Counter and enough PPs.	
14. Recruit A Character By Treachery.	Intrigue Opportunity Counter and Treachery Event Card.	
15. Seduce A Character.	Intrigue Opportunity Counter and Female PC or FAC.	Informer Event Card Negates Seduction Attempt (one card, any one player). Treachery Event Card Negates Seduction Attempt (one card, any one player).
16. Hold A Wedding.	Successful Proposal.	
17. Consult The Prestige Tables.	Some Tables Have IP Costs.	Previous Modifiers From Same Tables (Max. +2 or -2). Bought Modifier +1 (only one, use once).
18. Travel.		
19. Draw A Counter Or Card.	One IP.	

EVENT CARDS CHART

EVENT CARD	EFFECTS
1. DOWN WITH THE KING*	If drawn from a player's hand, the player is accused of Wrongdoing and Wrongdoing die roll is +2.
2. Support Cards**	Added to a player's Usurpation Rating.
3. Monarch's Counselor***	Allows any one character to become a Monarch's Counselor.
4. Pardon	Returns one character who is banished, in prison, or in hiding to a normal situation.
5. Amnesty	Returns all characters who are banished, in prison, or in hiding to a normal situation.
6. Henchman****	Allows any one character to become a Henchman.
7. Intrigue	May be used as an Intrigue Opportunity Counter. May be used as an Assassination, Treachery, Informer, Escape, or Alibi Card.
8. Assassination	If drawn from a player's hand, the player is accused of Wrongdoing. Allows player to perform an Assassination Attempt. If drawn from a player's hand, the player is accused of Wrongdoing. +2 Assassination Table for each additional card.
9. Personal Guards	-2 Assassination Table.
10. Palace Guards	+2 or -2 Assassination Table.
11. Treachery	Negates Seduction Attempt. Allows player to recruit a character by treachery. -2 Assassination Table. -2 Royal Favor Table. +1 or -1 Dueling Dice Roll. -1 Interrogation Table. If drawn from a player's hand, the player is accused of Wrongdoing.
12. Informer	Negates Seduction Attempt. +2 or -2 Assassination Table. +1 or -1 Hearing Dice Roll. +1 or -1 Trial Table. +1 or -1 Scandal Table.
13. Escape.	Allows one character in hiding in Fandonia or in prison to escape abroad.
14. Prison Guards	Allows one character in prison to escape abroad. Negates Escape From Prison. +2 or -2 Interrogating Table.
15. Port Guards	Allows one character in hiding to escape abroad. Negates Escape From Hiding.
16. Extradition	Returns one Wrongdoer in hiding to trial in Fandonia.
17. Evidence	+1 Hearing Dice Roll. +1 Trial Table.
18. Alibi	-3 Hearing Dice Roll. -1 Trial Table.
19. Royal Alignment*****	Allows player to make the RC a FARC.
20. Extra Activity	Allows player to perform one extra activity this turn.

Key: *—This card is never discarded.
 **—This card is discarded only if the player loses the usurpation attempt in which the card is used.
 ***—This card is discarded if the FAC becomes a EAC or NC or dies.
 ****—This card is discarded if the FAC becomes a EAC or NC, dies, or takes an office.
 *****—This card is discarded only when the FARC becomes a NRC. The card is permanently removed from the game if the RC dies or succeeds to the throne.