

Shuffle Secret Missions and deal 1 White and 1 Blue to each player.

Choose a random first player.

Play

On your turn, play the three cards in your hand: one to the Table, one in your domain (play area), one in an opponent's domain. Then draw three new cards.

Playing a card above the Table raises that family in the Queen's esteem; playing below the Table lowers it.

Play until the deck and all hands are empty.

Card Powers

A Noble (crown) counts as two cards, around the Table or in a Domain.

A Spy (mask) is always played face down, and may not be inspected. If you play a Spy to the Table, place it above or below the Queen rather than its own family.

An Assassin (dagger) may eliminate another Courter from an area in which it's placed.

A Guard (shield) may not be eliminated by an Assassin

End of Game

Count cards above and below the Table for each family. If there are more above than below, the family is *esteemed*; if there are more below, it is *disgraced*. (If neither, it is *neutral*.)

You score +1 point for each card in your play area from an esteemed family, -1 point for each from a disgraced family.

Any secret mission you have fulfilled is worth +3 points.

Deal three Courter cards to each player.

remove ②: 30. ③: 18, ④: 6.

Lay out the Queen's Table mat.

Setup

Have most points at game end.

Goal

Last edited 2024-08-12

Roger's Rules: Firedrake/BGG

Courtisans