

# Courtisans

Roger's Rules: Firedrake/BGG

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## Goal

Have most points at game end.

## Setup

Lay out the Queen's Table mat.

Shuffle all Courtier cards and remove ②: 30. ③: 18, ④: 6.

Deal three Courter cards to each player.

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 Courtier 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.