

Overthroner – Rules + FAQ 2005/11/06
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OBJECT: Amass the most points to win

PLAYERS: 3–6

CARDS: 4 suits: 20 Musketeers – 1 to 7 points each

20 Gold 22 Courtiers – 1 to 3 points each

22 Courtiers – 4 to 7 points each

22 Provinces – 3 points (21), 4 points (1)

6 Nobles, 1 King, 11 Special Persons, 16 Event
cards (with 6 Rebellion cards) & 7 Interrupt cards.

Note: Musketeers, Courtiers, Nobles and Special Persons are all Person cards.

1. Gameplay summary

In this game you use several resources (Gold, Musketeers, Courtiers) to increase your wealth and possessions (Provinces) and thus accumulate Victory Points.

1.1 Setup

- 1) Remove the King and the six Nobles and the King;
- 2) Mix the nobles and deal one Noble to the each player; the noble will be kept in the space in front of the player (his court);
- 3) Place the King next to the Noble with the highest value;
- 4) Shuffle the remaining nobles in the deck;
- 5) Deal 7 cards to each player;

2. Gameplay

Starting with the player to the left of the King and continuing clockwise, each player takes a turn as follows:

- 1) If you have 0 or 1 card(s) in your hand, pick 3 cards; if you have 2 or more cards in your hand, pick 1 card;
- 2) **Optional:** Choose to either Duel with another Noble or Attack a Province or Bribe Courtiers from another player;
- 3) Play 1 card face-up from your hand to the center of the table [this will be a card that you either want to add to your court or an Event card whose powers you want to exploit]; players with no cards in their hand have to skip this step;
- 4) Once each player has played his card face-up,
 - 4.1) if no rebellion cards are played, the cards are resolved and captured;
 - 4.2) if only one rebellion card is played, a rebellion occurs and scoring is triggered;
 - 4.3) if 2 or more rebellion cards are played, the King is freed and the cards are resolved or captured and scoring is triggered;

2.1 The Optional Phase (2)

2.1.1 Attacking and Bribing

“Attacking” and “Bribing” mean attacking one opponent's “Resource” with your “Weapons”.

When “Attacking”, the “Resource” is a Province card and the “Weapons” are the Musketeers cards.

When “Bribing”, the “Resource” is a Courtiers card and the “Weapons” are the Gold cards.

The attacker chooses one face-up resource to attack, and uses one or more “Weapon” card from his hand or his court. If there is not a “Weapon” card put under the “Resource” to defended it, the attacker automatically wins.

Otherways, each “Weapon” card has a value in its four corners; the attacker must start his offensive with one or more cards having a value greater than the defensive “Weapon” card(s). Attacker and defender alternate battling with weapons. When one of the two sides remains without “Weapon” cards, the one who scored more points wins. Ties are won by the defender.

Once the battle ends, all the “Weapons” cards used are discarded and **not** shuffled back in the deck.

The winner takes the “Resource” in his court and puts the last card(s) he played under the won “Resource” card.

If the won card has any special ability, you may use it immediatly.

2.1.2 Dueling

To “Duel” both you and your opponent must have a Noble in your Courts.

As in the two previous cases, the attacker and the defender use “Weapons” cards. In this case you can use as “Weapon” any card with numbers on the corners, any one is good but Interrupts and Events. The attacker and the defender play only one face-down card. As soon as the two cards are on the table, both are turned face-up. The highest card wins; in case of tie the attacker can continue the duel or call it off. Unless the duel is called off, the loser Noble dies and is discarded together with the “Weapons” card.

2.2 Resolving and Capturing Cards (4)

The face-up cards in the center of the table can be of two types “Event”, “Rebellion!” and “Suit” Cards. Suit cards are Musketeers, Province, Gold and Courtiers cards.

Interrupt cards can be played in any moment, even in another player's turn.

The cards must be resolved in the following order:

1. Event cards;
2. Rebellion! Cards;
3. Suit cards;
4. Nobles and Special persons.

Cards that you capture are placed in your Court. This means they are placed face-up next or below your Noble card. Cards of the 4 main suits should be laid overlapping each other.

After all the cards laid in the center are distributed, if the King isn't under a player's control due to a Rebellion, move the King to visit the next player clockwise. The player to that player's left begins the next round.

2.2.1 Event cards

If more than one Event card were played, they must be resolved in the order they were played and then discarded.

- **Blackmail:** Choose an opponent and take one card from his hand and look at it. You can put that card in your Court or in your hand.
- **Uprising:** Choose an opponent, then each Province card in his Court not guarded by Musketeers become yours and goes into your Court. He may take Musketeers from his hand or unattached ones from his Court and use it to protect his Province cards.
- **Bandits:** Choose and take 1 Gold card from one opponent's Court and move it into your Court. Immediately add its points to your score.
- **Gossip:** Choose and take 1 Courtier card from one opponent's Court and move it into your Court. Immediately add its points to your score.
- **Drafts:** Choose and take 1 Draft card from one opponent's Court and move it into your Court. Immediately add its points to your score.
- **Inheritance:** Choose and take 1 Province card from one opponent's Court and move it into your Court. Immediately add its points to your score.

If there were cards attached under the ones taken with Gossip, Drafts or Inheritance, they will remain in the Court of the previous owner.

2.2.2 Rebellion cards

If only one Rebellion card is played, the rebelling player takes all the non-Event cards in the center of the table and adds them to their Court and may their special abilities. Then he takes the King and jails him putting him partly under his Noble or, in case the player's noble was killed, where the Noble would be. From this time on the King can't move to other players, until he is freed by a Rebellion or a Church Decree.

If more than one Rebellion cards are played in the same round and the king is free nothing happens and all the Rebellion cards are discarded; if the King is controlled by a Noble, he is automatically freed and the players who played the rebellion immediately score 5 points.

In both cases, if this is not the last round (last round is when there are no more cards in the deck):

- 1) One Province scoring round occurs;
- 2) Starting with the player hosting the King, each player picks one card until all players have refilled their hands to 7 cards;
- 3) a new round starts.

2.2.3 Suit cards (Musketeers, Courtiers, Gold and Provinces)

Each player who laid out the highest card in each of the 4 main suits collect from the center of the table all cards of that suit and put them in his Court.

In case of a tie, the winner is the one who has the most Courtiers points (and not the highest Courtiers card) in his Court that match his Noble's symbol: dead Noble = losing the tie. In case of another tie, each player that played that suit takes back his card in his hand, under "Resources" as "Weapons" or in a stockpile to be used against Attacks or Bribes.

2.2.4 The Nobles and Special persons

Anyone who played a Noble or Special person card, places it in his Courts and performs the action described on the card. Cards collected in the action may be added to your Court.

Note – Anytime you place a Special Person in your Court, you may immediately perform the action written on that card.

Note – Nobles and Special person cards never capture each other; if you play one and it survives, you will get it.

- Bishops (2x): Can free the King via Church decree. He allows you to play the “Questionable Birthright” and “Excommunication” Interrupt cards.
- Cardinal: Same as Bishop plus allows you to play the “Executioner” Interrupt card.
- Captain: Eliminate any one face up Person card from the table. Discard it and take any Gold under it in your hand or Court.
- General: All players must give you a Musketeer card from their Court if they have any. You may place them in your Court or hand.
- Jester: Draw 2 cards and place them in your hand or Court.
- Queen: All players must give you a Courtier card from their card if they have any. You may place them in your Court or hand.

Note – The Queen has Provinces and Courtiers like the 6 Nobles.

- Surveyor: All players must give you a Province card from their Courts if they have any. You may place them in you Court or hand.
- Tax Collector: Any Gold cards played in this round prior to the use of this card's 'power' must be given to the player with this card. This includes Gold used in Duels and Bribes that were discarded in this round. Place them in your hand or structure.
- The Keeper: Any Musketeer cards played in this round prior to the use of this card's 'power' must be given to the player with this card. This includes Gold used in Duels and Attacks that were discarded in this round. Place them in your hand or structure.
- Treasurer: All players must give you a Gold card from their Court if they have any. You may place them in your Court or hand as needed.

3. Interrupts and Decrees

3.1 Interrupts

These cards can be played **at any time** to interrupt the game. Resolve the action then continue your turn.

- Masquerade: This card can only be played at the beginning of a round before any player has laid a card down. All players must be pick one card random from the player's hand to their left. The card picked is laid face-down as your play for this round. Reveal all simultaneously and play the round using those cards. Discard the Masquerade and no “Dueling”, “Attacking” or “Bribing” are allowed because you and the other Nobles are at the Masquerade Ball. Jump directly to the Capturing Cards step. Then the King (if free) passes to the next player. Any cards picked that cannot be properly used (i.e. You pick an Executioner but can't use it) are discarded.
- Questionable Birthright and Excommunication: These can be played on any opponent as long as you have a Bishop or Cardinal in your Court. Add 10 points immediately to your score. The opponent must keep the card in their Court. However, if at any point this player has a Bishop or a Cardinal in his Court, he can then replay the Interrupt on any opponent and gain 10 points.

Note – A player can't play each of these Interrupts more than once in the same round: this means that:

- 1) you can play in the same round both QBR and ExC, thus scoring 20 points;
 - 2) you have to wait for the next round to play another Interrupt identical to the one you've just played;
 - 3) in a single round more than one ExC and more than one QBR may be played by different players;
- Executioner: If you have the King, the Queen, the King's Ear or the Cardinal face-up in your Court, you may play this. You can immediately execute any Person card on the table as long as it is face-up! The Executioner, the card chosen and any Gold with it are immediately discarded.
- Note** – This can be used to prevent a card from being captured before the distribution.
- The King's Ear: Play this on yourself if you have a Noble to immediately gain 10 points. To Free the Ear, the Noble controlling him must be killed or imprisoned (Captain of the Guards card); then the Ear is placed in the center of the table. At any point thereafter, a player with a Noble may lay claim to it by placing any numbered card face-down on it, declaring his intentions to take it. Any other player with a Noble may do the same, challenging the first player. When all cards are down, reveal simultaneously, then discard them. **Highest** card wins the Ear. Players who tie must lay another card down or back down.

3.2 Decrees

Use this action at any time on your turn if you meet the requirements. Resolve it, then continue your turn.

- Church Decree: A player with the Cardinal or a Bishop can order the release of the King if he is controlled. If he is released he will move clockwise at the end of the round (unless a Rebellion occurs). If the player who jailed the King refuse to release him, he immediately lose 15 points; if he has less than 15 point, he can't refuse to release the King. If the player with the King has the Bishop or the Cardinal, he can ignore the decree without penalty: so to be effective a Church Decree must be played against an opponent without clergymen. If the Decree fails only a different player with a Bishop or Cardinal can try to free the King with another Church Decree. Each time the King is released and recaptured, the Church Decree can be attempted again.

Variant: Assign 3 church point to the Bishop and 5 to the Cardinal. You may issue a Church Decree only if you have more Church points than the player controlling the King. These Church point are not added to your score.

- Noble Decree: A player with no Noble can promote the highest Courtier in his Court to the rank of Noble. The player must have the King (visiting or imprisoned). Discard the Courtiers card with and take a Noble card from the discard deck. No player can be elevated to the Queen position. When playing with less than 6 people, players may have more than one Noble.

4. Province Scoring

Except in the last round, a Rebellion card played triggers a scoring. Each player scores only the Provinces in his Court, not in his hand. The points are added to his score: 1 point for each Province not matching his Noble symbol, 2 points if they match; of course no Noble=No bonus.

5. Final Scoring and Victory

When the deck is exhausted, it's the last round, regardless of whether everyone picked a card or not.

Players with no card in their hands are left out of this last round.

The final scoring:

- 1) only the cards in your Court give you victory points, so discard the ones in your hand;
- 2) discard all Gold and Interrupt cards from your Court;
- 3) score the points as in “4. Province Scoring”;
- 4) give a 10 points bonus to the player **controlling** the King; if the King is free and only visiting the player does not receive the bonus.

Highest score wins.

6. Variant

For a longer and more challenging game, the goal is to reach 250 or 300 points, not to win a single game. You add the points you scored in each game, the first to reach the goal is the winner.