

Louis XIV

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A Game of Intrigue in the Court of the Sun King

Slip into the role of a wily Courtier and try your luck at the court of Louis XIV. Influence his closest associates. Seduce his many mistresses. Bribe Ministers, buy Generals. Collect information to help you fulfil your **Missions**!

The Aim of the Game

The game runs over exactly four rounds. Each round consists of four consecutive phases.

First the players receive money and new Influence cards. They use the cards to try to build their Influence over the various people in the King's Court. Then the Influence tiles that have just been placed are evaluated and the players receive (among other things) Mission chips, money and more cards. Players use the chips to fulfil their secret **Missions**, for which they will receive victory points at the end of the game

The winner is the person with the most victory points at the end of the game.

In 4 rounds, the players try, using their Influence cards and tiles, to fulfil as many of their secret Missions as possible.

The player with the most victory points at the end of the game is the winner.

Components

90 playing cards	20+12+8 Mission cards, 30 Influence cards, 12 Intrigue cards, 8 money cards
64 Influence markers	16 wooden blocks in each of 4 colours
4 punched boards with	
12 Personage tiles	Show 12 different people from the court of Louis XIV
60 shields	10x6 different shields
34 Mission chips	10x crown; 6 each x Scepter, Helmet, Ring, Letter
32 gold coins	22x 1 gold Louis 10x 5 gold Louis
1 start player marker	Shows the Palace of Versailles
1 Louis XIV playing piece with plastic holder	

If you are reading these rules for the first time, we recommend that you don't bother with the bolded text in the border. This text is a quick version of the rules to help players – even after a long time between games – to get back into the game quickly.

Before you play

(Note: The following rules are for the 3 or 4 player game. The extended rules for the 2 player game are at the end of these rules – see page 19)

The 12 Personage tiles show a portrait of an important Personage in the Court of the Sun-King on both sides. (a short biography of each Personage is at the end of these rules). To the right of the portrait is a strip that indicates what reward this Personage will pay if players successfully influence him or her during the game. At the bottom of each strip is the number of the tile (from 1 to 12).

At the start of the game, all Personage tiles are laid out in the middle of the table with the red number facing upwards. First, tile 1 (Anna d’Autriche) is laid out, then the other tiles, facing in the same direction, from 2-12 in a spiral around the first tile. (see figure 1)

Lay the 12 Personage tiles in a spiral from 1-12.

Put the Mission chips, shields, money, Louis XIV and the playing cards ready.

The 34 Mission Chips

(hexagonal) show the same symbols as Personages 1-4, 5 and 9. The players need these to fulfil their Mission cards. The chips are sorted by type and placed in the gaps next to the appropriate Personage (*the letters, for example, are placed in the hole between tiles 8 and 9 so that they are directly next to Philippe I.*). The crowns are placed between tiles 5 and 6 and between tiles 9 and 10.

The 60 Shields (square) show 10 each of 6 different shields. They are shuffled well and laid face down above the playing area.

The 32 gold Louis coins (round) show the value 1 or 5. They are sorted by value into the “bank” next to the shields.

Figure 1: Starting Layout

[Shield tiles]	[1 gold Louis coins]	[5 gold Louis coins]	[Louis XIV]	[4 money cards]
Crowns	6	Sceptres	7	
5	A	1	B	8
Helmets	4	*	2	Letters
12	C	3	D	9
Personage cards	11	Rings	10	Crowns
	Influence cards	Missions (pale)	Missions	Missions (dark)

The Louis XIV figure is stood in the plastic holder and placed beside the gold Louis coins.

Playing cards are sorted according to the pictures on their reverse sides:

The 8 Money cards (yellow backs) indicate, for each round, how much money the players receive and on which of Personage Tiles 1-4 the King will be placed. The 8 cards are thoroughly shuffled, then 4 cards are returned *face down* to the box and 4 cards are placed *face down* beside the gold coins.

The 12 Intrigue cards (red-brown backs) each show one of the 12 Personages. They are shuffled and laid *face down* in the space between Tiles 11 and 12.

The 30 Influence cards (green backs) each show one of the 12 Personages (2 cards of each), or 6 picture frames with tapestries and a question mark (Joker). They are well shuffled and laid *face down* below Tile 11.

The 40 Mission cards (3 different blue backs) indicate which Missions the players should fulfil at the court, and what the reward will be *for each round* after they have been carried out. There are three different types of Mission; they are sorted by colour (pale, medium and dark blue) and placed as 3 well shuffled piles face-down at the bottom of the playing area.

Each player receives:

- 16 Influence markers in his/her chosen colour
- 5 gold Louis from the bank; these are laid out where all players can see them (*money can be exchanged at the bank at any time during the game*)
- One pale and one medium blue Mission card, which are held in the player's hand, which is kept secret from the other players.

The oldest player is the first player for the first round and receives **the starting player card** (the palace of Versailles).

In clockwise order, all players lay their own Influence markers in the hole in the playing area (A – D) that is closest to them:

- The starting player lays 5 Influence markers
- Player 2: 5 Influence markers
- Player 3: 6 Influence markers
- Player 4: 7 Influence markers

Players now have different numbers of Influence markers in *their private supply* (11, 11, 10, 9) as well as in the *common supply* in the middle of the table (5, 5, 6, 7)

Each player receives:

- **16 Influence markers**
- **5 gold Louis**
- **2 Mission cards** (1 pale blue, 1 medium)

Each player places some of their Influence markers in the playing area:

Player 1: 5

Player 2: 5

Player 3: 6

Player 4: 7

Playing the Game

The game is played over **four rounds**, which each consist of **four consecutive phases**:

- Phase 1: Resupply (*see page 4*)
- Phase 2: Influence (*see page 4*)
- Phase 3: Evaluation (*see page 7*)
- Phase 4: Missions (*see page 11*)

After the Missions phase of the fourth round, the game ends; the player with the most Victory Points is the winner.

4 rounds, each of 4 phases:

- 1. Resupply**
- 2. Influence**
- 3. Evaluation**
- 4. Missions**

Phase 1: Resupply

This phase is divided into three consecutive steps:

Step 1. **The topmost money card** is turned over (*even in the first round*): each player takes the displayed amount from the bank and puts it with the rest of their money (visible to other players). Then the Louis XIV marker (*see page 10*) is placed on the indicated Personage tile .

Step 2. Beginning with the starting player, each player in turn carries out the **Missions he has already fulfilled** (and therefore placed openly in front of him), as far as these apply to the Resupply Phase (*note that this does not happen in Round 1, as no-one has any cards in front of them yet*). Mission cards that are still in players' hands are *not* carried out at this point.

Step 3. Each player receives **5 Influence cards** from the pile below Tile 11 (*Jules Mazarin*). These are placed in players' hands (and are kept secret).

Phase 2: Influence

The starting player begins this round, then it continues in clockwise order. The player whose turn it is places *one* of his Influence cards face-up in the centre of the playing area (see figure 1 - *) and carries it out.

Then it is the turn of the next player, etc until all the players have played out their cards.

There are two possible ways to use Influence cards:

- *Either* players use them to play Influence markers
- *Or* players use them to fetch Influence markers from the *common* supply back into their *private* supply.

(A player may not both place Influence markers and retrieve them into their private supply with one card, they may only do one or the other).

RESUPPLY NACHSCHUBPHASE

1. Turn over a money card
(each player receives money; Louis XIV is placed)

2. Carry out text of displayed Mission cards
(as far as is relevant to the Resupply Phase)

3. Take 5 Influence cards per player

INFLUENCE EINFLUSSPHASE EINFLUBPHASE

The players take turns to play 1 Influence card each.

(*illustration: Influence cards bear a number (top left), a picture and the number of the Personage's tile*)

Personage Influence Cards (2 cards per *Personage*)

Placement: After one of these cards is played, a player may take *up to three* Influence markers from his *private* supply and place them on the corresponding Personage tile*. If he wishes, he may now “jump” these Influence markers to a neighbouring (diagonal) tile – but he must leave *at least* one marker on the original tile. If he wishes, he may move once more from the *second* tile to a neighbouring (diagonal) tile. In this case, he must also leave a marker behind on the second tile. After at most two of these moves, his turn ends as he has placed all three Influence markers. (*See following examples*).

Caution: One of the three markers that has just been placed *must* be left behind! Influence markers from previous turns or moves may not be counted here.

Exception: After a Personage Influence card has been played, a player may take 3 of his Influence markers from the *common* supply in the middle of the table back into his *private* supply. If he doesn’t have enough markers left in the common supply, he may take fewer.

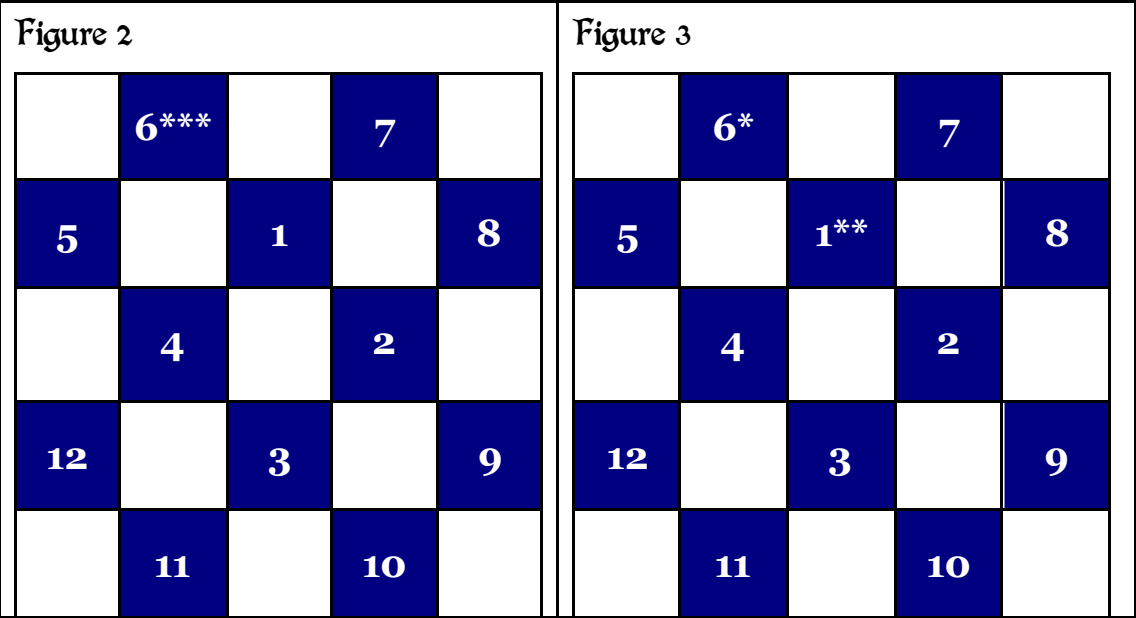
Joker Influence Cards (the 6 tapestries)

Placement: After one of these cards is played, a player may place *up to two* Influence markers. The player takes first one marker from his private supply and places it on any of the 12 Personage tiles he chooses. If he wishes, he may now place a second marker on the same or a neighbouring (diagonal) tile.

Exception: The player may take 2 of his Influence markers from the *common* supply back into his *private* supply. If he doesn’t have enough markers in the common supply, he may take fewer.

** For ease of counting, Influence markers should always be grouped by colour and placed on the lower left part of the playing area.*

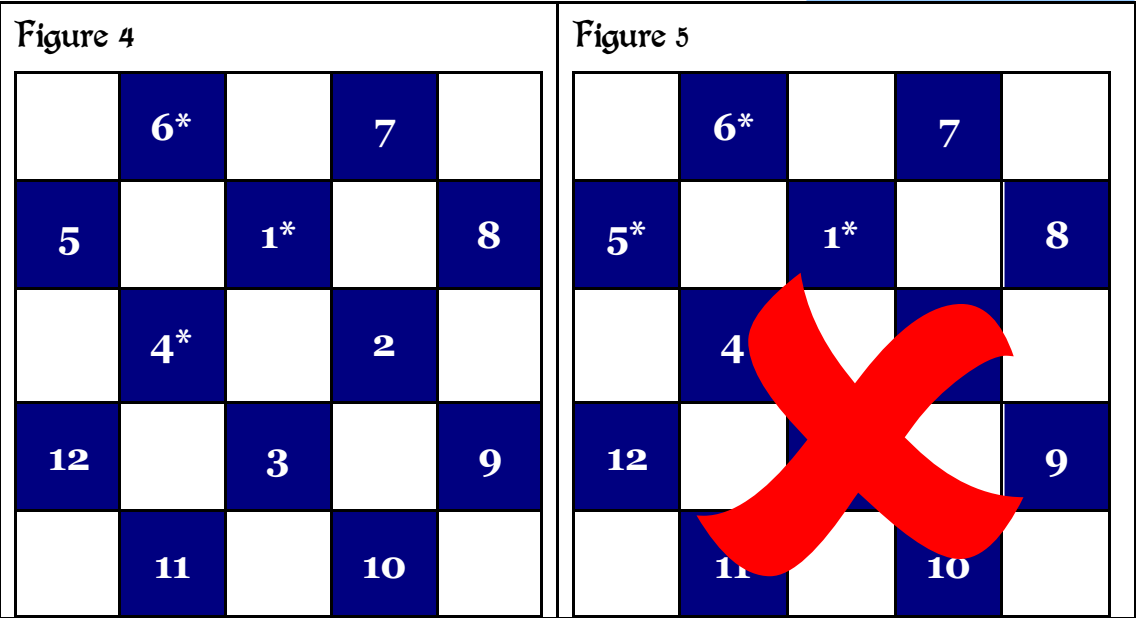
For Each card: up to 3 (Personage card)
or up to 2 (Joker card)
either place or take from the common supply area.



*Example: Karin has played the “le Grand Condé” Influence card (Tile 6) – that is, she can now place 3 or fewer of her **Influence** markers on tile 6 (figure 2). From there, she could move to a neighbouring tile, for example to tile 1 (or 5), but must leave at least one marker on tile 6 (figure 3). If she wishes, she could also move from tile 1, for example to tile 4 (or 2, or 7). In this case, she would also have to leave a marker on tile 1 (figure 4).*

Caution: These examples only show a few of the possibilities for Karin to move her 3 Influence markers, starting at Tile 6. She could also, for example, place fewer than 3 markers if she wanted to.

What she could not do, would be to move from tile 6 to both tiles 1 and 5 (figure 5). (Although, if she had played ‘Anne of Austria’ (tile 1) or ‘Françoise de Montespan’ (Tile 5) this move would be OK)



In summary, when placing Influence markers, players may:

- Place *fewer* than the permitted 3 (or 2) Influence markers at any time;
- Only move to *neighbouring* (diagonal) tiles;
- Not move from a tile unless they are leaving *at least one marker* behind;
- Not move *in two different directions* from one tile.

In this way, *each* player takes turns at playing single Influence cards until *he* only has *one* Influence card left in his hand. A player's last Influence card is *not* played, but is discarded *immediately* after play of the *second last* card – with absolutely no effect! – and is returned, faced down, to the pile of unused Influence cards. It can *never* be carried over into the next round. Once *all* players have played out their cards, the Influence Phase ends.

As the last action of this phase, *all* 30 Influence cards are shuffled again and laid below tile 11.

In clarification: Due to the effects of tile 11 and some Mission cards, players from round 2 onwards may have different numbers of Influence cards in their hands. Because each player plays cards until *he* only has *one* card left, the players may take differing numbers of turns. A player may even take several consecutive turns, if all the other players have already played out all their Influence cards.

Phase 3: Evaluation

Beginning with Personage tile 1, then tile 2, then 3 etc (all the way up to tile 12), players count who receives the Personage's reward (*Details on the rewards offered are under 'The Personage tiles' – see page 13*). There are three different conditions whereby the 12 Personages will pay the reward:

- Money
- First place
- Influence markers

Each player plays all his Influence cards except one.

At the end of the Phase all Influence cards are shuffled and laid out as a new pile.

EVALUATION AUSWERTUNGSPHASE

The tiles are evaluated in order from 1 to 12.

3 conditions:

- **Money**
- **First place**
- **Influence Markers**

Money (in round 1, tiles 1, 2, 3, 4, 8 and 12)

Symbol: gold coins

The player who has the most Influence markers on one of these tiles receives the reward *for free*, but *must* place all the Influence markers on the tile in the *common* area in the middle of the table (*he cannot choose to retain the markers in his own private supply*). Then, in clockwise order, *all* the other players with at least one Influence marker on the tile can, in turn, “bribe” the Personage (*this is optional*), in other words they can buy the reward by paying the indicated number of gold Louis to the bank. Finally, these players take their Influence markers from the tile and return them to their *private* supply (regardless of whether they bought or not).

If 2 or more players have the most Influence markers on one of these tiles, no-one receives the reward for free; each player must bribe if he wants to receive the reward. In this case, all Influence markers are returned to the player’s *private* supply. (*see examples page 10*).

Exception: If the playing figure Louis XIV is on this tile (*see page 10*).

First Place (in round 1, tiles 5, 7, 9 and 11)

Symbol: “1.”

The player who has the most Influence markers on one of these tiles – and only this player – receives the reward. Finally, he places his markers on the tile into the *common* supply. All other players who had markers here get nothing. They take their markers back into their *private* supply.

If 2 or more players have the most Influence markers on one of these tiles, *no-one* receives the reward. In this case, all players there can take their markers back into their *private* supply (*see examples page 10*).

Exception: If the playing figure Louis XIV is on this tile (*see page 10*).

Influence markers (in round 1, tiles 6 and 10)

Symbol: 

In turn, beginning with the starting player, each player who has *at least* the indicated number of Influence markers on one of these tiles receives the indicated reward and then returns his markers to his *private* supply. A player who has fewer markers than indicated leaves with nothing, and takes his markers back into his *private* supply. A majority is meaningless when this condition applies; Influence markers are *never* placed in the *common* supply from these tiles. (*see examples page 10*).

Money (gold coins):

The person with the majority receives the reward at no cost. (markers to common supply); **all others present can buy the reward** (markers to private supply)

First place (“1.”):

Only the majority holder receives the reward (Markers go to the common supply); **all others leave with nothing** (markers go to private supply)

Influence markers:

All players with the required Influence markers receive the reward (markers to go private supply) 

The Intrigue cards

There is exactly *one* Intrigue card for each of the 12 Personages. During the Evaluation phase, if a player has the Intrigue card for a particular Personage tile, he *may* play it directly before the Personage is evaluated. He may then choose to place *one* of his Influence markers from the common supply or *up to two* from his private supply on this Personage tile (*placing 1 marker from the common supply plus one marker from the private supply is not allowed*). Finally, he places the Intrigue card face down under the appropriate pile beside tile 12. The Personage tile is now evaluated as usual (*see Evaluation Phase, page 7*).

Tip: *A player is not obliged to play his Intrigue cards. He can also hold them in his hand until the end of the game. Then he will receive one shield for each unplayed Intrigue card. (See “Game End”, page 12)*

Turning the Personage cards over

For the conditions “Money” and “First Place”:

Whenever a *single* player has a majority on one of these Personages, the tile is turned over after it has been evaluated. This Personage will have a different condition for their reward in the next round.

If there is no *single* majority on a tile, it is not turned over (*Exception: Louis XIV figure; see page 10*).

For the condition “Influence markers”: The tile is turned if at least one player receives a reward.

Tip: *In the fourth round, turning the tiles is unnecessary. The removal of the Influence markers into the private supply or to the common supply must be carried out as described, because the Influence markers in the private supply can be a deciding factor if there is a draw in final victory point tallies.*

The player of an Intrigue card in the Evaluation phase may either add 1 marker from the common supply or up to 2 from his personal supply to the appropriate Personage tile.

In an Evaluation, if a single player has a majority (gold, first place) or if at least one player receives a reward (Influence markers), the tile is turned.

Examples for some Evaluations:

Le Grand Dauphin (4)	Le Grand Dauphin (4)	Anna d'Autriche (1)	Anna d'Autriche (1)	Henri de Turenne (10)
Gold → 1 helmet	Gold → 1 helmet	First place → Sceptre	First place → Sceptre	2 markers → 2 shields
3 yellow 2 red 1 green	2 yellow 2 red 1 green	3 yellow 2 red 1 green	2 red 2 yellow	3 yellow 2 red 1 green
<i>Yellow receives 1 helmet chip for free, red and green can buy a helmet chip for 3 gold Louis (each); blue can do nothing (as he has nothing on this tile).</i>	<i>No-one receives a free helmet chip. Yellow, red and green can buy one for 3 gold Louis (each).</i>	<i>Yellow receives 1 sceptre chip, red and green do not receive anything.</i>	<i>No-one receives a sceptre chip.</i>	<i>Yellow and red each receive 2 shields. Green receives nothing.</i>
<i>Yellow returns his markers to the <u>common</u> supply, the others receive theirs in their private supply.</i>	<i><u>All</u> players return their markers to their <u>private</u> supply.</i>	<i>Yellow returns his markers to the <u>common</u> supply, the others receive theirs in their <u>private</u> supply.</i>	<i>Both players leave with nothing and return their markers to their <u>private</u> supply.</i>	<i><u>All</u> players take their markers back into their <u>private</u> supply.</i>
<i>The tile is turned.</i>	<i>The tile is not turned.</i>	<i>The tile is not turned.</i>	<i>The tile is not turned.</i>	<i>The tile is turned.</i>

The Louis XIV figure

The money card that is turned over during the Resupply Phase indicates on which of the Personage tiles 1-4 the figure of Louis XIV is placed in each round. In the Evaluation of this tile, the rules are different:

- The player with the most Influence markers receives *two chips*: the chip that the Personage provides and *in addition* another crown chip. His Influence markers are returned to the *common* supply area. This applies to both conditions (money and first place).
- The player with the second most markers receives *one* chip; the chip that the Personage provides (regardless of whether the condition was money or first place). He returns his Influence markers to his *private* supply.
- All other players on the tile either leave with nothing (first place) or can bribe the Personage as usual (money). In either case, their markers are returned to their *private* supply.

The Louis XIV figure is then returned to the area beside the money cards, waiting for its entry into the next round, and the tile is turned.

For all Personage tiles on which Louis XIV sits:

The majority holder receives 2 chips; the one indicated and 1 crown chip (markers are returned to common supply)

The second place holder receives the chip indicated (markers are returned to private supply)

Any other players leave with nothing (first place) **or can 'buy'** (money) (markers are returned to private supply)

Caution: If two or more players have the most Influence markers on this tile, *all* these players receive only the chip indicated (*and not the additional crown!*). They must return their Influence markers to the common supply and the tile is turned. All other players there either leave with nothing (first place) or can bribe the Personage as usual (gold). If there is a single first place holder and several players tie for second place, the first place holder receives the 2 chips and the second place holders either all leave with nothing (first place) or they can bribe (gold).

Some examples of Evaluation with Louis XIV:

<i>Le Grand Dauphin (4)</i>	<i>Anna d'Autriche (1)</i>	<i>Le Grand Dauphin (4)</i>	<i>Anna d'Autriche (1)</i>
Gold → 1 helmet	First place → Sceptre	Gold → 1 helmet	First place → Sceptre
3 yellow 2 red 1 green	3 yellow 2 red 1 green	2 yellow 2 red 1 green 1 blue	3 yellow 2 red 2 green
<i>Yellow receives 1 helmet chip and 1 crown chip. Red receives 1 helmet chip. Green can buy a helmet chip for 3 gold Louis, if he wishes.</i>	<i>Yellow receives 1 sceptre and 1 crown chip, red receives 1 sceptre chip. Green leaves with nothing.</i>	<i>Red and yellow each receive 1 helmet chip. Green and blue may buy one for 3 gold Louis (each), if they wish.</i>	<i>Yellow receives 1 sceptre and 1 crown chip. Red and green leave with nothing.</i>
<i>Yellow returns his markers to the <u>common</u> supply, the others return theirs to their private supply.</i>	<i>Yellow returns his markers to the <u>common</u> supply, the others return theirs to their private supply.</i>	<i>Red and yellow return their markers to the <u>common</u> supply, the others return theirs to their private supply.</i>	<i>Yellow returns his markers to the <u>common</u> supply, the others receive theirs in their private supply.</i>
<i>The tile is turned.</i>	<i>The tile is turned.</i>	<i>The tile is turned.</i>	<i>The tile is turned.</i>

Phase 4: Missions

After all 12 Personages have been evaluated, the players may fulfil the Mission cards in their hands (in clockwise order, beginning with the starting player). In order to be able to place a Mission card *face up* on the table, a player must return both the Mission chips depicted at the top of the card to the playing area.

A crown chip may replace *any* of these chips. A player may use 2 crown chips to fulfil a Mission card.

The “?” on the right hand side of the pale blue cards means that players may use *any* Mission chip.

MISSIONS MISSIONSPHASE

In clockwise order, players fulfil their Mission cards by playing the appropriate chips.

After a player has paid the two Mission chips and laid the Mission card face up in front of him, he immediately draws a new Mission card from any of the three piles. *Players may, for example, draw a dark blue card even if the Mission card they just played was pale blue.*

Immediately afterwards the player may reveal another Mission card (even the one he just drew!), by paying the appropriate Mission chips. He then draws another Mission card, etc, until he cannot reveal any more Mission cards because he has either not enough Mission chips or the wrong kind. Now it is the next player's turn.

Caution: Each player may retain *at most one* Mission chip into the next round. If a player has more than one Mission chip remaining after fulfilling his Missions, he has to discard all but one Mission chip (back into the supply). For each chip that must be discarded in this way, he receives a (face down) shield from the supply as consolation.

Example: Michael has 2 sceptres, a ring and a crown. First, he pays a sceptre and the ring to play a Mission card that requires those two chips. Immediately he draws a new Mission card; this one is from the dark blue pile, because he is hoping to maybe draw a card with two sceptres. But bad luck, it's a double helmet! Michael pays his remaining chips and reveals his other Mission card, which requires a helmet and a '?' (Crown for the helmet, sceptre for the '?'). Now he draws another Mission card. As he has no more Mission chips, his Mission phase ends and the next player has his turn.

After all players have completed the Mission phase, the starting player marker is passed to the next (clockwise) player and a new round begins (*see Resupply Phase, page 4*). The game ends after the Mission phase in round 4.

Caution: *If only 3 players are playing, the starting player of the 4th round receives the top Intrigue card from the pile in the Resupply Phase as compensation for being the starting player twice.*

After a Mission card is revealed, draw a new Mission card immediately.

Players may take at most one Mission chip into the next round. Additional chips are swapped for shields.

Game End

After the Mission phase in round 4 has been completed, each player exchanges "excess materials" for shields. Players receive one face-down shield from the supply for each:

- 1 Influence card (through tile 11)
- 1 unplayed Intrigue card
- 1 unplayed Mission chip
- 1 Influence marker on a Personage tile (through tiles 6 and 8)
- 3 gold Louis

After round 4, players exchange any of the following for 1 shield:

- 1 Influence card
- 1 Intrigue card
- 1 Mission chip
- 1 Influence marker on a Personage
- 3 gold Louis

Example: At the end of the game, Wolfgang has:

- 1 Influence card (through tile 11) (= 1 shield)
- 2 Intrigue cards (= 2 shields)
- 8 gold Louis (= 2 shields)
- 2 Influence markers on tile 5 (through tile 8) (=2 shields).

Wolfgang receives 7 additional shields from the supply and places them with his other shields.

All players now uncover their shields and sort them. For each design, the player with the majority receives another shield from the supply, which is placed *face down* beside the shields he has already uncovered. If two or more players both have the majority, each of them gets the additional shield.

After the six different styles of shield have been evaluated, each player counts *all* his shields (face up and face down) and adds this sum to the victory points he has won by completing Missions (*ie by playing face-up Mission cards*). *Each* completed Mission card is worth 5 victory points, regardless of its function or level of difficulty.

The player with the most victory points is the winner. In the event of a tie, the winner is the player with the most Influence markers in his private supply.

Then players count who has the most of each style of shield: Each majority = 1 shield.

The Victory Points:

- 1 per shield
- 5 per Mission

The player with the most victory points is the winner.

The Personage Tiles

The reward that a Personage bestows is the same on both sides of the tiles; only the conditions vary between 'Money', 'First Place' and 'Influence markers'.

1. Anna d'Autriche

The player receives one Sceptre chip.

2. Philippe I de Orléans

The player receives one Letter chip.

3. Marie-Thérèse d'Espagne

The player receives one ring chip.

4. le Grand Dauphin

The player receives one helmet chip.

Note that the Louis XIV piece may add a crown chip to any of these first four tiles.

5. Françoise-Athénaïs de Montespan

The player receives one Crown chip.

6. Le Grand Condé

Players receive *one* face-down shield from the supply and place it in front of themselves. Next, each in turn places *one* of their own Influence markers from the *common* supply onto the tile *of their choice*. (*This could even be on one of the tiles that have not yet been evaluated (7-12) to change the majority for the current Evaluation, or on one of the earlier tiles 1-5 – or even on tile 6 itself (to gain an advantage for the next round or the end of game)*).

7. Jean-Baptiste Colbert

The player(s) receive(s) 5 gold Louis from the bank.

8. Françoise de Maintenon

The player(s) may in turn place 2 Influence markers from the *common* supply onto tile 5. In addition, they may retrieve 1 Influence marker from the *common* supply and place it in their *private* supply.

9. Louise de La Vallière

The player(s) receive(s) one crown chip.

10. Henri du Turenne

The player(s) receive(s) 2 face-down shields from the supply.

11. Jules Mazarin

The player(s) in turn receive the top card from the Influence card deck.

12. François-Michel Louvois

The player(s) in turn receive(s) *one* face-down shield from the supply and the top card of the Intrigue card deck.

Tips:

- For all tiles, it is always the player with the majority who receives the reward first, then all the other players in turn, starting with the start player. The order is really only important on tiles 6 and 8.
- Each player who is entitled to a reward from a Personage can obviously only receive it once per round. Players cannot, for example, buy additional chips or cards.
- If a player receives a crown chip (tiles 5 and 9), he may take it from either of the supply areas; the division into two areas is only for convenience.
- If a player receives a shield (tiles 6, 10 and 12), he places it, without showing it to the other players, face down in front of him. Players may look at their own shields at any time during the game.
- If a player receives an Influence card (tile 11), he takes it into his hand. In the following Influence phase he may therefore play one card more.
- If a player receives an Intrigue card (tile 12), he takes it into his hand. It may be played at any time from the following Evaluation phase.
- If a player is able to place Influence markers from the common supply, he may also take them from his private supply if he doesn't have enough in the common supply

Also:

If little Influence markers are shown on the Personage tiles or playing cards, these always refer to markers from the common supply. If big markers are shown, these are always from the player's private supply.

It is not expected that there will ever be insufficient quantities of Gold, Mission chips or shields. In the unusual event that there are not enough playing pieces, players should supplement with another item. (ie there is no counter mix limit – MJR)

The Mission Cards

Once a Mission card has been revealed, it remains face up in front of the player *until the end of the game*. Unless the card states otherwise, its effect occurs exactly *once* in *each* relevant Phase of the game. In other words: almost all cards apply not just once in the game, but *once each round*. A revealed card *may* be used by its owner, but they may also choose not to use it. For clarity, players should play cards from left to right to follow the phases of the game.

Pale Blue Mission Cards

The 20 pale blue Missions are the easiest to play, because players need only one specific chip and another of their own choice. The payment for these is, however, quite small. They are divided into the following 7 types:

+1 Mission cards (2): *These two Mission cards are the only ones that can only be played once during the entire game; they are only played when they are revealed.*

Immediately after playing one of these cards, the player draws *any two* (instead of one) Mission cards. The player may look at the first card before he draws the second (*which may also be from a different pile*). After playing this card, the player will have at least 3 Mission cards in his hand for the rest of the game.

+1 Influence marker cards (2)

In step 2 of each *Resupply Phase*, the player takes one of his own Influence markers from the common supply and places it in his private supply. If no more of his markers are in the common supply, the card has no effect.

+ 1 gold Louis (4)

In step 2 of each *Resupply Phase*, the player takes 1 gold Louis from the bank.

+1 Influence marker on tile 1 / 2 / 3 / 4 (1 of each)

At the beginning of the *Influence phase*, the player may place, if he wishes, *one* of his Influence markers from the *common* supply on the indicated Personage tile.

Pay 2 gold Louis ... (2)

In each *Influence phase*, the player may, if he wishes, pay 2 gold Louis into the bank *instead* of playing an Influence card. Then it is the next player's turn (*In other words, the player chooses to miss a turn, at a cost of 2 gold Louis*).

Swap a Mission chip (2)

At any time during the Mission phase, the player may – after he has paid 2 gold Louis into the bank – exchange *one* of his Mission chips for a crown chip. This card can be used during the Mission phase in which it is revealed.

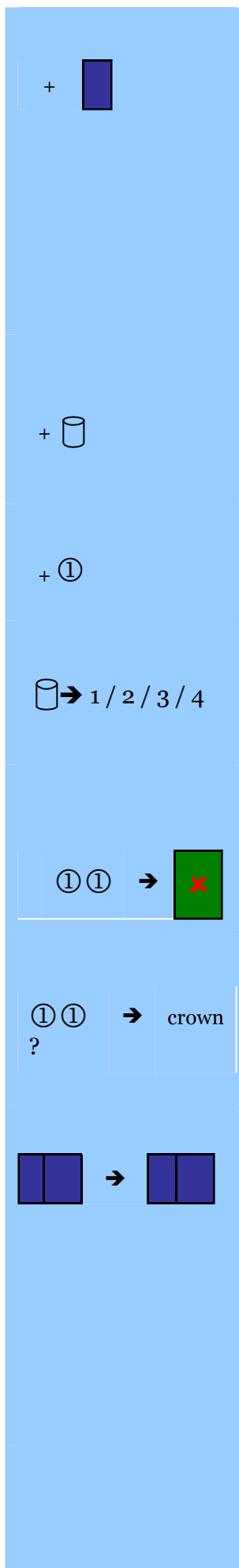
Swap Mission cards (2)

At the end of the Mission phase, the player may place one or two of the Mission cards *in his hand* face-down under the appropriate pile and draw the same number of Mission cards *from the pile of his choice*.

If a player has both of these cards, he may first play one and then the other. (In this way, he may even swap the cards he picked up by playing the first card when he plays the second card, if he wishes)

Medium Blue Mission Cards

The 12 medium blue Mission cards are a bit harder to place (players require 2 *different* Mission chips) but their effect is markedly better. They are divided into the following 5 different types of cards:



+2 gold Louis ... (4)

In each *Resupply Phase*, the player can choose to take *either* 2 gold Louis from the bank *or* 1 gold Louis and 1 Influence marker *or* 2 of his Influence markers from the common supply

+1 shield (2)

In step 2 of each *Resupply Phase*, the player draws a face-down shield from the supply and plays it in front of himself.

1 Influence marker on the tile with Louis XIV (2)

At the start of each *Influence Phase*, the player places *one* of his Influence markers from the *common* supply onto the tile with Louis XIV.

1 Influence marker on tile 5 / 9 (1 each)

At the start of each *Influence Phase*, the player places *one* of their Influence markers from the *common* supply on the tile indicated.

Swap 1 Influence card (2)

Once in each *Influence Phase* the player may *discard* an Influence card instead of playing it – *without effect*. He then draws the top card from the Influence card deck and the next player takes his turn.

Dark Blue Mission Cards

The 8 dark blue Mission cards are the hardest to play, because players require two of the *same* Mission chip. They do, however, offer very good rewards. They are divided into the following 8 cards:

+3 Influence card

In step 2 of each *Resupply Phase*, the player takes three of his own Influence makers from the common supply and places them in his private supply. If no more of his markers are in the common supply, the card has no effect.

+ 3 gold Louis (4)

In step 2 of each *Resupply Phase*, the player takes 3 gold Louis from the bank.

1 Intrigue card

In step 2 of each *Resupply Phase*, the player takes the top card from the Intrigue card deck and places it in his hand.

1 Influence marker = 1 Influence card

In each *Resupply Phase* the player may place *one* Influence marker from his *private* supply into the common supply; for this, he receives the top card from the Influence card deck.

①① / ① / ①①

+ shield

① → [Louis XIV]

① → 5 / 9

■ → ■

+ ①①①

- ①①①

+ ■

① → ■

1 Influence card = 4 markers

In each *Influence phase*, the player may place *up to four* of his Influence markers when he plays *one* of his Influence cards (Personage or joker cards) (*or may take them from the common supply and place them in his private supply*). The placement may begin on a tile of his choice (*regardless of which card he played*). In other words: An Influence card of his choice is effectively a 4-value Joker.

Place 1 Influence marker

At the end of each *Influence Phase*, when all the players have played out their cards, the player may take *one more* Influence marker from the common supply and place it on a Personage tile of his choice.

First Once

In each *Evaluation Phase*, the player may resolve *one* draw for *first* place in his own favour. The tile in question is then turned.

Caution: This card applies *after* any Intrigue cards have been played.

Example: In an *Evaluation*, the Louis XIV figure is on Tile 4 (with the “First Place” condition pointing up). Sybille (who has this Mission card) and 2 others have each placed 3 Influence markers on the tile. Sybille uses this card and wins the dead heat. She places her 3 markers in the common supply and receives 1 helmet and 1 crown chip. The two other players receive nothing and take their 3 markers back into their private supplies. The tile is turned. Sybille cannot use this Mission card again until the next *Evaluation Phase*.

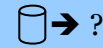
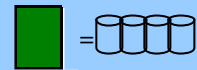
-1 gold Louis

In each *Evaluation Phase* the player pays 1 gold Louis less than indicated to *each* Personage that he buys something from (*not just for one Personage, but for as many as he likes*).

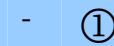
Caution: this card does *not* apply to Mission cards that require money.

Tips:

- If a player has more than one of the same card in front of him, he may of course use each of the cards during each appropriate Phase. For example, a player with two “Swap Mission Chips” cards could pay 2 gold Louis into the bank twice, changing 2 of his chips into crowns, if he wanted. A player with, for example, 2 “+1 Mission” cards, would have 4 Mission cards total in his hand.
- If a player has Mission cards that allow him place Influence markers from the common supply, he may also take them from his private supply if there are not enough in the common supply.



1x 1.



The game for 2 players

Preparation

Everything is the same, with the following exception:

The starting player places 5 Influence markers in the common supply as usual, but the second player places 6.

Play of the game

Everything is the same, with the following exceptions:

Eight Influence markers of a third, **neutral colour** are used; in other words, players play against a third, imaginary player. At the start of *each* Influence phase, 2 Influence markers from the third player are placed on the tile with Louis XIV. In addition, the top three Influence cards are turned over: the third player places 2 Influence markers on each of the Personage tiles indicated. (*if a joker is drawn, turn over another card*). All revealed cards are discarded in the centre of the playing area.

Then the two players play out their Influence cards as usual. The Evaluation follows the normal rules, except that if the imaginary player has a majority then there is *no* reward given.

The starting player places 5, the second player 6 Influence markers in the common supply.

At the start of each Influence phase, 4x2 Influence markers are placed for the imaginary player (dummy – MJR).