

Courtiers

a game for exactly three players by Paul Mansfield

Send out your Courtiers to visit Characters and earn Favour by meeting their various requirements. Compete with your rivals to become the Favourite of the Queen.

COMPONENTS

The game comprises the following:

- 18 Character cards
- 15 Resource markers (5 cubes in blue, red, yellow)
- 3 Scoring markers (blue, red, yellow meeples)

INTRODUCTION

Each player starts by taking a set of five matching Resource markers and a Scoring marker. These represent your pool of Courtiers, which start at “Home” in front of you. Your Courtier's presence on a card represents the fact that you are with the Character depicted, in their Room, trying to gain their Favour. The winner will be the player that has earned the most Favour when at least one player has earned seventeen Favour in total.

SETUP

Set aside the Chancellor and the Court Jester Character cards. Place them diagonally adjacent to one another in the centre of the table. Shuffle the remaining 16 Character cards, and deal four face-down to each player. Deal two of the remaining cards face-up next to the Court Jester and the Chancellor to create a 2x2 grid. These cards are now Rooms.

Each Room contains a Character at Court, showing their Title, their Sphere (Religious, Science, Military, Culture), their Rank (1-5), and how they grant their Favour.

Create the Favour track by arranging the remaining two cards face-down next to each other with the six squares up one side and the 12 circles down the other. Each player should place their Scoring marker onto the first square of the Favour track. Choose a start player. They take the first turn, and then play continues clockwise until at least one player has earned seventeen or more Favour and the game ends.

GAME END

The game ends when granting Favour leaves one or more players having reached (or exceeded) the final circle on the Favour track. (Continue moving around back onto the squares if necessary.) At game end, the player with the most Favour at Court win the game. There is no tie-breaker.

GAMEPLAY

On your turn, you *may* take the following action:

Add a Room: You may introduce a Character to Court by adding a card from your hand to the grid. This now becomes a Room. The new card must be placed orthogonally adjacent to an existing card, **but the grid can never be more than 5x5 in size**. This action is optional (and can only be taken if you have a card in hand.) This action must be taken before you take one of the Courtier actions.

You *must* then choose one of the following actions:

Assign a Courtier: Move one of your Courtiers from your Home or from any other Room to any other *unoccupied* Room in the Court (it does not have to be orthogonally adjacent, but it may be.) This includes the Room that you may have just placed.

or:

Claim Favour: Have one of your Courtiers visit an adjoining Room that already contains a Courtier, by moving your Courtier from one Room into an orthogonally (*not diagonally*) adjacent Room that is occupied by another Courtier (of any player.)

Each player with a Courtier in the Room gains Favour from that Character, as instructed by the Character (*see overleaf*.) The amount of Favour earned will depend on where that player's other Courtiers are placed, *i.e. in which Rooms and with which other Characters*. If you control both Courtiers, then you will earn Favour twice from the Character.

The player that owned the Courtier that was already in that Room returns it back Home (*this may be you!*) You should also return your own Courtier (the one that moved into the Room) back Home, and then take the Room card off the Court and into your hand, leaving an empty space in the Court.

Exception: if you scored both Courtiers, you do *not* get to return the Room card to your hand, but both Courtiers still return to your Home.

Each player should advance their own Scoring marker on the Favour track by the amount they gained, to show their current score. Move up the squares to the end of the second card and then move across and down the circles.

When checking which of your Courtiers fulfil the conditions for gaining Favour, note that the Court Jester is considered to be whichever (one) Rank you wish, and the Chancellor is considered to belong to whichever (one) Sphere you wish.

Note: it is possible that you cannot take either of these actions. If this happens, then you must pass your turn. But if you can take at least one of the two actions, then you must take an action.

After taking your action(s), then, if the game has not ended, play passes clockwise to the next player.

CHARACTER REFERENCE SHEET

Religious:

Shrine Maiden: 1: Gain 1 Favour for each Courtier you have in other Rooms in my Row (horizontal)

Monk: 2: Gain 1 Favour for each Courtier you have on other Religious people

Priestess: 3: Gain 1 Favour for each Courtier you have on other people above my Rank

Heirophant: 4: Gain 2 Favour for each Courtier you have in other Rooms othogonally adjacent to Me

Science:

Metalsmith: 1: Gain 1 Favour for each Courtier you have in other Rooms in my Column (vertical)

Apothecary: 2: Gain 1 Favour for each Courtier you have on other people of my Rank

Chirurgeon: 3: Gain 1 Favour for each Courtier you have on other Science people

Explorer: 4: Gain 2 Favour for each Courtier you have in other Rooms with exactly 1 neighbouring Room

Military:

Royal Guard: 1: Gain 1 Favour for each Courtier you have in other Rooms with exactly two neighbours

Sergeant-at-Arms: 2: Gain 1 Favour for each Courtier you have on other Military people

Sea-Captain: 3: Gain 1 Favour for each Courtier you have on other people of my Rank

General: 4: Gain 2 Favour for each Courtier you have in other Rooms diagonally adjacent to Me

Culture:

Minstrel: 1: Gain 1 Favour for each Courtier you have on other Culture people

Artist: 2: Gain 1 Favour for each Courtier you have on other people below my Rank

Magistrate: 3: Gain 1 Favour for each Courtier you have in other Rooms with three or four neighbours

Queen: 5: Gain 2 Favour if you have 3 Courtiers at Home

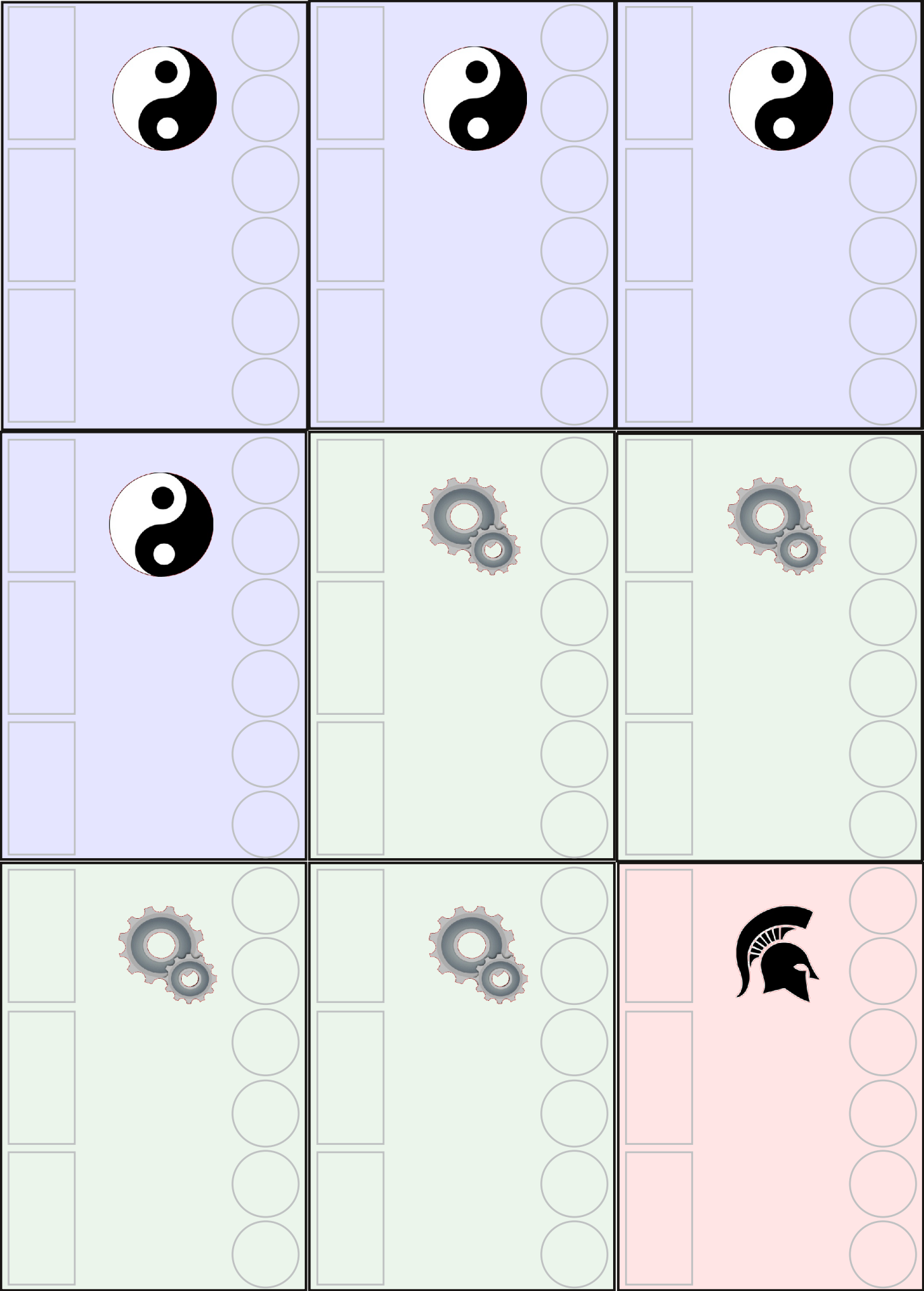
Court Jester: Counts as any Rank

Chancellor: Counts as any Sphere

Courtiers

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playtest and development thanks to: Sebastian Bleasdale, David Brain, Dave Dawkins, Alan Paull, Charlie Paull, Bez Shahriari, Dave Weeks and members of the London Playtest Meetup Group.



Monk



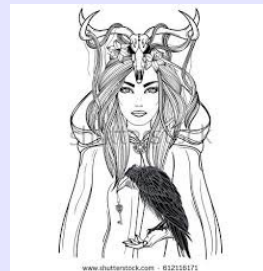
Gain 1 Favour for each
Courtier you have on
other Religious people

Shrine Maiden



Gain 1 Favour for each
Courtier you have in
other Rooms in my Row

Priestess



Gain 1 Favour for each
Courtier you have on
people **above my Rank**

Heirophant



Gain 2 Favour for each
Courtier you have in
**other Rooms orthogonally
adjacent to Me**

Apothecary



Gain 1 Favour for each
Courtier you have on
other people of my Rank

Metal-Smith



Gain 1 Favour for each
Courtier you have in
other Rooms

Chirurgurgeon



Gain 1 Favour for each
Courtier you have on
other Science people

Explorer

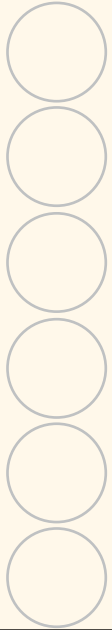
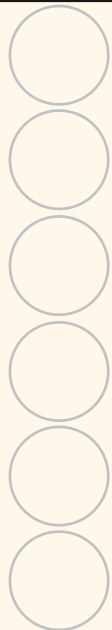
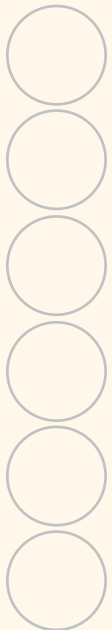
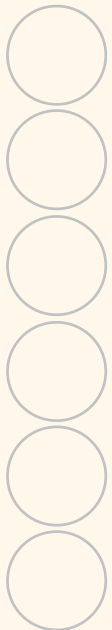
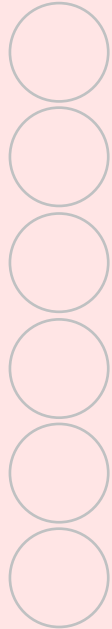
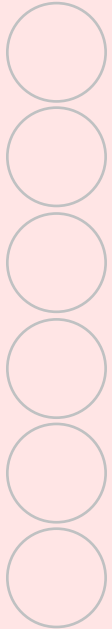
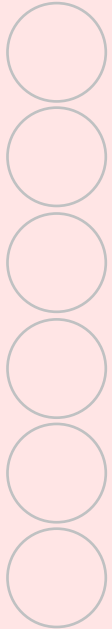


Gain 2 Favour for each
Courtier you have in
**other Rooms with exactly
one neighbouring Room**

Royal Guard



Gain 1 Favour for each
Courtier you have in
**other Rooms with exactly
two neighbouring Rooms**



A black and white illustration of a jester or clown. The figure is wearing a pointed hat with a pom-pom, a ruffled collar, and a striped tunic. He is holding a stick with a small figure on top of it. The jester is in a dynamic, dancing pose.

4



Sergeant-at-Arms



2

Gain 1 Favour for each Courtier you have on **other Military** people

Sea-Captain



3

Gain 1 Favour for each Courtier you have on **other people of my Rank**

General



4

Gain 2 Favour for each Courtier you have in **other Rooms diagonally**

Minstrel



1

Gain 1 Favour for each Courtier you have on **other Culture** people

Artist



2

Gain 1 Favour for each Courtier you have on **other people below my Rank**

Magistrate



3

Gain 1 Favour for each Courtier you have in **other Rooms with three or four neighbouring Rooms**

Queen



5

Gain 2 Favour if you have **3 Courtiers at Home**

Court Jester



1

2

3

4

Chancellor

