

Royal Wedding

A game of the fate of dynasties

Introduction

In *Royal Wedding* you will guide a noble family through five generations of history. At the end of that time, the head of the most prestigious dynasty is the winner!

Goal

In each of the five generations you will have opportunities to gain or lose Prestige. The winner is the player with the most Prestige at the end of the game.

Components

18 Challenge cards
50 blue Prestige tokens
50 yellow Gold tokens
50 red Military tokens
6 Marriageable Heir tokens
2 dice

Setup

1. Shuffle the 18 Challenge cards, and place them in the center of the group within easy reach of all players. Put the dice next to the Challenge cards..
2. Give each player 1 Prestige, 3 Gold, 3 Military, and 1 Marriageable Heir token.

You are now ready to play!

How to begin

Royal Wedding is played in turns called *generations*. Each generation you will do 6 things, in this order:

1. Draw a Challenge.
2. Negotiate with the other heads of dynasties.
3. Trade.
4. Spend gold.
5. Attack.
6. Resolve the Challenge.

Begin the game by having everyone draw a Challenge, starting with the player who most recently wore something on her head, and then proceeding in clockwise order. Then go through the remaining steps in the first generation. When the first generation ends, begin the second by drawing new Challenges, and so forth.

A generation, in detail

Each generation has six steps:

1. Draw a Challenge.

Starting with the player who most recently wore something on her head, and then proceeding in clockwise order, each player draws a Challenge from the deck. If the deck is empty, reshuffle it to create a new deck.

2. Negotiate with the other heads of dynasties.

Players may talk to their fellow players, making any deals they think will help them get ahead, manage an upstart foe, or otherwise advance their cause. In addition, they can marry off their heirs for political advantage.

At any time during the negotiations, players may agree to marry their heirs. The players marrying their heirs put their Marriageable Heir tokens on the table next to each other to reflect the union. Once a marriage is arranged, it cannot be undone for the rest of the generation.

The type of deals players can make depends on how closely their royal lines are related:

Heirs are married to each other this generation: The players may trade Prestige, Gold, and Military.

Heirs were married to each other last generation, but not this generation: The players may trade Gold.

Players united by marriages further in the past, or who have never had a marriage tie, cannot trade any of Prestige, Gold, or Military. All players may, however, deal in promises entirely relating to the game.

Example of a valid deal based on promises: “I’ll attack Bob if you also attack Bob.”

Example of an invalid deal based on promises: “I’ll attack Bob if you buy me lunch.”

This step lasts for five minutes. Players can end this step sooner, if everyone is finished.

A generation in detail, continued

3. Trade.

Starting with the player who first drew a Challenge and proceeding in clockwise order, players now make any trades of Prestige, Gold, and/or Military they agreed to during the previous step.

Players whose heirs are married to each other this generation *must* honor their agreements with each other. In all other situations, players are free to break faith with their trading partners. There is no penalty for this except the ill-will of, and potential retribution from, the other players!

4. Spend gold.

When this step begins, each player must pay *maintenance* by returning 1 Gold to the bank for every 3 Prestige she has. (Keeping up an empire is expensive!)

Any player who cannot pay the full maintenance amount must pay as much as possible, and then lose 2 Prestige for each unpaid Gold. Prestige can never go below zero, in this or any other step; if it would, it stops at zero.

Players who paid maintenance in full may then exchange Gold for Military or Prestige at a rate of 2 Gold for each Military or Prestige. Return the paid Gold to the bank.

5. Attack.

Starting with the player who first drew a Challenge and proceeding in clockwise order, each player may now attack one other player.

Players whose heirs are married to each other this generation *must* honor their agreements with each other regarding attacks. In all other situations, players may break their promises. Again, there is no penalty aside from that which might be imposed by the other players.

Players attack by choosing an amount of their Military to use in the attack; the defending player then chooses an amount of her Military to use in defense. Each player then rolls the dice, and adds the amount shown to the Military she applied to the battle. The player with the higher total gains Prestige equal to the amount of Military used in the attack; the player with the lower total loses the same amount. Both players then discard half the Military they used, rounding the discarded amount down. In the event of a tie neither player gains or loses Prestige, but they must still discard Military.

After choosing the amount of their Military to use, but before rolling the dice, first the attacker and then the defender may ask for assistance. Starting with the player to the asking player's left and proceeding clockwise, each player may contribute any amount of Military she wishes. (A player who has contributed to the attack may not then contribute to the defense.) Contributed Military is added to the respective totals for the attacker and the defender. The winning player is responsible for dividing Prestige gains among those on the winning side, and for deciding how to allocate Military discards among the forces on the winning side. The losing player makes the same decisions for those on the losing side.

A generation in detail, continued

6. *Resolve the Challenge.*

Starting with the player who first drew a Challenge and proceeding in clockwise order, each player shows her Challenge, gains or loses the amounts of Prestige, Gold, and Military indicated in the center of the card, and then checks whether she completed the task at the bottom of the card. If she did, she receives the indicated reward. If she did not, she suffers the penalty described.

Ending the game

After the fifth generation, the player with the highest Prestige is the winner.

In the event of a tie, the tied player with the most Gold wins; if there is still a tie, the tied player with the most Military wins. If there is still a tie, the tied players share the victory.

Challenge

the nobles are restless

+2 Gold
+0 Military
+0 Prestige

Your total Military must have grown since the start of the generation.

If so, gain 3 Gold.

If not, lose 3 Gold.

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Your total Military must have grown since the start of the generation.

If so, gain 3 Gold.

If not, lose 3 Gold.

Challenge

the coffers are bare

-1 Gold
+0 Military
+0 Prestige

You must have at least 6 Gold.

If you do, take 1 Prestige from the player to your left and from the player to your right.

If you do not, lose 2 Prestige.

Challenge

the coffers are bare

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+0 Military
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If you do not, lose 2 Prestige.

Challenge

a rival for the throne

+1 Gold
-1 Military
-1 Prestige

You must have at least 1 more Military than both neighbors.

If you do, you cannot be attacked next generation.

If you do not, lose 3 Prestige.

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-1 Military
-1 Prestige

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a rival for the throne

+2 Gold
-1 Military
-1 Prestige

You must have at least 1 more Military than both neighbors.

If you do, you cannot be attacked next generation.

If you do not, lose 3 Prestige.

Challenge

tax rebellion

-2 Gold
+0 Military
+0 Prestige

You must have gotten at least 3 Gold from others this generation.

If so, your maintenance cost is zero next generation.

If not, your maintenance cost is doubled next generation.

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tax rebellion

-2 Gold
+0 Military
+0 Prestige

You must have gotten at least 3 Gold from others this generation.

If so, your maintenance cost is zero next generation.

If not, your maintenance cost is doubled next generation.

Challenge

perceived weakness

+1 Gold
+0 Military
+0 Prestige

You must have been on the winning side in a battle this generation.

If you did, add 1 to your total when you are the attacker next generation.

If you did not, you cannot attack next generation.

Challenge

perceived weakness

+1 Gold
+0 Military
+0 Prestige

You must have been on the winning side in a battle this generation.

If you did, add 1 to your total when you are the attacker next generation.

If you did not, you cannot attack next generation.

Challenge

distrusted

+1 Gold
+0 Military
+0 Prestige

You must have traded away at least 2 Gold or 2 Military this generation.

If you did, you can join both sides in the same battle next generation.

If you did not, you cannot assist in battle next generation.

Challenge

distrusted

+1 Gold
+0 Military
+0 Prestige

You must have traded away at least 2 Gold or 2 Military this generation.

If you did, you can join both sides in the same battle next generation.

If you did not, you cannot assist in battle next generation.

Challenge

black sheep

+1 Gold
+0 Military
+0 Prestige

You must have arranged a marriage for your heir this generation.

If you did, you get an extra Marriageable Heir next generation.

If you did not, you get no Marriageable Heirs next generation.