

Monarch



Your mother, The Queen, has lived out her years and is ready to name her successor to the throne. Now is the time for you and your sisters to show who among you possesses the most intelligence, bravery, compassion, and strength to earn the crown. Which strategy will bring the most prosperity to the land and the greatest glory to your court?

Who will rise above the rest and become the next Monarch?

GAME COMPONENTS

• 74 Market Deck Cards:

6 Unwanted Guests



38 Court Cards

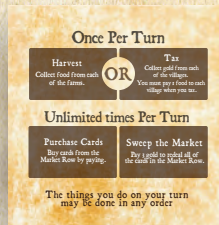
22 Land Improvements

• 12 Land Boards

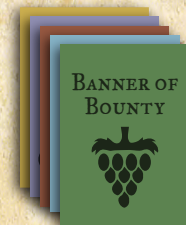
6 Simple Farms & 6 Small Villages



8 Moons



• Food and Gold Tokens



• 5 Banners

• 4 Reminder Cards

SETUP

Banners

Market Deck

Discard Pile

Shuffle the Land Boards. Deal out 9 to create a 3x3 grid in the center of the table to form The Board. Place the other 3 in the box; they will not be used in this game.

Shuffle the Market deck and place it next to the starting tiles. Reveal the top 5 cards to form the Market Row. (If you reveal any Moons, ignore, discard, and replace them with another card from the market deck.)

Place the 5 Banner cards above the Market Row. However, if this is your first game, consider playing without the Banners.

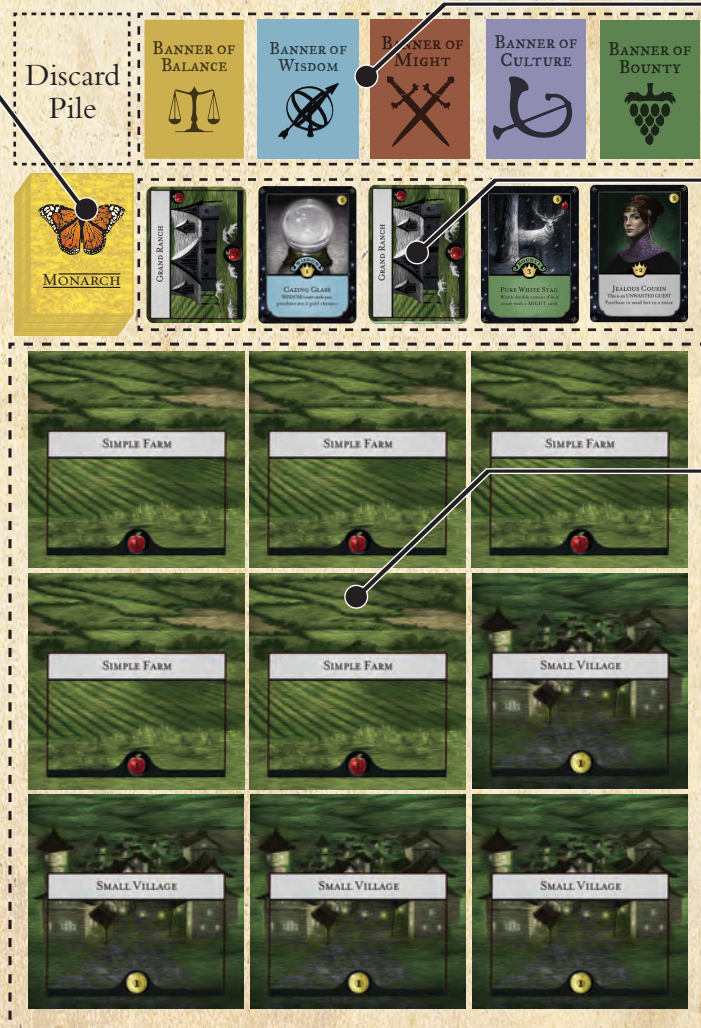
Each player starts with 5 Food and 5 Gold.



The youngest player is the first player and play continues clockwise.

Market Row

The Board

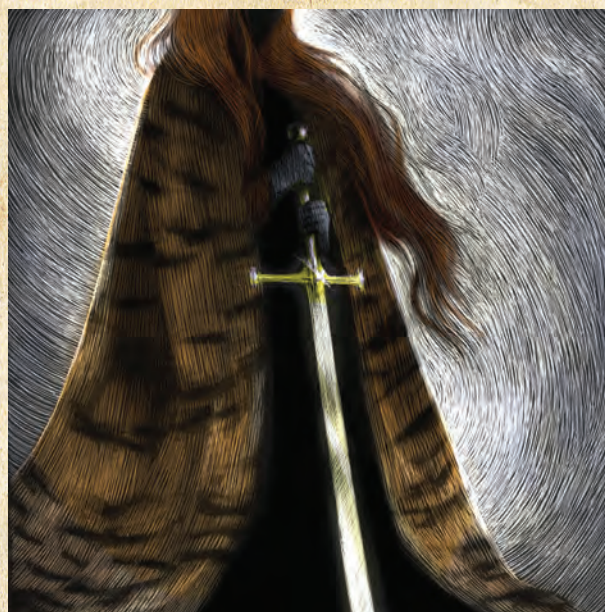


GOAL

A strong Court is the key to succession. Each sister aims to collect Court Cards to add to her court of wise advisors, exotic animals, and symbolic regalia. Court Cards provide Crowns (see PARTS OF A COURT CARD, below). The sister whose Court Cards provide the most Crowns at the end of the game will be selected to be Queen.

GAME END

At the end of the round in which any sister's Court becomes filled with 7 Court Cards, the game is over. To determine the winner, each sister adds up the crown values of all of the Court Cards in her Court, and the sister with the most Crowns wins (see HOW TO SCORE on your Reminder Card).



Example: Kayla went first, Brian went second, and Emily went third. At the end of Emily's turn, if any player has 7 Court Cards, the game is over and the player with the highest Crown count wins.



YOUR COURT

Each sister keeps her collected Court Cards in front of her, visible to other players. Unwanted Guests hover annoyingly near your Court, but are not a part of it.



GAMEPLAY

Every turn you get to take the following actions in any order.

- “Harvest” (get food) OR “Tax” (get gold)
- Purchase cards from the Market Row
- Sweep the Market Row

ONCE PER TURN
WITHOUT LIMIT
WITHOUT LIMIT

Example: Jeff purchases a Village Improvement from the Market Row, Taxes the Villages, Sweeps the Market, then purchases a Court Card from the Market Row.

ONCE PER TURN

Harvest or Tax – once per turn you can gain either food from Harvesting the Farms OR gold from Taxing the Villages in the board. You cannot do both actions in the same turn.

Harvest

If you Harvest, you collect food from all of the FARMS. The amount produced by each farm is the number inside the red apple.

OR

Tax

In order to Tax the Villages, you must first feed all the VILLAGES 1 food each. The amount of gold received from each Village is the number inside the gold coin.

Farms and Villages provide one food or one gold each at the start of the game. As they are improved they produce more resources. Regardless of improvements, it only ever takes 1 food per village to feed the villages when Taxing.

WITHOUT LIMIT

You may do either or both of these two actions unlimited times per turn.

Purchase Cards

Buy from the Market Row by paying a card's cost, shown at top right corner of the card. Add it to your Court (Court Cards), a Land Board (Land Improvements), or send it to a sister (Unwanted Guests). Replace the spot in the Market Row by drawing a new Market Card.

Sweep the Market

Pay 3 gold to discard all of the cards in the Market Row and replace them with 5 new cards from the Market Deck. This is a great option if you don't like any of the cards in the Market Row.

• MOONS

If a Moon is revealed while replacing cards in the Market Row, it immediately goes into effect. Read the Moon aloud, follow its directions, return it to the box, replace it, and continue your turn.

• DISCARD PILE

Discarded Unwanted Guests and swept cards are placed in the discard pile. If the Market Deck runs out of cards, shuffle the discard pile and use it as the Market Deck. Moons are returned to the box for the rest of the game, not discarded; this way you'll only see them once per game.

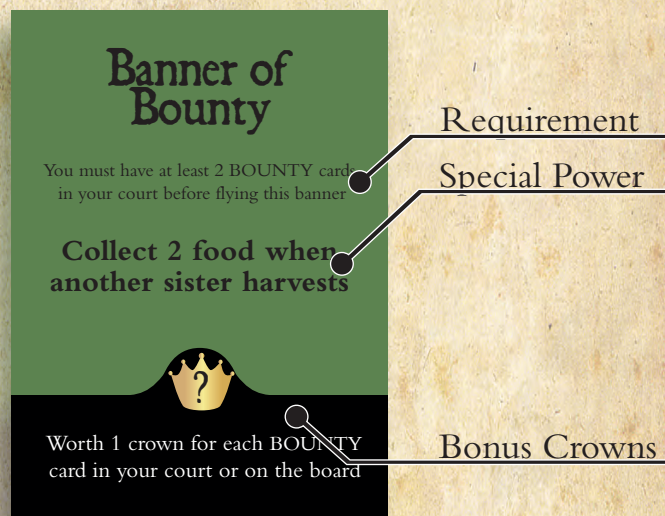
When you are done with the actions you wish to take, the next sister takes her turn.

BANNERS

Once per game during her turn, a sister may choose to take up a Banner to represent her commitment to one of the 5 paths of leadership that she can employ in her efforts to prove herself worthy to rule: Might, Culture, Wisdom, Bounty, and Balance.

Each Banner earns its bearer Crowns at the end of the game and gives her extra abilities to advance.

To take up a Banner, a sister must meet the requirements on the top of the Banner Card. Once a sister has a Banner, that Banner is hers for the rest of the game and cannot be taken from her, but she cannot have another.



TYPES OF CARDS IN THE MARKET DECK



COURT CARDS

Court Cards represent the wise advisors, powerful allies, and symbols of strength that populate the sisters' courts. Court Cards cost gold (or gold AND food in the case of Bounty cards) to buy, as shown in their upper right hand corner. They provide Crowns for the sister who buys them and places them in her Court. However, the number of Crowns they provide can vary depending on what other cards are in the same court, so read Court Cards carefully. Example: the Astrologer Court Card usually provides 4 Crowns. If it is in a court with the Fireworks card, it is worth no Crowns.



• "???" COURT CARD

Some Court Cards will have a "???" instead of a number indicating how many Crowns they are worth. The value of these cards depends on the other cards in your Court.

Example: the Scimitar Court Card is worth 1 Crown for each Might Card (card with a Might path) in your Court or the Board. The Scimitar Court Card itself, other Might Court Cards in your Court, and Might Land Improvements on the Board, contribute to the the Scimitar's Crown value.

• REPLACING

When a sister purchases a new Court Card she may, if she wishes, replace one of her existing Court Cards (not an Unwanted Guest) with the new one and discard the replaced one. Since a sister may never have more than 7 cards in her court, she might choose to replace a lower valued one on her last turn.

- **VILLAGE IMPROVEMENTS**

If a sister purchases a Village Improvement, she places it on top of a Village Board of her choice in the center of the table. That Village will now give more Gold when any sister Taxes, and may also be better for some sisters because of its path (Might, Bounty, Wisdom or Culture). Village Improvements can be placed on top of already improved Villages, as long as the gold produced does not decrease. Only the top Village Improvement on a Village Board matters. Remember: The cost for taxing will always be 1 food per Village Board, regardless of how much gold they provide.



- **FARM IMPROVEMENTS**

If a sister purchases a Farm Improvement, she places it on top of a Farm Board in the center of the table of her choice. That Farm will now produce more food when any sister Harvests, and may also be better for some sisters because of its path (Might, Bounty, Wisdom or Culture). Farm Improvements can be placed on top of already improved Farms, as long as the food produced does not decrease. Only the top Farm Improvement on a Farm Board matters.



- **UNWANTED GUESTS**

Unwanted Guests represent dreadful boors and frustrating meddlers that get in the way of the sisters' efforts. Unwanted Guests are purchased by a sister, and sent to any other sister of her choosing. They do not take up any spaces in the recipient's court, but they subtract from her Crowns at the end of the game. When purchased, some Court Cards allow players to discard an Unwanted Guest*; this is the only way sisters can get rid of Unwanted Guests.

*These Court Cards only discard Unwanted Guests at the time of purchase. They offer no protection against future Unwanted Guests.



- **MOONS**

Moons are unexpected circumstances, both good and bad, that impact the realm. When they are revealed from the Market Deck, they happen immediately and are then returned to the box (not discarded). Some moons give the sisters the option of paying food or gold together. When this happens, the sisters must freely negotiate about how much, if any, they are each willing to pay to address the events sent by the moon.