

LONG LIVE THE QUEEN

DIESELPUNK EDITION



LudiCreations



THE QUEEN IS DEAD! LONG LIVE THE QUEEN!

In the dark bowels of the criminal underworld of Axia, the “Queen”, mother protector of those living at the fringe of society, is no more.

Seeking to succeed her and become the new Queen are the leaders of two of the most ruthless syndicates:

The White Rose and The Black Rose.

Which will prevail, and how? Will prestige and influence be enough, or will it take more direct, violent measures?

In a corrupt nation on the verge of collapse, the criminal underground needs a ruthless leader.

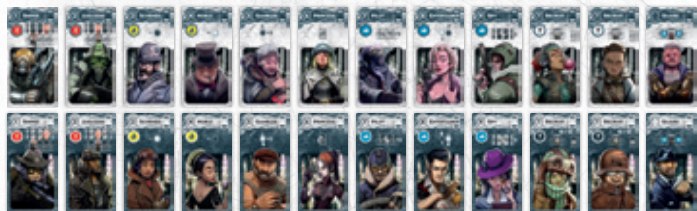
Wage war in the alleys, and trade secrets in back rooms. It's time for a new Queen to seize control, so let nothing stand in your way.



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COMPONENTS



24 character tiles (12 white and 12 black)



18 prestige tokens
(6 each of red, blue, and yellow)



1 number bar



4 Sniper target tokens



2 dice
(1 white & 1 black)

GOAL OF THE GAME

To win, a player must guide their gang to victory, either by accumulating three Prestige tokens of each type or by causing the opposing **Princess** to be turned face down.



SETUP

- 1 Join all the parts of the number bar together and place it between the players, so that the numbers go from 2 to 12 in sequence. Place all Prestige tokens to the side of the playing area in a common supply.
- 2 Each player takes all tiles of one color (black or white) and places their **Princess** tile *face up* next to position 7 of the number bar.
- 3 Each player then secretly chooses one of their character tiles to be the Master, placing it *face down*, on the side of the number bar. The Master defines the ability and initiative of the two **Recruit** tiles. Characters without a Red, Yellow, or Blue Prestige icon (**Gambler**, **Princess**, **Recruit**, or **Guard**) may never be chosen as the Master.
- 4 The players then place their remaining character tiles face down on either side of their **Princess**, forming a line where each tile corresponds to a position on the number bar. Players may arrange their character tiles in any order and may always peek at their face-down tiles.
- 5 Determine the first player by rolling the dice. The starting player is the one who rolled the highest total. In case of a tie, re-roll the dice.

HOW TO PLAY

Beginning with the starting player, the game takes place in turns.

On a player's turn, they roll the dice, reveal or activate characters, and may then reposition a tile.

TURN STRUCTURE

ROLL THE DICE

The current player rolls both dice and adds up the numbers rolled. The total corresponds to the position along the number bar that will be active this turn, for both players.

ACTIVATE CHARACTERS

The ability of each character is outlined in pages 6-7.

Both character tiles at this location are affected. The effect depends on the current status of those tiles:

A If both character tiles are face-down, then they are turned face-up.

B If both character tiles are already face-up, then their abilities are activated.

C If one of the two character tiles is face-down and the other is face-up, activate the ability of the face-up tile and then turn the face-down tile face up.



When activating the abilities of two characters, resolve the character with the lowest initiative first (the number in the top left corner of the tile).

When possible, character abilities must be activated.

If the two characters have the same initiative, *then neither is activated*.

- If one of the two Recruit characters is activated, turn the set-aside Master character face up and resolve the effect of the Recruit as if it had the abilities and initiative number of the Master.
- The activation of a character may cause the opposing face-up character to be turned face down. In this case, the opposing character is not activated, nor is it turned face up again on that turn.

Activating a character may result in collecting prestige tokens:



Red prestige tokens indicate how much each Princess is feared by her rivals.



Yellow prestige tokens indicate how rich each Princess is perceived to be.



Blue prestige tokens indicate how wise each Princess appears.

- If at any time a player has gained all 6 prestige tokens of one color, their machinations become too obvious, and all 6 must be returned to the supply immediately, to avoid the attention of the police.
- If a character's activation requires taking a prestige token and there are no tokens of that color in the supply, then the player does not take any.
- If two characters of the same color are activated, but there is only one prestige token of that color in the supply, then the character with the lower initiative takes that token.
- If a character's activation requires the taking of a prestige token from the opponent when they have none, then no token is taken.

REPOSITION GANG MEMBERS

The current player may now either:

A swap the positions of two adjacent character tiles in their line,

or

B change the Master, by swapping an allowed* face-up tile with the current Master, setting it aside, face down. The tile of the old Master is placed face up in the position of the line previously occupied by the new Master.

*Any character other than the Gambler, Princess, Recruit, or Guard.



Exception: The starting player may not reposition gang members on their first turn.

CHARACTER ABILITIES



1 SNIPER: Take one **RED** prestige token from the supply. Your opponent's tile that is point-symmetric from the Sniper (with position 7 being the center point) is turned face down. Here is a list of corresponding positions, which are marked by dots on the number bar: 2↔12 3↔11 4↔10 5↔9 6↔8 7↔7. You may use the Target tokens to mark characters in danger from a face-up Sniper.



2 ASSASSIN: Take one **RED** prestige token from the supply. The opposing tile is turned face down. You may use the Target tokens to mark characters in danger from a face-up Assassin.



3 SCHEMER: Take one **YELLOW** prestige token from the supply. Return any one of your opponent's prestige tokens to the supply.



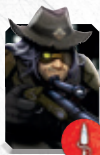
4 NOBLE: Take one **YELLOW** prestige token from the supply. Take any one additional prestige token from the supply.



5 GAMBLER: Take any 2 prestige tokens from your opponent. If your opponent only has 1, take that one.



6 PRINCESS: Turn any face-down tile from your line face up. If your Princess is turned face down, you lose the game.



7 PILOT: Take one **BLUE** prestige token from the supply. You may swap a pair of adjacent tiles in your line, up to two times.



8 ENTERTAINER: Take one **BLUE** prestige token from the supply. Give a prestige token to your opponent. Then take any prestige token from your opponent.



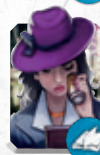
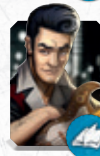
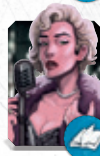
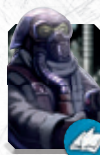
9 SPY: Take one **BLUE** prestige token from the supply. You may swap a pair of adjacent tiles in your opponent's line, up to two times.





RECRUITS (X2): When either Recruit is activated, the Master is flipped face up (if not already face-up). Then, the effect of the Master is applied, using the Master's initiative number. If the Master changes, the effect of this tile also changes accordingly.



GUARD: While the Guard is face up, he prevents tiles adjacent to him from being turned face down. However, the Guard cannot protect himself.

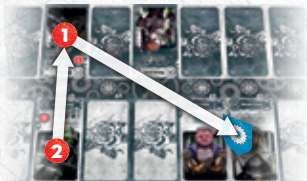


EXAMPLE OF CHARACTER ABILITIES

Dice roll:  + 

The Sniper in position 5 collects a Red prestige token and aims at the Princess in position 9. However, the Guard in position 8 protects her from the Sniper.

Then the Assassin in position 5 takes a Red prestige token and turns the Sniper face down.



END OF THE TURN

The current player ends their turn by passing the dice to their opponent, who then proceeds to take their turn.

END OF THE GAME

The players keep taking turns until either:

A. a player's Princess tile is turned face down:
They lose the game.

or

B. a player gains 3 prestige tokens of each color (Red, Yellow, and Blue): They win the game by unifying the syndicates.



A



B

ACKNOWLEDGMENTS

Game Design: Circle 3D6

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