



# TUDOR

A GAME BY JAN KIRSCHNER FOR 2-4 PLAYERS

## GAME RULES v08



Players will take the roles of ambitious Lords serving the house of Tudor in the court of King Henry VIII. You will work to gain prestige by placing members of your own family in positions of influence. But whether dealing with the clergy, spying on your rivals, or preparing for the king's latest marriage - surviving the intrigues of this court will require not only influence, but also skill and cunning.

By acquiring offices and power in different areas of the court, the players will gain Prestige as the leaders of their families. Whoever collects the most Prestige will climb the ranks of the aristocracy and win the game.

## COMPONENT ASSEMBLY



Before your first game, punch out all tokens and player screens. Place a Ring signet sticker of the matching color into the recessed area on the front of each Privilege Ring. On the back of the Ring, apply a matching colored sticker.

## TEACHING VIDEOS / LIVING RULES



Website: [AcademyGames.com/pages/Tudor](http://AcademyGames.com/pages/Tudor)




YouTube: [YouTube.com/AcademyGames](http://YouTube.com/AcademyGames)






# GAME SETUP



1. Place the game board in the center of the playing area. The board is double-sided with 3 or 4 player and 2 player sides.
2. Each player selects a color and takes the matching Player Hand Screen, Lord  and Courtier  figures, and Scoring Marker .
3. Each player places their Scoring Marker on the 0 space of the Prestige Track. Move these Scoring Markers when Prestige is gained.
4. Place **Red Scoring Card #1** and **Green Scoring Card #4** on the two Scoring Card spaces on the game board.
5. Place **Blue Scenario Card #1** on the Scenario Card space on the game board.



 Each game can be played with different Scenario and Scoring Cards, either chosen or random (Page 23).

6. Sort the Court Cards by colored faction into 7 stacks and place them on the matching spaces on the game board.
7. Place the Privilege Rings next to the board. (2 or 3 player games - place only 2 Rings of each type and return the extras to the box.)
8. Place all of the square Court Tokens into the cloth bag. (In 2 player games, remove 2 Court Tokens of each type from the game.)
9. Mix the circular Influence and Intrigue Tokens together and randomly place one face up on each Throne Room space on the board. (In 2 player games, remove 4 each of of these Tokens from the game.)



10. One at a time, randomly draw Court Tokens from the bag and place one face up on each Throne Room space (on top of the Influence/Intrigue Tokens). Each space should now have 1 circular Influence or Intrigue token and 1 square Court Token.



11. The game lasts a number of Rounds as listed on the Scenario Card. Depending on the player count, a year date is listed next to the hourglass which matches the date under one of the wife's portraits. Place the Round Marker on this wife's portrait. Each Round this Marker is moved up one portrait until the top 'Last Round' portrait is reached.

# CONTENTS

- 1 Game board (double-sided)
- 18 Influence Tokens (●)
- 18 Intrigue Tokens (●)
- 8 Opportunity Tokens (●)
- 140 Court Tokens, 20 for each of 7 Court Factions
- 70 Court Cards, 10 for each Court Faction



- 4 Scoring Cards



- 3 Scenario Cards



- 4 Reference Cards
- 4 Lord figures (♁) in 4 colors
- 56 Courtier figures (♁) in 4 colors
- 4 Scoring Markers (●) in 4 colors
- 1 Round Marker (□)
- 1 Rulebook
- 1 Cloth Bag
- 4 Player Hand Screens - 1 in each player color
- 21 Privilege Rings (3 per faction color)
- 1 Sticker sheet
- 1 Ring Supply Stand





## STARTING RING SELECTION



he player that looks the most like Henry VIII or one of his wives is voted for as the start player. Beginning with the start player and proceeding clockwise, each player selects one Privilege Ring of their choice. Once each player has chosen a Ring, a second Ring is taken in reverse player order. The start player will be the last to select their second Ring.

Players then immediately place their two Rings on separate fingers of their Player Hand Screens. Each player may freely choose which fingers to place them on. Which fingers have Rings is an important choice that will grant in-game bonuses (Privilege Ring Bonuses - page 16). Once the Rings have been placed, they may only be moved when another Ring is gained or lost.

Finally, each player takes two Court Cards - each matching the faction colors of their chosen Rings. Court Cards are kept hidden behind the Player Hand Screens. The game is now ready to begin.



**Tip: Choose 2 different starting Rings that match Court Tokens on the bottommost spaces of one of the Throne Room columns.**



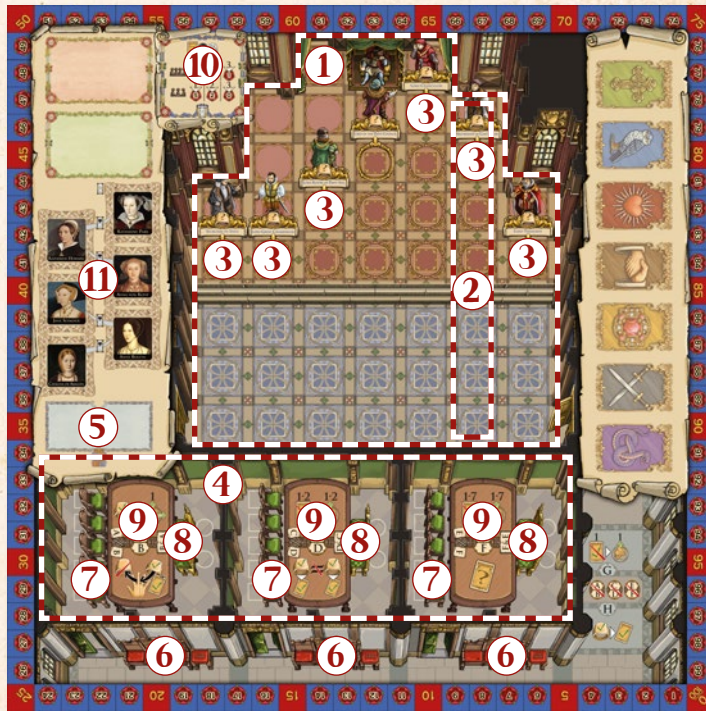
An example player setup.



## GAMEPLAY OVERVIEW

**D**layers send their Courtiers to the Throne Room ① to work their way up the ranks of the Royal Court (columns) ② with the goal of holding the Top Offices ③. Occupying a Top Office grants the player a new Privilege Ring from the supply (or from their predecessor if that office was already occupied by another player). Rings are displayed on a player's Hand Screen. Positioning the Rings on different fingers enhance the Actions your Courtiers may take.

The Court Tokens occupying each Throne Room space represent the interests and demands of various court factions Courtiers must mediate to move there. Courtier may move onto a space by playing a Court Card matching the Court Token occupying that space. A player picks up the Court Tokens from every space they move over, as well as any Influence or Intrigue Token located on the space they end on. Acquired Court, Influence, and Intrigue Tokens are worth bonus Prestige ⑩ at game end or may be spent to take special Actions during the game!



Each Round, players will place a number of their Courtiers on Assignment Benches ⑥ of their choice outside of the three Audience Chambers ④. The Courtiers will then enter the Audience Chambers in the order they were placed and occupy the chairs on the left side of each table, pushing out any existing Courtiers if necessary ⑦. The player Lords are then placed, in player order, on any open chairs on the right side of the table ⑧. If at least one Lord is present in an Audience Chamber, all player Courtiers in that Audience Chamber are allowed to perform one of that Audience Chamber's two unique Actions ⑨. Lords may perform both of the Actions of the Audience Chamber they occupy.

Audience Chamber Actions allow the players to acquire Court Influence Cards, place new Courtiers from supply into the Throne Room, move Courtiers already located in the Throne Room, and more. A player's Privilege Rings enhance these Actions depending on which fingers they have been placed on.

The player with the most Prestige at game end wins.





# GAMEPLAY

**T**he game is played over multiple Rounds, with each Round represented by one of King Henry's wives pictured on the board. The exact number of Rounds in a game is listed on the chosen Scenario Card and varies based on the number of players.



Each Round consists of 5 phases:

- Phase 1 - Chamber Assignment
- Phase 2 - Chamber Entry
- Phase 3 - Lord Placement
- Phase 4 - Chamber Actions
- Phase 5 - End Of Round



The specific Scoring and Scenario Cards used in each game will describe:

- How to score Court Token Prestige at game end (1),
- What Special Actions are available for Influence/Intrigue Tokens (2 & 3),
- How many Rounds are played in the game based on the player count (4), and
- How many new Courtiers to assign to the Chambers in the first (5) and each subsequent Round (6).

Scoring and Scenario Card Summaries are listed on pages 19 - 22.





## PHASE 1 - CHAMBER ASSIGNMENT

Each player will place between 0 and 2 Courtiers each Round (specified by that game's Scenario Card). Beginning with the start player and continuing clockwise, each player places one of their Courtiers on one of the Assignment Benches of their choice located outside of the three Audience Chambers. The Courtier must be placed in the unoccupied bench space closest to that Audience Chamber's entrance door. Continue until every player has placed their allowed number of Courtiers.



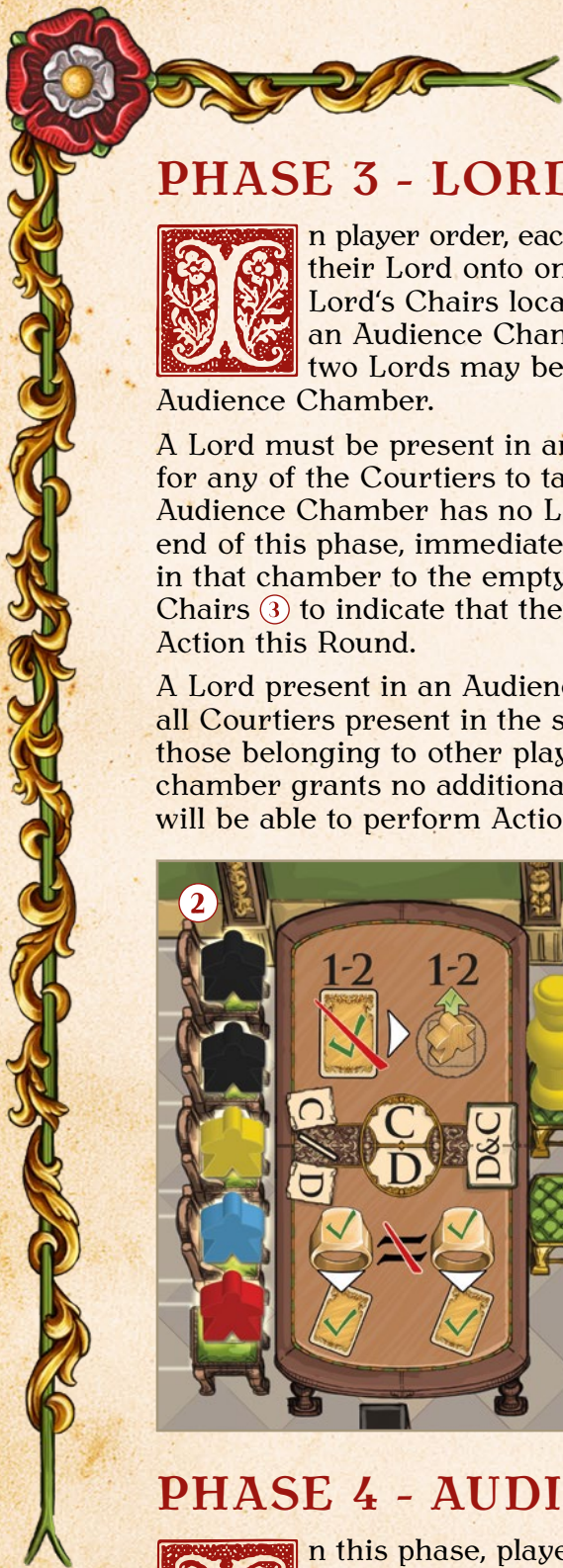
Note: Each Assignment Bench is limited to a total of 4 Courtiers (3 in a 3 player game). When full, no more Courtiers may be placed on the bench.

## PHASE 2 - CHAMBER ENTRY



After all Courtiers have been placed on the Assignment Benches, they will enter the Audience Chambers. Maintaining their assigned order, move the Courtiers from each Assignment Bench to the top most empty Courtier Chairs located on the left side of each associated Audience Chamber's table. The number of Courtier Chairs available at the tables for each game varies based on the number of players (3 for 2 players, 4 for 3 players, and 5 for 4 players). If no empty Courtier Chair is available, all Courtier already in Chairs will be pushed upwards to make room at the bottom. Any Courtier pushed off of the top Courtier Chair is returned to its player's supply.





## PHASE 3 - LORD PLACEMENT

**I**n player order, each player may now place their Lord onto one of the patterned Lord's Chairs located on the right side of an Audience Chamber's table ①. Up to two Lords may be placed in the same Audience Chamber.

A Lord must be present in an Audience Chamber for any of the Courtiers to take Actions. If an Audience Chamber has no Lord present at the end of this phase, immediately move all Courtiers in that chamber to the empty space behind their Chairs ③ to indicate that they may not take an Action this Round.

A Lord present in an Audience Chamber allows all Courtiers present in the same Chamber (even those belonging to other players) to perform Actions ②. Having two Lords in a chamber grants no additional benefit to the Courtiers, though both player's Lords will be able to perform Actions.

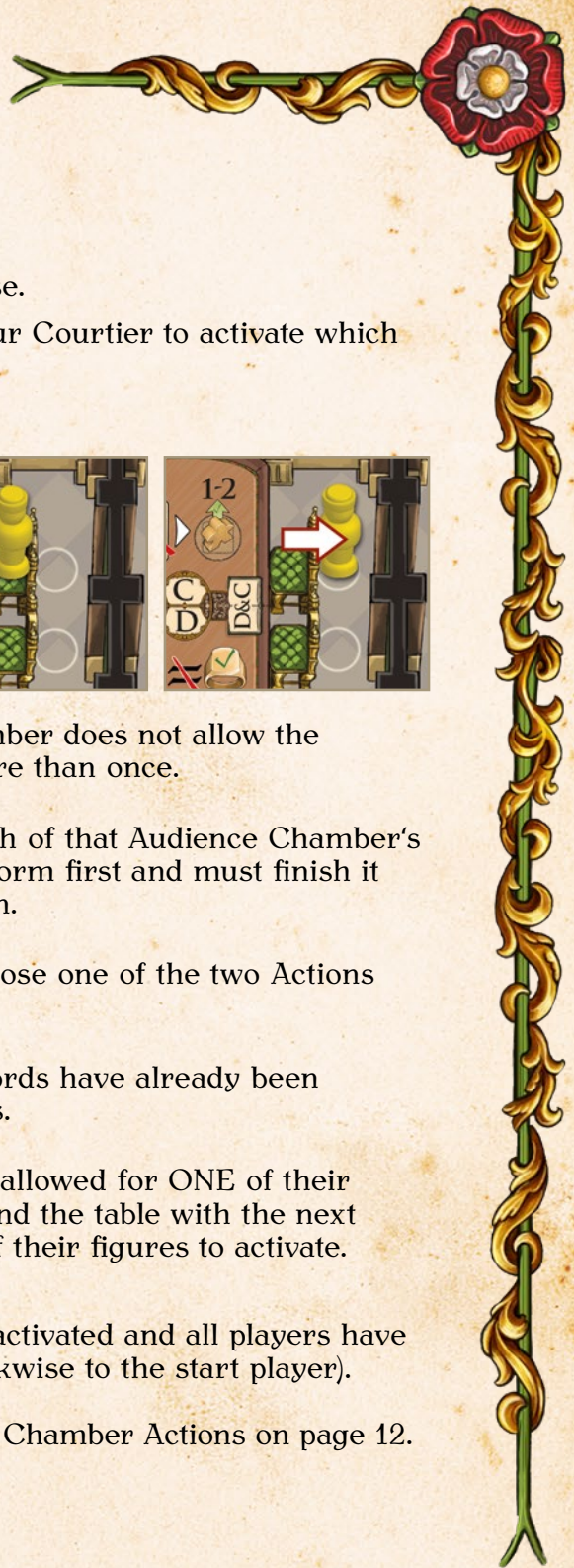


## PHASE 4 - AUDIENCE CHAMBER ACTIONS

**I**n this phase, players will activate their Lords and Courtiers to perform the Actions available in their Audience Chambers. In clockwise order, each player takes a turn activating a single figure (Lord or Courtier) that has not yet performed an Action this Round. Players continue taking turns activating one figure at a time until all possible figures have been activated.

Lords, when activated, can perform both Actions available in their Chamber (in either order). Courtiers may perform only one of the two Actions (of the player's choice). Players may choose the order in which they activate their figures (Lords do not need to be activated first), but each figure may only be activated once. A player may activate a Courtier they placed in Chamber 1 on their first Turn, then their Lord placed in Chamber 2 on their second Turn, then a Courtier in Chamber 2 on their third Turn, and so on.






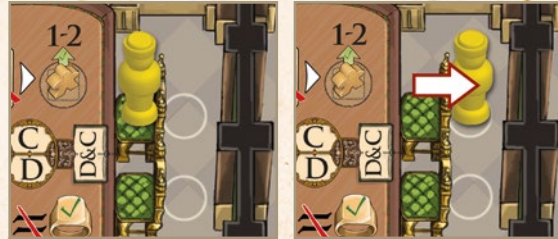
## ACTIVATION DETAILS


The start player begins and play continues clockwise.


On your Turn, choose your own Lord or one of your Courtier to activate which still occupies its Audience Chamber Chair.


The following rules apply:


 To indicate that a Lord or Courtier has been activated, move it to the empty space behind its Chair. Once a figure has been activated, it may not be used to perform another Action this Round.




 The presence of 2 Lords in an Audience Chamber does not allow the Courtiers in that Chamber to be activated more than once.

 When activating a Lord, you may perform both of that Audience Chamber's Actions. You may choose either Action to perform first and must finish it completely before performing the other Action.

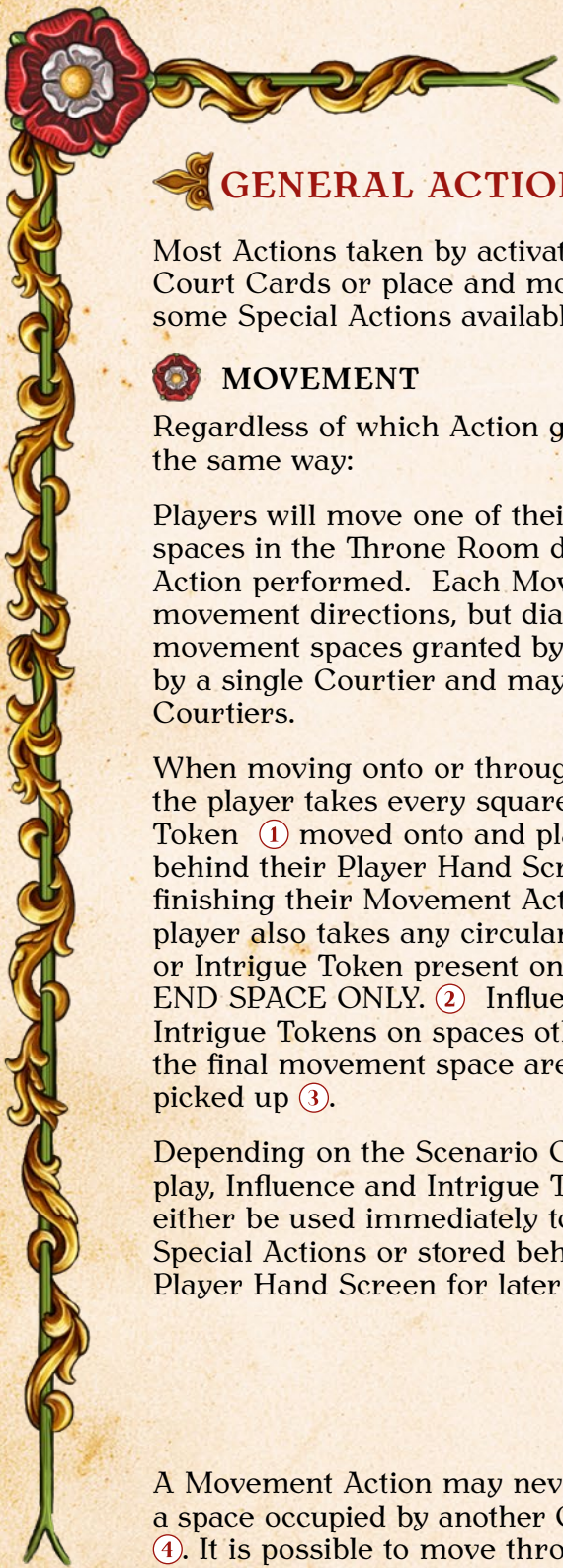
 When activating a Courtier, you may only choose one of the two Actions available in that Chamber to perform.

 Courtiers in a Chamber, in which all of the Lords have already been activated, may still be activated to take Actions.

 After a player has finished taking the Actions allowed for ONE of their chosen figures, play continues clockwise around the table with the next player taking their Turn and choosing ONE of their figures to activate.

The phase ends when all player figures have been activated and all players have had an equal number of Turns (play continues clockwise to the start player).

For details of the Actions available in each Audience Chamber Actions on page 12.



## GENERAL ACTION TYPES

Most Actions taken by activating your figures will either allow you to acquire Court Cards or place and move Courtiers in the Throne Room. There are also some Special Actions available which are covered in detail on page 13.

### MOVEMENT

Regardless of which Action grants the movement, it is handled in the same way:

Players will move one of their own Courtiers a certain number of spaces in the Throne Room determined by the specific Movement Action performed. Each Movement Action will specify the allowed movement directions, but diagonal movement is never allowed. All movement spaces granted by a Movement Action must be taken by a single Courtier and may not be divided between multiple Courtiers.

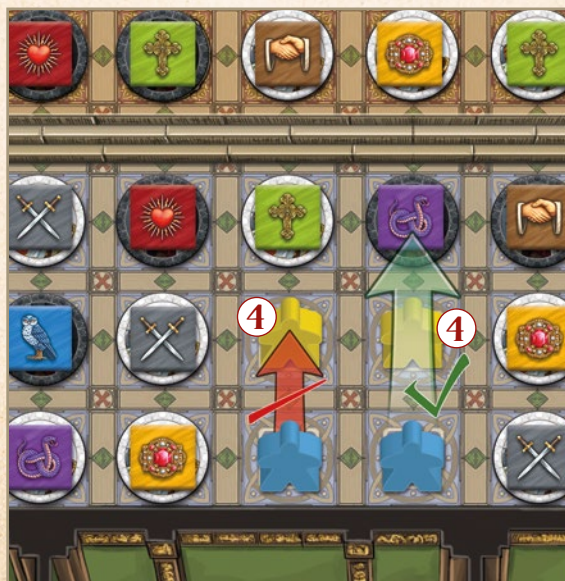


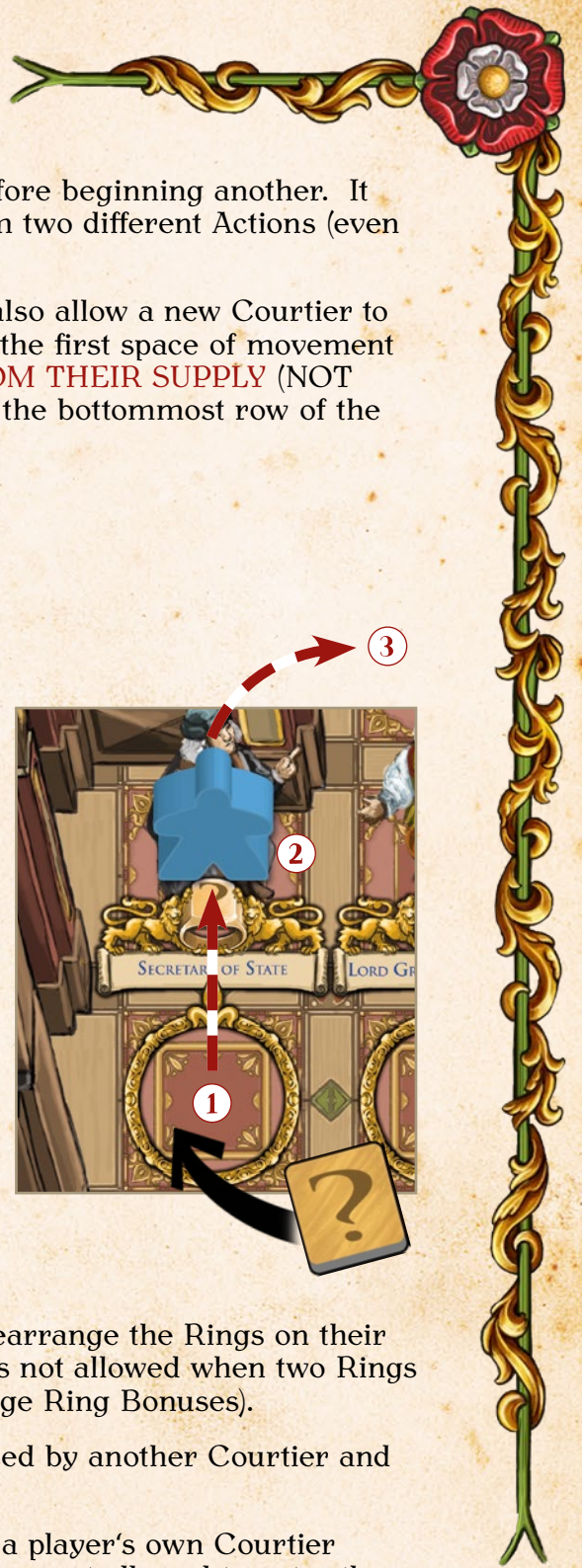
When moving onto or through spaces, the player takes every square Court Token **1** moved onto and places these behind their Player Hand Screen. After finishing their Movement Action, the player also takes any circular Influence or Intrigue Token present on their **END SPACE ONLY**. **2** Influence and Intrigue Tokens on spaces other than the final movement space are not picked up **3**.

Depending on the Scenario Card in play, Influence and Intrigue Tokens will either be used immediately to perform Special Actions or stored behind the Player Hand Screen for later use.



A Movement Action may never end on a space occupied by another Courtier **4**. It is possible to move through a space occupied by another Courtier (counting their space), assuming the Movement Action allows enough moves to do so. If not enough moves are available, the Courtier may not pass over the occupied space, its movement ends, and any remaining moves are lost.





Every Movement Action must be fully completed before beginning another. It is not allowed to combine the movement spaces from two different Actions (even Special Actions) in order to pass another figure.

Unless otherwise stated, any Movement Action can also allow a new Courtier to be placed into the Throne Room. A player may use the first space of movement in a given Movement Action to place a Courtier **FROM THEIR SUPPLY** (NOT from an Audience Chamber) onto an open space on the bottommost row of the Throne Room.

### COURT OFFICES

When a Courtier enters the topmost space of a column ① in the Throne Room, it must end its movement. After taking the Tokens present on the topmost space, the Courtier is placed on the Office Space ② just above the column and it now holds the Office! If the Office is empty (no other Courtier is present), the player chooses a Privilege Ring from the supply and places it on one of their Player Hand Screen fingers. The player may immediately use any new powers granted by the placement of their new Ring.

If an opponent's Courtier already occupies the Office, it is disgraced and is exchanged with your Courtier. The disgraced opponent's Courtier is placed back into its player's supply ③. The new office holder now removes a Ring of their choice from the Player Hand Screen of the disgraced player (instead of from supply) and places it on a finger on their own Player Hand Screen.



Any time a player gains or loses a Ring, they may rearrange the Rings on their Player Hand Screen as they wish. Rearrangement is not allowed when two Rings are exchanged for any reason (see page 16 - Privilege Ring Bonuses).

A Courtier remains on an Office Space until disgraced by another Courtier and may not be moved with Movement Actions.

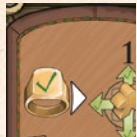
A player may never disgrace their own Courtier. If a player's own Courtier holds an Office Space, that player's other Courtiers are not allowed to enter the top most space of that column.



## AUDIENCE CHAMBER ACTIONS

Each Audience Chamber provides 2 unique Actions for Lords or Courtiers to perform. All Chamber Actions are described below.:

### A - PRIVILEGE MOVEMENT



Place a new Courtier (from your supply) into the Throne Room or move an existing Courtier in the Throne Room 1 space in any direction as long as the Court Token on the target space matches a Ring on your Player Hand Screen.

Take any Court, Influence, or Intrigue Tokens in the space you moved onto.



### B - PRIVILEGE RING EXCHANGE

Remove a Privilege Ring from your Player Hand Screen and return it to supply. Then choose a different Ring from the supply and place it on the same finger from which the old Ring was removed. Rings may not be rearranged when using this Action. It is allowed to switch for the same Ring type as long as another of that type is present in the supply before the exchange (you may not retrieve the exact same Ring from the supply that you just placed there).

You then receive a Court Card of the same type as the new Ring.



### C - SHORT COURT MOVEMENT

Move one of your Courtiers 1 or 2 spaces in a single column toward the top of the Throne Room (or place a new figure from your supply and move up to 1 space). For each space entered, you must discard a Court Card matching the Court Token on the space. If the first space is blocked by another Courtier, any Court Card may be discarded to skip that space (as long as the second space is open and a card matching that space can also be discarded). If the second space is occupied, you may only move 1 space. If both spaces are occupied, or you do not have the cards to end in an open space, the movement is lost.

Take any Court, Influence, or Intrigue Tokens during movement per the standard movement rules.

The 2 spaces of movement may not be divided between multiple Courtiers in the Royal Court.

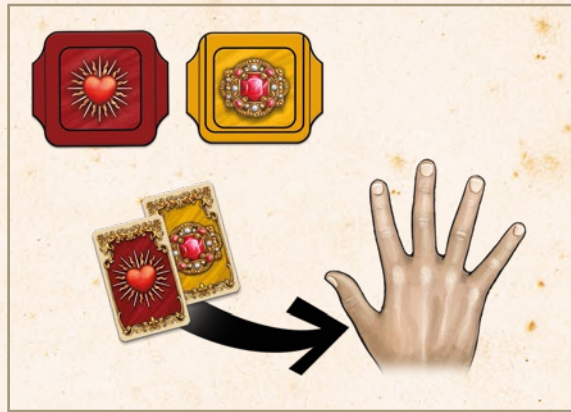




**D - PRIVILEGE CARDS**  
Take 2 Court Cards from the supply matching the types of 2 different Privilege Rings on your Player Hand Screen.

Each card must match a different Ring.

You may take 2 cards of the same color, only if you own 2 Rings of the same color.



**E - LONG COURT MOVEMENT**

Move one of your Courtier 1 to 7 spaces in a single column toward the top of the Throne Room (or place a new Courtier from your supply and move up to 6 spaces). For each space entered, you must discard a Court Card matching the Court Token on the space. If a space is blocked by another Courtier, any Court Card may be discarded to skip that space (as long as the next space is open and a Court Card matching that space can also be discarded). If the next space is occupied, you may not move there and the additional movement is lost.

Take any Court, Influence, or Intrigue Tokens during movement per the standard movement rules.

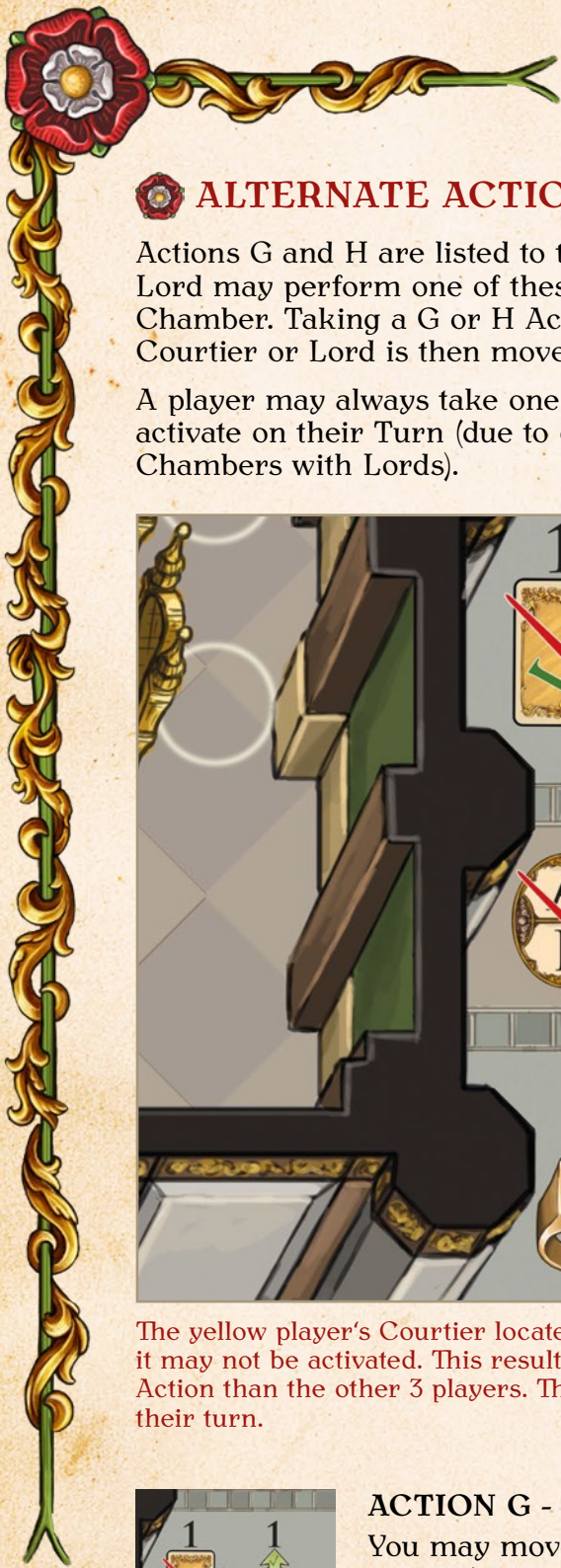
The 7 spaces of movement may not be divided between multiple Courtiers in the Royal Court.



**F - ANY COURT CARD**

Take a Court Card of your choice from supply.





## ALTERNATE ACTIONS

Actions G and H are listed to the right of the Audience Chambers. A Courtier or Lord may perform one of these Actions instead of an Action listed in its Audience Chamber. Taking a G or H Action counts as the player's Turn Action and that Courtier or Lord is then moved behind its Chair.

A player may always take one G or H Action if they have no Courtier or Lord to activate on their Turn (due to other players having more Courtiers in Audience Chambers with Lords).



The yellow player's Courtier located in the middle Audience Chamber has no Lord present, so it may not be activated. This results in the yellow player having one fewer Audience Chamber Action than the other 3 players. The yellow player may instead take one G or H Action on their turn.



### ACTION G - ONE SPACE COURT MOVEMENT

You may move a Courtier up 1 Royal Court space (in a single column) or you may place a new Courtier **from your supply** on a bottommost Royal Court column space by discarding a Court Card matching the Court Token on the target space.



### ACTION H - PRIVILEGE RING COURT CARD

You may take a Court Card from supply that matches a Privilege Ring on your Player Hand Screen.

## BONUS ACTIONS

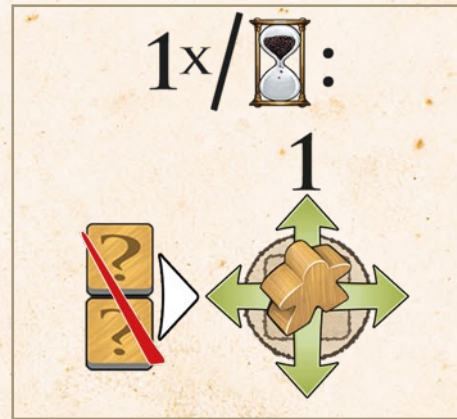
Two Bonus Actions are available to players ANYTIME during their Turn. These are listed on the left and right wings of the Player Hand Screen.

### MOVE COURTIER

A player may spend any 2 Court Tokens they possess to move one of their Courtiers 1 space in any direction onto any colored Court Token.

This Bonus Action may be taken only ONCE per Round (not per Turn) and is in addition and SEPARATE from any Lord or Courtier Action you may be taking this Turn.

Place the spent Court Tokens in front of your Player Hand Screen until the end of the Round at which time they are discarded from the game.




### EXCHANGE 2 CARDS FOR 1

A player may exchange any 2 Court Cards in their hand for 1 new Court Card of their choice from supply.

This Bonus Action may be taken as many times as a player wishes and is in addition to and SEPARATE from any Lord or Courtier Action you may be taking this Turn.



The Scenario Card in play will specify other Bonus Actions available in each game using Influence/Intrigue Tokens (see 'Scenario Card Summary' on page 20).

If this Action is marked as an Immediate Action ( ①), the player must decide whether to immediately spend the picked-up Token to take the Special Action, or to skip the Special Action and keep the Token for End Game Prestige Scoring. If kept, the Influence/Intrigue Token is placed behind the Player's Hand Screen and may not be spent for Immediate Actions in the future.

If the Special Action is not marked as Immediate, a player may spend the required Influence/Intrigue Token in any of their future Turns by spending the listed Token cost ②





## PRIVILEGE RING ACTION ENHANCEMENTS

Depending on how Privilege Rings are arranged on a Player Hand Screen's fingers, the Rings will grant powerful enhancements to matching Audience Chamber Actions (A-E).

Each Action is listed on the screen, along with a hand icon with highlighted fingers. If Rings are positioned **on each** of an Action's highlighted fingers, that Action is enhanced as described below.

### Ring Action Enhancements:



You may perform this movement (or place a new Courtier from your supply) onto any Royal Chamber space, even if you do not have a Ring that matches that space's Court Token.



You may exchange 2 Rings (1 at a time). You still only receive 1 Court Card, but may choose which of the new Rings it matches. You are allowed take a Court Card matching the Ring taken during the first exchange, even if that Ring is then returned in the second exchange.



You may move up to 3 spaces (instead of 2) and each move may be made in any vertical or horizontal direction. Your Courtier may not re-enter a space that it previously occupied during the current movement. You still only receive an Influence/Intrigue Token from the final space moved onto.



Instead of drawing Court Cards matching 2 different Rings, you may use a single Ring to draw 2 Court Cards of its color.



After the movement is complete, if you moved at least 3 spaces you may take a Court Card from the supply matching one of the cards discarded for this movement.



You may take 2 Court Cards and then return 1 card from your hand to the supply.





Depending on the Ring positions, multiple Action enhancements can be earned.



Above, Actions D and F will be enhanced.

## RE-POSITIONING RINGS

The positions of Rings is very important. Rings may only be re-arranged on a hand when a new Ring is gained or a current Ring is lost by a player.

## PHASE 5 - END OF ROUND

If this is was NOT the last game Round:

- All players remove their Lords from the Audience Chambers.
- Courtiers in the Audience Chambers are moved back into their chairs.
- Any End of Round Prestige (specified on the Scoring Cards) are totaled and added to the Prestige Track.
- Spent Court Tokens in front of Player Hand Shields are removed from the game.
- Move the Round Marker (picture frame) up one space on Henry's Wives Track.
- The player to the previous start player's left becomes the new start player and begins the next Round.



# GAME END



Depending on the player count and Scenario Card, a game will last 4 to 6 Rounds (summary on page 20).

Any end game Prestige Points specified by the Scoring Cards are totaled and added to each player's score on the Prestige Track.

Finally, bonus Prestige Points are awarded for the 'Order of the Garter' (a famous Order of Chivalry whose members are appointed by the King).

Each player adds their remaining Influence Tokens, Intrigue Tokens, and Court Cards (not Court Tokens). These totals are compared and Prestige Points are awarded to players with the highest totals.

The chart is located to the left of King Henry's throne:

PLAYERS	PRESTIGE EARNED FOR:			
	First Place	Second Place	Third Place	Fourth Place
2 Player	5	0		
3 Player	5	2	0	
4 Player	5	3	1	0



In case of a tie, all tied players receive the full Prestige Points for their rank and the following rank is not scored.

The player with the most Prestige is the winner. Until the next game, the other players are required to address the winner as 'Your Majesty'.

In case of a tie, the player with the most Court Cards is the winner. If still tied, the player with the most unspent Influence/Intrigue wins. If still tied, the player with more Privilege Rings wins. If still a tie, both players share the win.

## SPECIAL CASES

In the rare case that a player needs to place a Courtier anywhere on the game board and has no more Courtiers in their supply, the player may choose to remove any existing Courtier from the Royal Court in order to continue. The space that Courtier previously held is lost and a new Court Token is placed there. A Courtier holding a Court Office may not be removed in this way.

In the rare case that there are not enough Court Tokens remaining in the bag to refill empty spaces following a Movement Action, these spaces remain empty. Fill spaces from top to bottom and from left to right with any remaining Tokens.

Spaces without Court Tokens may be moved into using ANY Court Card for Actions C/E/G or ANY Privilege Ring for Action A. The player gains no Court Token for moving into these spaces.

## PRESTIGE POINTS

Players win by earning the most Prestige in a game. Prestige is earned based on which Red and Green Scoring Cards were chosen for the game. Prestige is earned at the end of a game (Red Scoring Cards) or during the game (Green Scoring Cards).

A player's Prestige is tracked on the numbered Prestige Track bordering the game board.



## SCORING CARDS



### Politically Focused

At game end, players will score Prestige for sets of matching Court Tokens according to the table shown on the Scoring Card.

A single Court Token of a type is worth 1 Prestige. 7 Court Tokens of the same type are worth 28 Prestige. If a player has more than 7 Court Tokens of the same type, score the extra as a separate set.

*Ex: 8 Tokens would be worth  $28 + 1 = 29$  Prestige.*



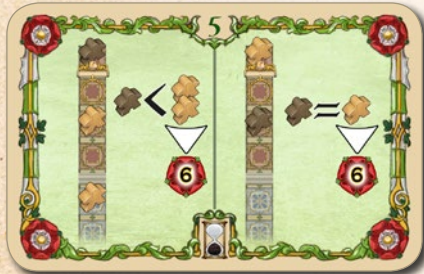
### Only The Essentials

During game setup, remove Court Tokens from the bag as shown on the card. At Game End, players receive the listed amount of positive or negative Prestige for each Court Token they possess. Court Tokens worth negative Prestige may not be spent for the Move Courtier Bonus Action.



### The Quest For Power

Players immediately score the number of Prestige listed on the card when acquiring a Court Office.



### Crowded Court

At the end of every Round, a majority scoring will occur for every Throne Room column. The player with the most Courtiers in a column (including office holders) scores 6 Prestige. In case of a tie, the player with the highest figure in the column receives the Prestige.



## SCENARIO CARDS



Scenario Card Actions can be taken during a player's Turn and are in addition to and SEPARATE from any one Lord or Courtier Action you may be taking this Turn.

### Persistent Courtiers

- During the Chamber Assignment Phase, place 2 Courtiers on Assignment Benches in the first Round and 1 Courtier every Round thereafter.
- Game length for 2/3/4 players: 5/4/4 Rounds.
- LEFT ACTION - At any time during your Turn, discard 2 Influence Tokens to remove one of your own Courtiers from an Audience Chamber and immediately place it on ANY open Audience Chamber Assignment Bench. You may select a Courtier that has already been activated.
- RIGHT ACTION - Immediately perform an Action when receiving an Intrigue Token. Discard the Token to swap any 2 Court Tokens in the Throne Room (after refilling it at the end of your movement).



### Rise And Fall

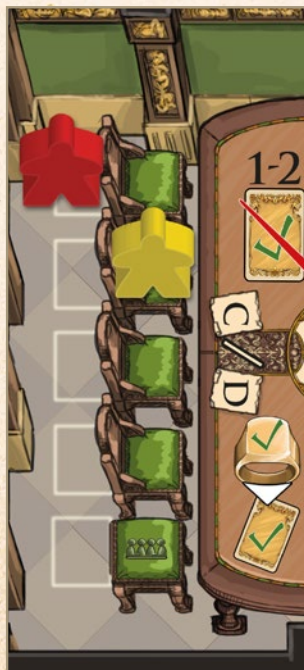
- During the Chamber Assignment Phase, place 2 Courtiers on Assignment Benches in the first Round and 1 Courtier every Round thereafter.
- Game length for 2/3/4 players: 5/4/4 Rounds.
- LEFT ACTION - Immediate Action when receiving an Influence Token. Discard the Token to take a Court Card of your choice from supply.
- RIGHT ACTION - Immediately perform an Action when receiving an Intrigue Token. Discard the Token to immediately switch the position of one of your Courtier with an ADJACENT Courtier in the same Audience Chamber.



Before



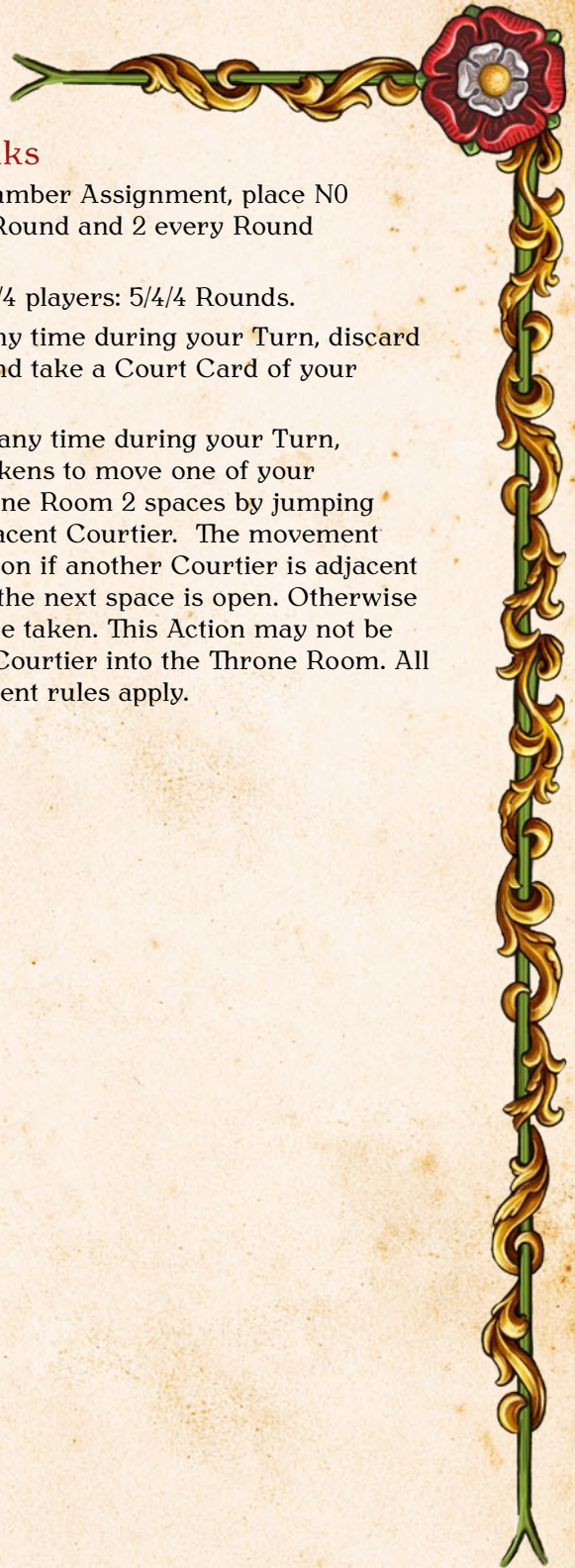
After



Not Allowed



Example of switching 2 adjacent Courtiers.



### Climbing The Ranks

- During Phase 1 - Chamber Assignment, place NO Courtier in the first Round and 2 every Round thereafter.
- Game length for 2/3/4 players: 5/4/4 Rounds.
- LEFT ACTION - At any time during your Turn, discard 2 Influence Tokens and take a Court Card of your choice from supply.
- RIGHT ACTION - At any time during your Turn, discard 2 Intrigue Tokens to move one of your Courtiers in the Throne Room 2 spaces by jumping over any directly adjacent Courtier. The movement may be in any direction if another Courtier is adjacent in that direction and the next space is open. Otherwise this Action may not be taken. This Action may not be used to bring a new Courtier into the Throne Room. All other normal movement rules apply.





# ALTERNATE GAME SETUPS

You can customize each game setup by choosing to play with different combinations of Scoring and Scenario Cards. This will change game play in dramatic ways, creating a strategic experience with exceptional replayability.

For your second game we recommend that you choose:

**Head of the Snake!** Red Scoring Card 2 Green Scoring Card 5 Blue Scenario Card 2

Further recommended game combinations:

Red Scoring Card 2 Green Scoring Card 4 Blue Scenario Card 1

## Customized Setup

Choose any combination of 2 Scoring Cards and 1 Scenario Card of your choice. You may come up with some very interesting combinations! You may even choose two Red OR two Green Cards for your 2 Scoring Cards choice!

## Random Setup

For fun, you can even try a random game setup!

1. Randomly select one Red Scoring Card
2. Randomly select one Green Scoring Card.
3. Randomly select one Blue Scenario Card.

# CREDITS

Tudor Rules v08

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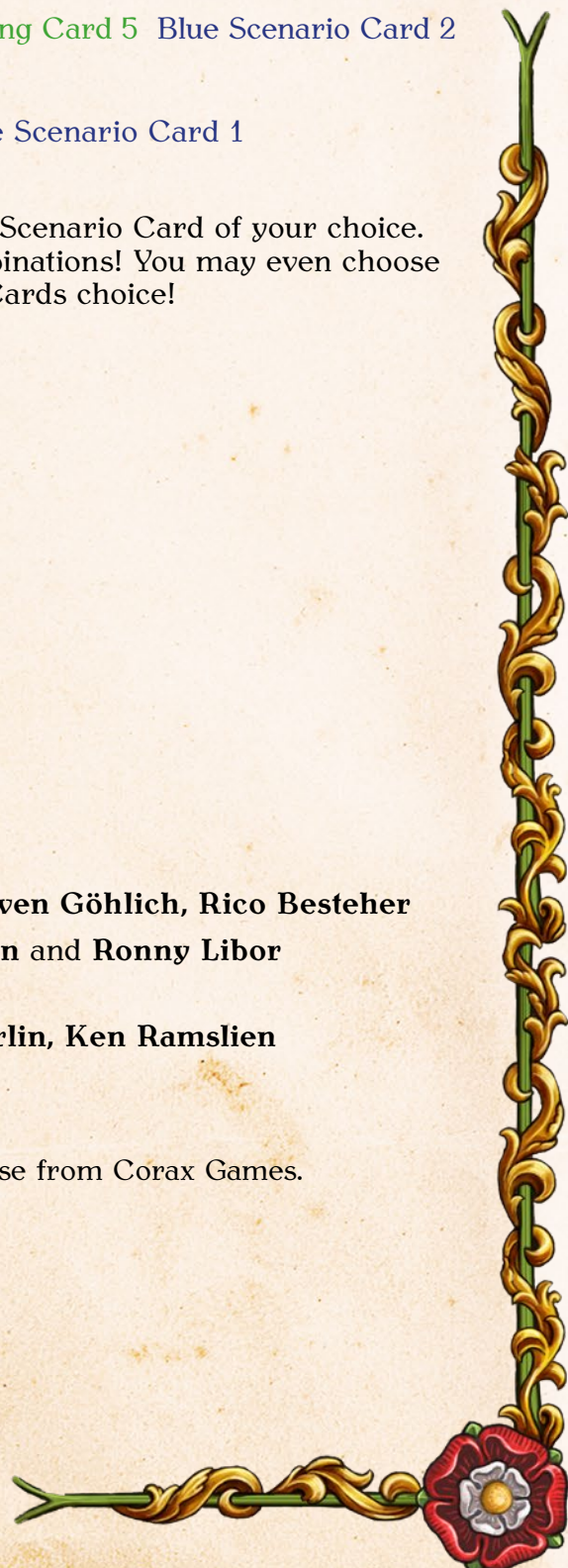
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**Tudor AYG 5440**

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# TUDOR GAME SUMMARY

## Phase 1 - Chamber Assignment

- Take turns placing Courtiers into the three Assignment Benches outside the three Audience Chambers.

## Phase 2 - Chamber Entry

- Move assigned Courtiers into their associated Audience Chambers, maintaining assigned order.
- Place each Courtier on the next empty top LEFT HAND side chair.
- If no empty chair remains, push all Courtiers up to create an open chair. The top most Courtier pushed off of a chair is placed back into its player's supply. (This is the ONLY way a Courtier ever leaves an Audience Chamber.)

## Phase 3 - Lord Placement

- Each player places their Lord into an Audience Chamber of their choice onto an empty RIGHT HAND side chair.
- Lords may not be placed in an Audience Chamber in which there is no open right hand side chair.

## Phase 4 - Chamber Actions

- Take turns activating a single Courtier or Lord to perform the Actions available in their Audience Chamber. They may be activated in any order.
- Lords may perform both Actions available in their Chamber in either order.
- Courtier may only be activated if a Lord is present in their Chamber.
- Courtier may perform only one of the two Actions available in their Chamber.
- Once a Lord or Courtier has been activated, move it to the empty space behind its chair.

## Phase 5 - End of Round

- All players remove their Lords from the Audience Chambers.
- Courtiers in the Audience Chambers are moved back into their chairs. (Courtiers are NEVER removed from the Audience Chambers unless pushed out by other Courtiers during Phase 2 - Chamber Entrance.)
- Any End of Round Prestige (specified on the Scoring Cards) are totaled and added to the Prestige Track.
- Spent Court Tokens in front of Player Hand Shields are removed from the game.
- Move the Round Marker (picture frame) up one space on Henry's Wives Track.
- The player to the previous start player's left becomes the new start player and begins the next Round.

