

A woman with white hair styled in an updo, wearing a crown adorned with blue and white jewels. She is wearing a blue dress with a white fur collar. The background is a deep blue with white snowflakes and a bright light source. The text 'WINTER QUEEN' is written in a large, white, serif font across the middle of the image. Below it, the text 'GAME BY YURI ZHURAVLEV' is written in a smaller, white, sans-serif font. At the bottom, the text 'RULEBOOK' is written in a large, white, serif font inside a white banner.

WINTER QUEEN

GAME BY YURI ZHURAVLEV

RULEBOOK

In a faraway land, there is eternal winter. And the ruler of this Winter Land is the beautiful Winter Queen, whose heart is so kind that all citizens of her four magical counties adore her.

Once a year, the Winter Queen holds a special competition for the top wizards of the counties. She enchants snow all around her Queendom, turning it into shining crystals ablaze with the colors of the northern lights. The wizards use these crystals to weave magical spells that protect the Queendom from all manner of hardship and woe.

For each casted spell, the Winter Queen awards the wizards with golden coins. The wizard who collects the most coins by the end of the competition is named as the Queen's new Key Advisor for the next year.

So grab your magic books, study up, and dazzle the Winter Queen with your spells!

OBJECTIVE

As a wizard in the Winter Queen's annual competition, you will cast spells and vie to claim the title of the Queen's Key Advisor. During the game, you will strategically place crystals on the Queendom map to gain Victory Points based on the following conditions:

- ◆ **The position of crystals on the map.**
- ◆ **The effects of your collected Spell Book tiles.**
- ◆ **The color of crystals you place on your Spell Books.**

Each spell you cast will earn Victory Points (VP), and the player with the most VP at the end of the game is declared the winner, earning the title of the Key Advisor.



COMPONENTS



4 Crystal Holder tiles



45 Enchanted Crystals
(9 each of blue, green, yellow, purple, and red)



36 Victory Points tokens



1 Winter Queen token
(first player token)



1 Queendom Map board
(double-sided)

4 Reference cards



8 Queen's Domain tiles



1 Rulebook



20 Spell Book tiles



1 Crystals bag

SETUP

- 1 Place the **Queendom Map board** in the middle of the table and give 1 **Reference card** to each player.

NOTE: Both sides of the map are identical in terms of gameplay.

- 2 Place **Crystal Holder tiles**. In a **2-player** game, place 3 tiles within easy reach of both players. In games with **3–4 players**, place 1 tile between each pair of players so that each player has 1 tile on both their left and right.
- 3 Put **Enchanted Crystals** into the **Crystals bag**. Return 3 crystals of each color to the box for a **2-player** game or return 1 crystal of each color for a **3-player** game. In a **4-player** game, use all 45 crystals.
- 4 Place random **crystals from the bag on each Crystal Holder tile**. In a **2-player game**, draw and place 3 crystals on each Crystal Holder tile. For **3–4 players**, draw and place 4 crystals per tile.

Players	Crystal Holder tiles	Removed Crystals	Crystals on Holder tiles
2	3	3 per color	3
3	3	1 per color	4
4	4	0	4

- 5 Place the **Queen's Domain tiles**. Shuffle these tiles face down and place 1 tile on each space of the map with either a castle or tower (5 spaces in total). After all tiles are placed, flip them face up. Return the remaining 3 Queen's Domain tiles back to the box.
- 6 Place **Spell Book tiles** next to each county of the Queendom. The map is divided into 4 colored **Queendom counties** (red, green, purple, and blue). Shuffle 20 Spell Book tiles face down and divide them into 4 equal piles of 5 tiles each. Place 1 pile next to the coat of arms of each county face up. The topmost tiles of the piles are always visible for all players.
- 7 Place the **Victory Points tokens** within easy reach of all players. This is the common supply. Players can exchange their VP tokens with the supply at any time.
- 8 The player who last saw snow (or a player chosen randomly) becomes the first player and gets the **Winter Queen token**.



Setup for a 3-player game

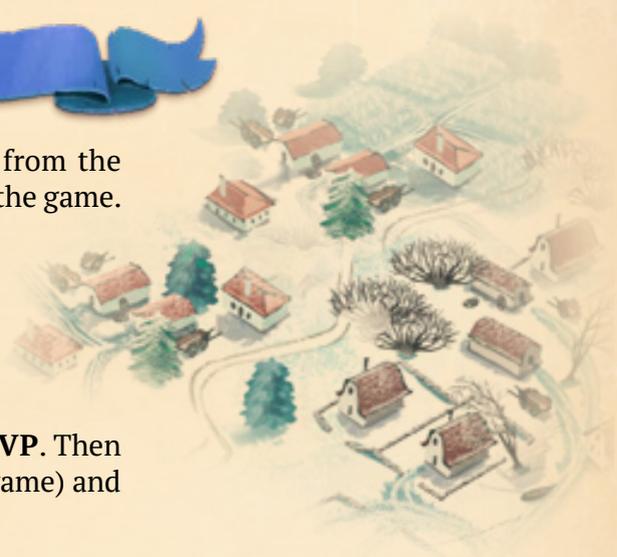
GAMEPLAY

Players take turns in clockwise order until all crystals have been drawn from the Crystals bag. The player with the Winter Queen token takes the first turn in the game.

On your turn, you must choose one of the following actions to perform:

- ◆ Place an available crystal on an empty space of the map.
- ◆ Place an available crystal on an empty page of your Spell Book tile.
- ◆ Activate one of your Spell Book tiles and score VP.

If you take the last crystal from a Crystal Holder tile, **immediately gain 1 VP**. Then **draw new crystals** from the bag (3 in a 2-player game or 4 in a 3–4 player game) and **place them on that Crystal holder tile**.



PLACE A CRYSTAL ON THE MAP

Choose an available crystal and place it on any empty space of the map. A Queen’s Domain tile is considered a space as well. You can place a crystal on a space only if it does not have a crystal yet (either placed or depicted). Each space can only hold 1 crystal (including the depicted one).

NOTE: In a **2-player game**, all crystals placed on 3 Crystal Holder tiles are available. For games with **3–4 players**, only the crystals on the Crystal Holder tiles to your left and right are available.

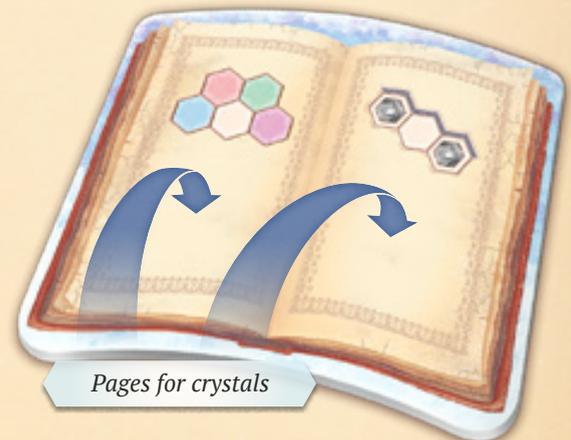
After you placed the crystal on the map, you may **take the topmost Spell Book tile** from the same-colored county (from the pile of Spell Book tiles located next to the coat of arms of that county). After taking the top tile from the pile, you make visible the **next tile** in the county. If there are no Spell Books left in the county where you placed the crystal, you will not take a new Spell Book with this action.

NOTE: You can’t have more than 3 Spell Books!

Queen’s Domain tiles are not considered a part of any county. After placing a crystal on an empty Queen’s Domain tile, you may take a Spell Book tile from **ANY** county.

PLACE A CRYSTAL ON A SPELL BOOK

Choose an available crystal and place it on an empty page of one of your Spell Books. (You cannot perform this action on your first turn.)



You can only have 1 crystal on each page of your Spell Book; however, each page can hold **any color** crystal (including crystals of the same color on both pages).

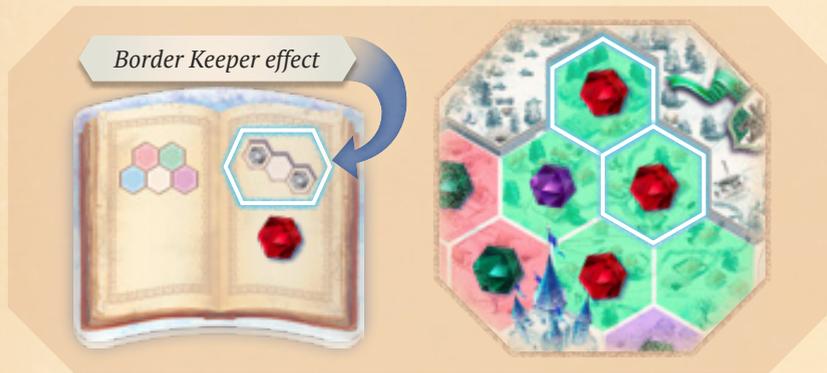
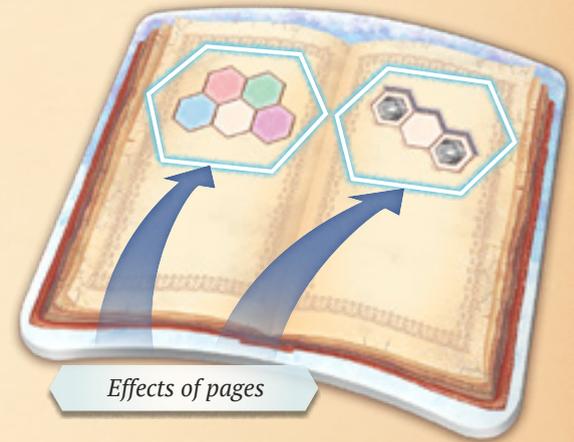
NOTE: After placing a crystal on a Spell Book page, you do NOT apply any effects of the Spell Book or take a new Spell Book tile!

ACTIVATE A SPELL BOOK

Choose one of your Spell Book tiles holding **at least 1 crystal**.

ONLY ONE CRYSTAL ON YOUR SPELL BOOK

- 1 Apply the effect of the Spell Book page using the color of the crystal placed on it. Take the earned VP tokens and place them face down in front of you.
- 2 Discard the Spell Book you have used and the crystal on it—they are removed from the game.



Example: Marcia applies the Border Keeper effect using the red crystal on its page. She gains 2 VP (1 VP for each red crystal on the edge of the map). The Spell Book and its red crystal are then discarded.

TWO CRYSTALS ON YOUR SPELL BOOK

When activating a Spell Book with 2 crystals, you **apply both effects one by one** and can choose the order in which they are resolved.

- 1 Apply one of the effects of your Spell Book using the crystal placed on the page of that effect. Take the earned VP tokens and place them face down in front of you.
- 2 Apply the remaining effect of the same Spell Book using the crystal placed on the page of that effect. Take the earned VP tokens and place them face down in front of you.
- 3 Discard the Spell Book and both crystals on it—they are removed from the game.
- 4 Remove any 1 crystal (but not the one depicted on a Queen's Domain tile) from the map and return it to the Crystals bag.



Example: Martin first applies the Northern Lights effect using the green crystal placed on the page of that effect and gains 3 VP (1 VP for each county/Queen's Domain with a green crystal) ①. Then he applies the Border Keeper effect with the red crystal, scoring 2 VP ② for a total of 5 VP earned. The Spell Book and both its crystals are discarded.

Now Martin must return 1 crystal from the map to the Crystals bag. He sees that Miranda has the Forest Wisps (Purple) Spell Book with a red crystal on it. In order to prevent Miranda from using it, Martin removes the purple crystal from the map ③.

All Spell Book effects are described in detail on pages 9–11.

While applying your Spell Book effects, explain to other players what you gain the VP for to ensure correct counting of VP. You may look at your own VP tokens at any point during the game, but you are not allowed to look at your opponents' tokens.

NOTE: After performing this action, you do not take a new Spell Book tile!

GAME END & VICTORY

Once the **last crystal is drawn from the Crystals bag**, the final step of the game begins.

Place all available crystals on a single Crystal Holder tile. From now on, all these crystals are available to all players.

Players continue to take turns until the player with the Winter Queen token takes their turn. After that, each player takes 1 more turn and then the final scoring begins.

After the last crystal has been drawn, **you are NOT allowed to activate your Spell Books** (or remove any crystals from the map). On your turn, you can only place a crystal on the map (taking an available Spell Book for that as usual) or on one of your Spell Book tiles. During the final scoring, you will activate your Spell Books so it would be a good strategy to fill their pages during this step.



FINAL SCORING

Starting with the first player and proceeding clockwise, **all players apply the effects of all their Spell Books that hold at least 1 crystal** and score VP as usual.

During the final scoring, do **NOT** discard any Spell Books or crystals as they can be used by other players' Spell Books. In addition, do **NOT** discard a crystal from the map when activating your Spell Book with 2 crystals on it.

After all players have activated all their Spell Books with at least 1 crystal, reveal your VP tokens and count up your final score.

The player with the most VP wins and becomes the Winter Queen's new Key Advisor! In case of a tie, the victory is shared.



SPELL BOOKS

Victory Points are scored for Spell Book tiles that you activate during the game and during the final scoring. To activate your Spell Book, it must hold at least 1 crystal. The color of that crystal will affect how you score VP.

NOTE: Crystals depicted on Queen's Domain tiles are considered normal crystals for scoring Spell Books!

EFFECTS OF THE SPELL BOOKS

FOREST WISPS

(RED, BLUE, PURPLE, YELLOW, GREEN)

Choose any crystal on the map that is the same color as either the crystal **depicted** on the page of this effect or the crystal **placed** on the page of this effect. Score 1 VP for each crystal of the **other (unchosen) color** adjacent to the chosen crystal's space.

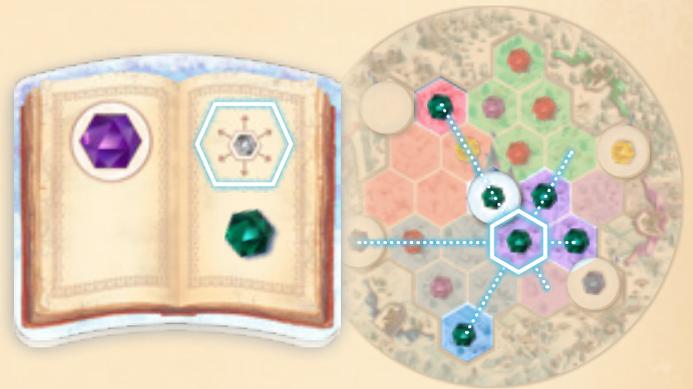
Example: *Miranda activates the Forest Wisps (Purple) effect with a red crystal placed on its page. She can choose any purple or red crystal (respectively) on the map and gain 1 VP for each red or purple crystal (respectively) on the adjacent spaces. Miranda chooses the top purple crystal and gains 3 VP (1 VP for each red crystal on the adjacent spaces). She could have chosen a red crystal instead, but then she would have received only 1 VP (for 1 adjacent purple crystal).*



ROSE OF THE WINDS

Choose any crystal on the map that is the same color as the crystal on the page of this effect. Gain 1 VP for that crystal. Then draw an imaginary straight line from each side of the chosen space and score 1 VP for each crystal of the same color as the chosen crystal on those 6 lines.

Example: Marcia activates the *Rose of the Winds* effect with a green crystal placed on its page. She scores 1 VP for the chosen green crystal on the map and 5 more VP for green crystals that are on the imaginary lines drawn from each side of the chosen space, for a total of 6 VP.



BORDER KEEPER

Score 1 VP for each crystal on the edge of the map that is the same color as the crystal placed on the page of this effect. The scored crystals do not have to form a continuous line.

Example: Martin activates the *Border Keeper* effect with a red crystal placed on its page. He scores 3 VP for 3 red crystals placed on the edge spaces of the map.



MAGICAL CLOUDS

Score 1 VP for each crystal or group of crystals of the same color as the crystal placed on the page of this effect. Same-colored crystals on adjacent spaces of the map form a group.

Example: Marcia activates the *Magical Clouds* effect with a green crystal placed on its page. She scores 3 VP for 1 group of green crystals and 2 single green crystals.



BRIGHT WAY

Choose any crystal on the map that is the same color as the crystal placed on the page of this effect. Starting from the chosen crystal's space, draw an imaginary straight line through the spaces with the crystals of **different** colors. Score 1 VP for each consecutive, differently-colored crystal on that line. Using this effect, you can gain at most 5 VP.

Example: Miranda activates the *Bright Way* effect with a purple crystal placed on its page. Starting from the top purple crystal on the map, she



draws an imaginary straight line across adjacent differently-colored crystals. Her line is 3 spaces long, with 1 purple, 1 red, and 1 green crystal. Miranda scores 3 VP for this line. There is a blue crystal behind the second green crystal, however, Miranda cannot gain VP for it because of that green crystal as all crystals scored on the line must be of different colors.

.....◦ NORTHERN LIGHTS ◦.....

Score 1 VP for each of 5 zones (4 counties and all Queen’s Domain tiles) containing at least 1 crystal of the same color as the crystal placed on the page of this effect. Using this effect, you can gain at most 5 VP.

Example: Martin activates the Northern Lights effect with a green crystal placed on its page. He scores 4 VP for green crystals being present in the red, blue, and purple counties as well as on the Queen’s Domain tiles.



.....◦ POLAR STAR ◦.....

Choose any crystal on the map that is the same color as the crystal placed on the page of this effect. Score 1 VP for each empty adjacent space.

Example: Marcia activates the Polar Star effect with a purple crystal placed on its page. She chooses a space with the purple crystal on it and scores 2 VP for 2 empty adjacent spaces around it.



.....◦ ARCANE KNOWLEDGE ◦.....

Choose an opponent and score 1 VP for the crystal placed on the page of this effect and 1 VP for each other crystal of the same color on both your and the chosen opponent’s Spell Books (including crystals depicted on the Forest Wisps effect pages).

Example: Miranda activates the Arcane Knowledge effect and chooses Martin. She scores 1 VP for the purple crystal placed on the page of this effect, 1 VP for a purple crystal on her other Spell Book and 2 more VP for the purple crystals on Martin’s Spell Books (1 placed crystal and 1 depicted crystal). In total, Miranda scores 4 VP.



CREDITS

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