



TUDOR

A GAME BY JAN KIRSCHNER FOR 2-4 PLAYERS

GAME RULES

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. 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 royal office titles and gaining faction tokens 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 Tudor Court 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 onto the recessed area on the front of each Ring. On the back of the Ring, apply a matching colored sticker.

TEACHING VIDEOS / LIVING RULES



Website: AcademyGames.com/Tudor




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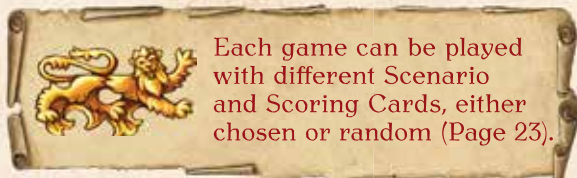


Rules Version 15



GAME SETUP

1. Place the game board in the center of the playing area. The board is double-sided, choose either the 3- or 4-player side or 2-player side.
2. Each player selects a color and takes the matching Player Hand Screen, the Lord , 14 Courtier  figures, and the Scoring Marker .
3. Each player places their Scoring Marker on the 0 space of the Prestige Track.
4. Place **Red Scoring Card 1** and **Green Scoring Card 4** on the two Scoring Card spaces on the game board. (This is a suggested first game setup.)
5. Place **Blue Scenario Card 2** on the Scenario Card space on the game board. (This is a suggested first game setup.)



6. Sort the Faction Cards by colored faction into 7 stacks and place them on the matching spaces on the game board.
7. Place the Privilege Rings into the Ring Stand next to the board. (In a 2 or 3 player game, place only 2 Rings of each color and return the extras to the box.)
8. Place all of the square Faction Tokens into the cloth Faction Token Bag. (In a 2 player game, remove 2 Faction Tokens of each Faction 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 a 2 player game, remove 4 of each of these Tokens from the game.)



10. Randomly draw square Faction 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, plus 1 square Faction Token.



11. The game lasts the 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 portraits. Place the Round Marker on this portrait. Each Round, the Marker is moved up one portrait until the top portrait (last Round) is reached.



CONTENTS

- 1 Game Board (double-sided)
- 18 Influence Tokens (●)
- 18 Intrigue Tokens (●)
- 8 Opportunity Tokens (●)
- 140 Faction Tokens (20 for each of the 7 Factions)



- 70 Faction Cards (10 for each of the 7 Factions)



- 6 Scoring Cards



- 5 Scenario Cards



- 4 Reference Cards
- 4 Lord figures (1 in each player color)
- 56 Courtier figures (14 in each player color)
- 4 Scoring Markers (1 in each player color)
- 1 Round Marker
- 1 Rulebook
- 1 Cloth Bag
- 1 Start Player Marker
- 4 Player Hand Screens (1 in each player color)
- 21 Privilege Rings (3 per Court Faction color)
- 1 Ring Signet Sticker Sheet
- 1 Ring Stand





STARTING RING SELECTION

The player that looks the most like Henry VIII or one of his wives is voted for as the start player.

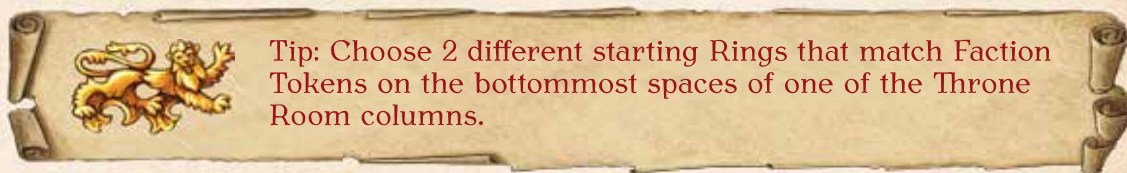
Beginning with the start player and proceeding clockwise, each player selects one Privilege Ring of their choice. Once each player has chosen a Ring, a second Ring is taken in reverse player order. The start player will be the last to select their second Ring.



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 (Ring Action Enhancements - page 16). Once the Rings have been placed, they may only be re-arranged to other fingers when another Ring is gained or lost.

Finally, each player gains a Faction Card matching each Ring they chose. Keep both cards hidden behind the Player Hand Screen.

The game is now ready to begin.



Example player setup: The first player chooses a red and a brown Ring, draws Faction Cards of the same colors and then decides to place the chosen Rings on the ring and pinky fingers. This placement will enhance Audience Chamber Action B. It does not matter what color Ring is placed on a finger, only which fingers the Rings are placed on.

GAMEPLAY OVERVIEW

Players 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 Top 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 perform.

The Faction Tokens occupying each Throne Room space represent the interests and demands of various Court Factions that the Courtiers must mediate to move there. A Courtier may move onto a space by playing a Faction Card or owning a Ring matching the Faction Token occupying that space. A player picks up the Faction Tokens from each space they move onto, as well as any Influence or Intrigue Token located on the space they end on. Acquired Faction, Influence, and Intrigue Tokens are worth bonus Prestige ⑩ at game end or may be spent to perform Bonus 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 the necessary number of existing Courtiers, if all chairs are occupied ⑦. The player Lords are then placed, in player order, on any open chairs on the right sides of the Audience Chamber tables 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 their 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

The 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



Red Scoring Card 1



Green Scoring Card 4



Blue Scenario Card 2

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

- How to score Prestige and when these are scored (1),
- What Bonus Actions are available for Influence and Intrigue Tokens (2 & 3),
- How many new Courtiers to assign to the Chambers in the first (4) and each subsequent Round (5), and
- How many Rounds are played in the game based on the player count (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. A 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 that 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 Courtiers 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

In player order, each player now places their Lord onto one of the patterned Lord 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 present in an Audience Chamber allows **all** Courtiers present in that Chamber (even those belonging to other players) to perform Actions ②. Having two Lords in a Chamber grant no additional benefits to the Courtiers.

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 Courtier Chairs ③ to indicate that they may not perform an Action this Round.

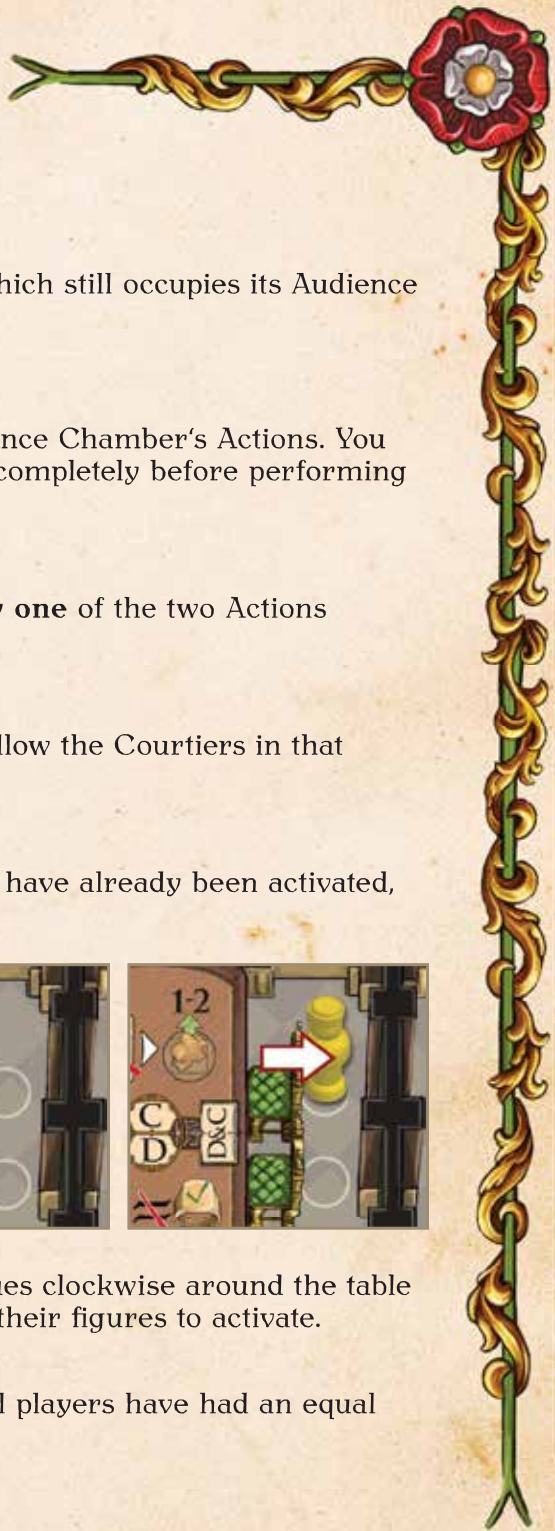


PHASE 4 - AUDIENCE CHAMBER ACTIONS

In this phase, players will activate their Lords and Courtiers to perform the unique 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 Audience 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. Once activated, a figure is moved behind its chair to indicate that it may not be activated again this Round.

Example: A player may activate a Courtier they placed in Chamber 3 on their first Turn, then their Lord placed in Chamber 1 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, activate your own Lord or one of your Courtiers which still occupies its Audience Chamber Chair.


The following rules apply:

 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 that Chamber's second Action.


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

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

 Courtiers in an Audience Chamber, in which all of the Lords have already been activated, may still be activated to perform Actions.

 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.



 After a player has finished taking all of 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).

Audience Chamber Action details are listed on page 12.

GENERAL ACTIONS



Most Actions will either allow you to acquire Faction Cards, place and move Courtiers in the Throne Room, or exchange the Rings on your Player Hand Screen.



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 Move Action performed. (See Short and Long Court Move Actions on pages 11 and 12.)

Each Move Action will specify the allowed movement directions, but **diagonal movement is never allowed**. All movement spaces granted by a Move Action must be taken by a single Courtier and **may not be divided between multiple Courtiers**.



PICK UP TOKENS:

When moving a Courtier onto a new space, the player **picks up every square Faction Token ①, ②, ③, ④** it moves onto and places these behind their Player Hand Screen. After finishing their Move Action, in addition to picking up the Faction Tokens, the player also picks up any circular **Influence** or **Intrigue Token** present on their **END SPACE ONLY ⑤**. Influence and Intrigue Tokens on spaces other than the final movement space are NOT picked up.



④ ⑤

The Yellow player takes an Action that allows her to move her Courtier up 7 spaces in the Throne Room (Action E - Long Move).

③

She moves up one space and picks up the red Heart Faction Token ①.

②

She then moves up onto a second next space and picks up the gray Sword Faction Token ②.

①

She then moves up onto a third space and picks up the brown Diplomacy Faction Token ③.

On her fourth move, she reaches the top of the column, picks up the blue Owl Faction Token ④ AND the round Influence Token ⑤ that occupied this last space.

She ends her Move Action.

Depending on the Scenario Card in play, Influence and Intrigue Tokens will either be used immediately to perform Scenario Card Bonus Actions or stored behind the Player Hand Screen for later use (pages 21-22).



RE-STOCK FACTION TOKENS:

Any time a Courtier leaves a space, that space is re-stocked with a new Faction Token that is blindly drawn from the Faction Token Bag. Do not re-stock the space the Courtier ended on and occupies.

In the example above, new Faction Tokens are drawn and placed on spaces 1, 2, and 3, but not space 4 which the Courtier still occupies.

NOTE: Influence and Intrigue Tokens are never replaced during the game!



MOVING THROUGH OTHER COURTIER:

A Move Action may never end on a space occupied by another Courtier ①. It is possible to move through a space occupied by another Courtier (counting their space), assuming the Move Action allows enough moves to do so ②.

If not enough moves are available, the Courtier may not move through the occupied space ①, its movement ends, and any remaining moves are lost.

Every Move Action must be fully completed before beginning another. Move Actions may never be combined (even Bonus Actions) in order to pass through another Courtier.



PLACING A NEW COURTIER INTO THE THRONE ROOM:

A Move Action can place a new Courtier into the Throne Room. A player may use the first space of movement in a given Move Action to place a Courtier **FROM THEIR SUPPLY** (NOT from an Audience Chamber) onto an open space on the bottom most row of the Throne Room.

OFFICE TITLES

When a Courtier enters the topmost space of a column in the Throne Room, it must end its movement and take all of the Tokens present. This Courtier is then immediately moved to the space above the Office Title Banner ①, assuming that Office Title! The topmost space left empty is re-stocked with a new Faction Token ②.

If the Office Title was empty (no other Courtier was present), the player chooses a Privilege Ring from the Ring Stand and places it on a finger of their Hand Screen.

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

Now both players may re-arrange the Rings on their Hand Screens, **since Rings have been gained or lost**.

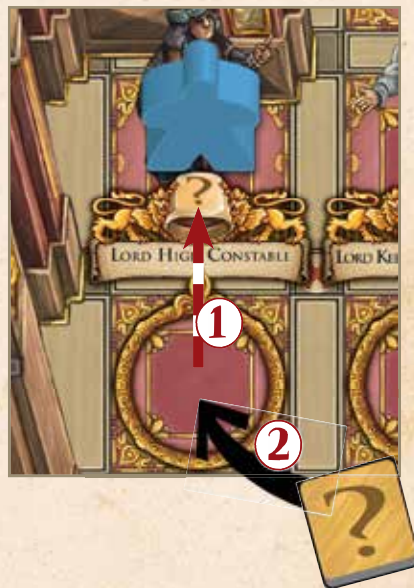
A Courtier remains on an Office Title Space until disgraced by another Courtier and may never be moved with Move Actions.

If a player's own Courtier holds an Office Title, they may not move one of their Courtiers to the topmost space, since they may not disgrace and exchange their own Courtier!

A player may have **more than 5 Rings on their Hand**, if they hold 4 or more offices.

Example: The blue player moves one of his Courtiers three spaces up to the top space of a column picking up the three square Faction Tokens from each space, plus the round Influence Token located on the topmost space. The Courtier is then moved onto the Office Title space ① above the Title Banner. No other Courtier occupies this Office, so the blue player chooses a Ring from the Ring Stand to place on his Hand Screen. Since he is adding a Ring to his hand, he may re-arrange his Rings as he wishes.

All three column spaces the Courtier had moved onto are re-stocked with square Faction Tokens ②.



AUDIENCE CHAMBER ACTIONS



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

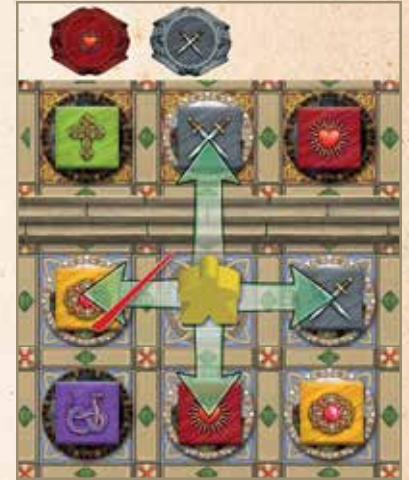
A RING MOVE



Place a new Courtier (from your supply) into the Throne Room onto the bottom most space of a column OR move one of your existing Courtier in the Throne Room 1 space in any direction as long as the Faction Token on the target space matches a Ring on your Player Hand Screen.

Take the Faction and Influence/Intrigue Tokens on the space you moved onto.

Example: The yellow player has a Red and a Gray Ring on her Player Hand Screen. She may therefore move her Courtier up, down, or to the right, but not to the left.



B RING EXCHANGE



Choose a Ring currently available on the Ring Stand. Then remove a Ring from your Player Hand Screen and return it to the Ring Stand. Place your new Ring on the exact same finger of the just removed Ring. You may exchange for the same Ring type. **Rings may not be re-arranged on your Hand when using this Action.**

Hand when using this Action.

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



C SHORT COURT MOVE



Move one of your Courtiers 1 or 2 spaces in a single column toward the top of the Throne Room. (For your first move, you may place a new Courtier from **your supply** into the Throne Room onto a column's bottom most space.) For each space entered, you must discard a Faction Card matching the Faction

Token on that space.

If the first move's space is occupied by another Courtier, **any** Faction Card may be discarded to skip that space (as long as the next space is open and a Faction Card matching that space can also be discarded).

Take any Faction Tokens and Influence/Intrigue Token as per standard movement rules.

The Short Court Move may not be divided between multiple Courtiers.





D RING FACTION CARDS



Take 2 Faction Cards from the supply that match 2 different Rings on your Player Hand Screen. Each card must match a different Ring.

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



E LONG COURT MOVE



Move one of your Courtiers 1 to 7 spaces in a single column toward the top of the Throne Room (or place a new Courtier from your supply onto a bottommost column space and then move up to 6 spaces). For each space entered, you must discard a Faction Card matching the Faction Token on the space.

If a space is blocked by another Courtier, any Faction Card may be discarded to move through that space. You may move through multiple Courtier occupied spaces if you have the Faction Cards available to do so. You may never end a move on a space occupied by another Courtier.

Take any Faction Tokens and Influence/Intrigue Token as per the standard movement rules.

The Long Court Move may not be divided between multiple Courtiers.

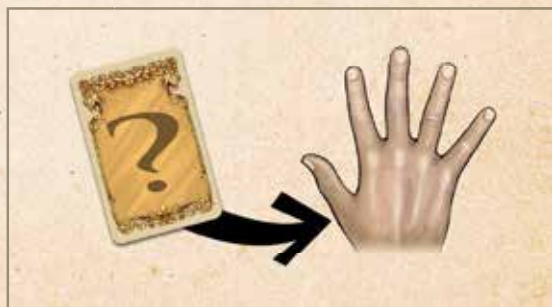
Example: The yellow player can move her Courtier up 5 spaces to the top of the column, because she has collected the required Faction Cards. She discards a brown Faction Card for the first brown Faction Token space she moves onto, picking up the brown Faction Token. She then discards a blue Faction Card for the blue Faction Token space moved onto, picking up that Faction Token, and so on for all 5 spaces. She also picks up the Influence Token on the topmost last space she moved onto.



F ANY FACTION CARD



Take a Faction Card of your choice from the supply.



ALTERNATE ACTIONS



ctions G ① and H ② 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 also take a 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).



Example: It is the yellow player's Turn and she has fewer Courtiers in the Audience Chambers than the blue player. This results in her having one fewer Courtier to take an Audience Chamber Action with. She may instead take one G or H Action on her Turn.



G ONE SPACE COURT MOVE

You may move one of your Courtiers up 1 Throne Room space or you may place a new Courtier **from your supply** onto a bottommost Throne Room column space by discarding a Faction Card matching the Faction Token on the target space.



H RING FACTION CARD

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



BONUS ACTIONS

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

NOTE: Bonus Actions are taken **IN ADDITION TO** and **SEPARATE** from any Lord or Courtier Action a player is taking that Turn.

MOVE COURTIER

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

This Bonus Action may be taken only **ONCE PER ROUND** (not per Turn) .

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

NOTE: Faction Tokens worth **negative Prestige** may not be spent for this Action.



EXCHANGE 2 CARDS FOR 1

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

This Bonus Action may be taken as many times as a player wishes.

Example: The blue player exchanges four Faction Cards from his hand for two Faction Cards of his choice from supply. He then spends two of his collected Faction Tokens to move one of his Courtiers 1 space. Only then does he activate his Lord to take its Audience Chamber Actions!



SCENARIO CARD BONUS ACTIONS

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

If these Actions are marked as an **Immediate Action** ⚡ ①, the player must decide whether to immediately spend the picked-up Token to take the Scenario Card's Bonus Action or to skip the Bonus Action and keep the Token for Game End 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 Bonus Action is not marked as Immediate, a player may spend the required Influence/Intrigue Tokens in any of their future Turns by spending the listed Token cost ②.

NOTE: Scenario Card Bonus Actions are taken **IN ADDITION TO** and **SEPARATE** from any Lord or Courtier Action a player is taking that Turn.

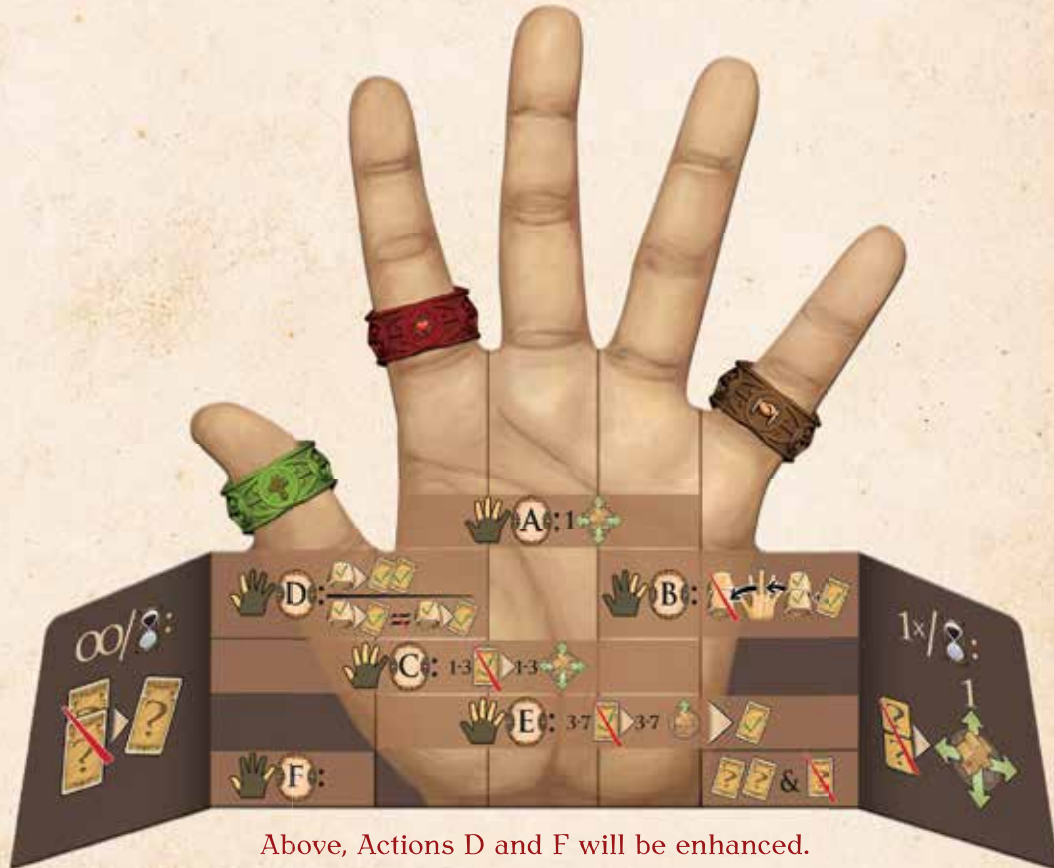


RING ACTION ENHANCEMENTS

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

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 Audience Chamber's Action is enhanced as described below.

Note: Depending on the Ring positions, multiple Action Enhancements can be granted.



NOTE: All of an Enhancement's highlighted fingers must wear a Ring to gain the benefit of that Enhancement.

RING ENHANCEMENT DESCRIPTIONS



A

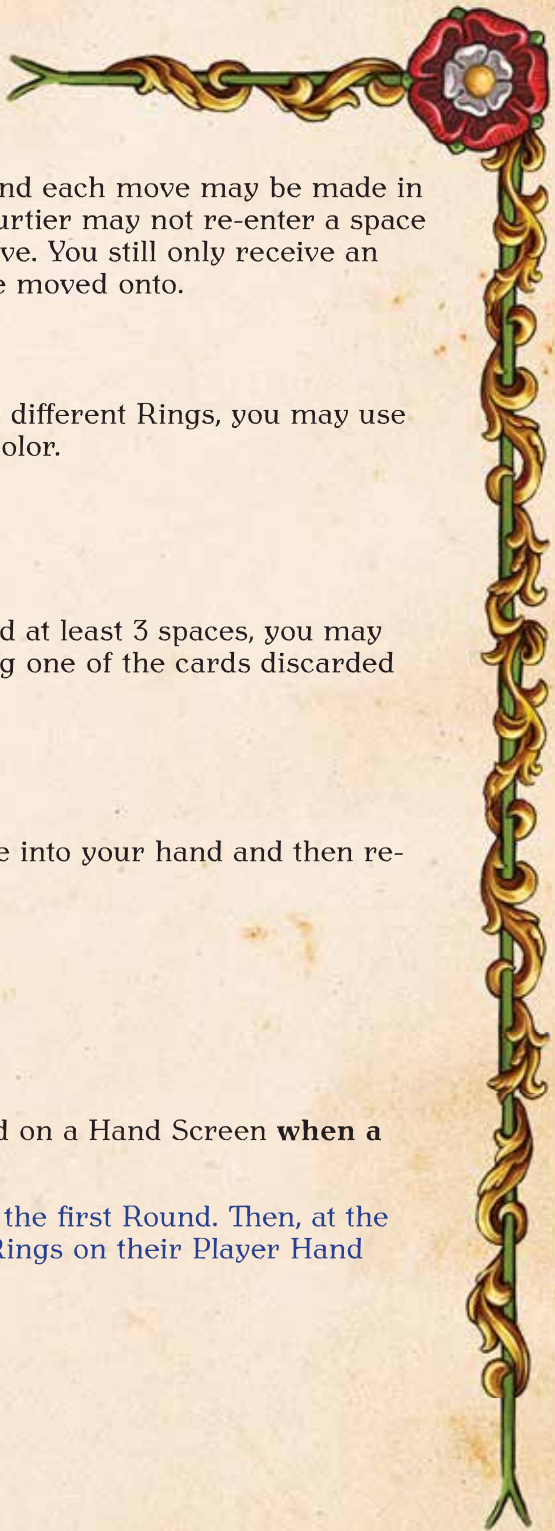
You may perform this move (or place a new Courtier from your supply into the Throne Room) onto any Faction Token space, even if you do not have a Ring that matches that Faction Token.



B

You may exchange 2 Rings from your Hand (one at a time) for new Rings. You still only receive 1 Faction Card, but may choose which of the new Rings it matches.

You are allowed to take a Faction Card matching the Ring taken during the first exchange, even if that Ring is then returned in the second exchange.



C

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 it previously occupied during the current move. You still only receive an Influence/Intrigue Token from the final space moved onto.



D

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



E

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



F

You may draw 2 Faction Cards of your choice into your hand and then return 1 card from your hand to the supply.



REARRANGING RINGS

Ring positioning is very important. Rings may only be re-arranged on a Hand Screen **when a new Ring is gained or a current Ring is lost** by a player.

NOTE: New players may ignore the Ring Action Enhancements in the first Round. Then, at the beginning of the game's second Round, they may re-arrange the Rings on their Player Hand Screen and begin to use the Ring Action Enhancement rules.

PHASE 5 - END OF ROUND



f this was NOT the last game Round:

- All players remove their Lords from the Audience Chambers.
- Courtiers in the Audience Chambers are moved back onto their Chairs.
- Any End of Round Prestige (specified on the Scoring Cards) are totaled and added to the Prestige Track.
- Spent Faction Tokens in front of Player Hand Screens are removed from the game.
- Move the Round Marker (picture frame) up one portrait.
- 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 (summaries on pages 20-22).

Any game end 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 Faction Cards (not Faction Tokens). The added totals are compared and Prestige Points are awarded to the 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 Faction Cards is the winner. If still tied, the player with the most unspent Influence/Intrigue Tokens wins. If still tied, the player with most Rings wins. If still a tie, both players share the glory!



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 Throne Room in order to continue. The space that Courtier previously held is lost and a new Faction 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 Faction Tokens remaining in the Faction Token Bag to re-stock empty spaces following a Move Action, these spaces remain empty. Fill spaces from top to bottom and from left to right with any remaining Tokens.

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

PRESTIGE

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 immediately at the end of a Round  and/or at Game End , depending on what the chosen Scoring Cards state.

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

SCORING CARDS



Politically Focused

At Game End, players score Prestige for sets of matching Faction Tokens according to the table shown on the Scoring Card.

A single Faction Token of a type is worth 1 Prestige. 7 Faction Tokens of the same type are worth 28 Prestige. If a player has more than 7 Faction 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 Faction Tokens from the bag as shown on the card. At Game End, players receive the listed amount of positive or negative Prestige for each Faction Token they possess.

NOTE: Faction Tokens worth negative Prestige may not be spent for the 'Move Courtier' Bonus Action (pg 15).



Politically Flexible

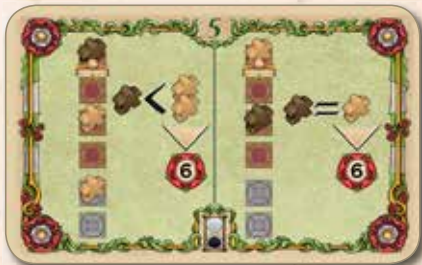
At Game End, players will score Prestige for sets of different Faction Tokens as listed on the table. A single Faction Token is worth 1 Prestige, a complete set of 7 different Faction Tokens is worth 28 Prestige. You may collect as many sets as you can.

Ex: 2 sets of 7 Tokens, 1 set of 5 Tokens, 4 individual Tokens = 75 Prestige.



The Quest For Prestige

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.



Diplomatic Service

Whenever a player acquires an Influence or Intrigue Token, they may choose to immediately discard it and place a Courtier from their supply onto this Scoring Card. This Courtier is now an Ambassador to a foreign country and remains there for the remainder of the game. At Game End, players score 6 Prestige for each of their Courtiers on this card. Only Courtiers from their supply may be used - players may never remove Courtiers from the board to use as Ambassadors.

SCENARIO CARDS



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



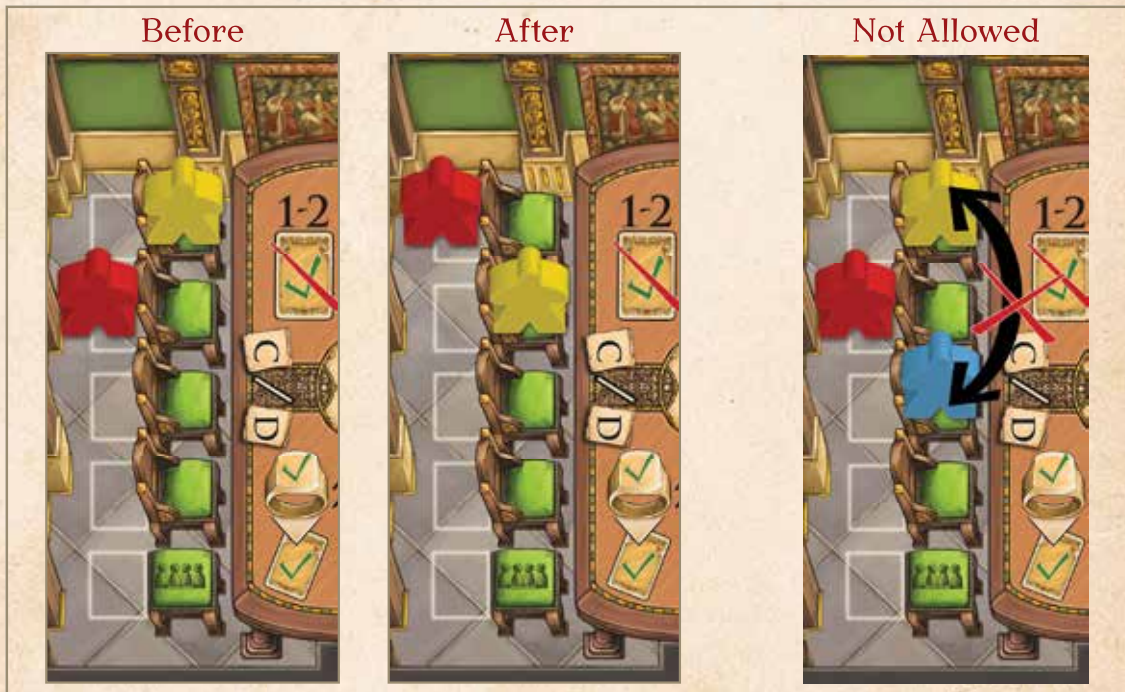
Persistent Courtyers

- 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 is 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 - Immediate Action when receiving an Intrigue Token. Discard the Token to exchange any 2 Faction Tokens in the Throne Room (after re-stocking it at the end of your movement).

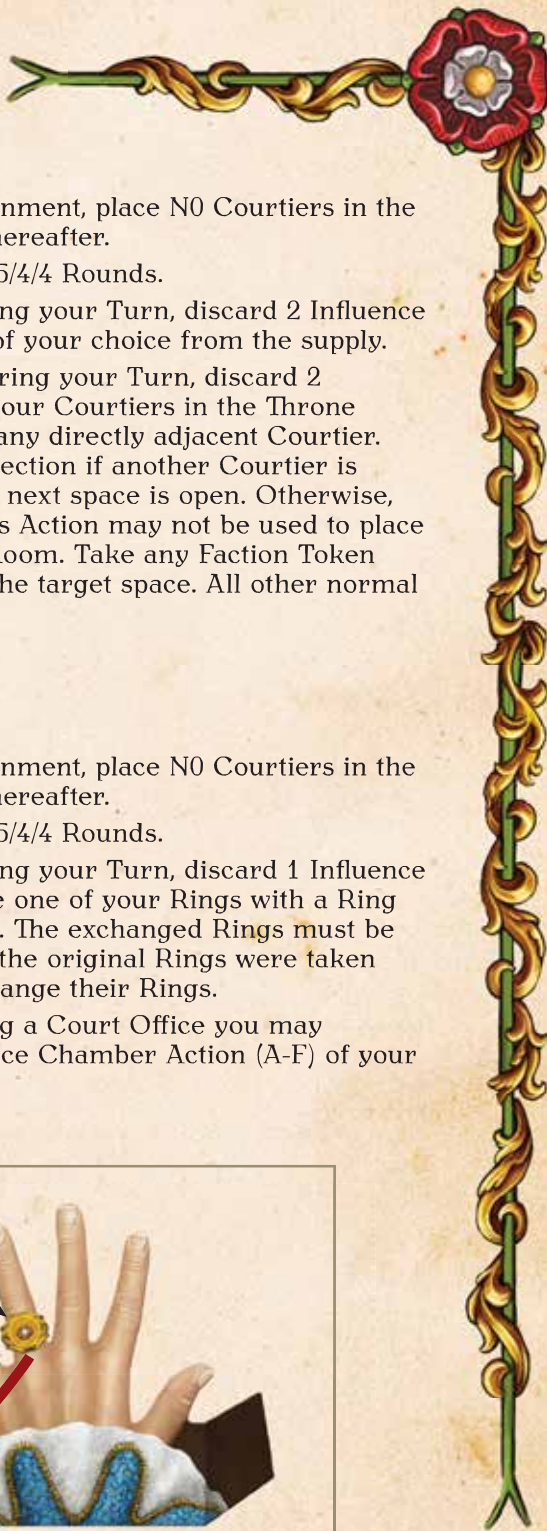


Rise And Fall

- 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 is 5/4/4 Rounds.
- LEFT ACTION - Immediate Action when receiving an Influence Token. Discard the Token to take a Faction Card of your choice from the supply.
- RIGHT ACTION - Immediate Action when receiving an Intrigue Token. Discard the Token to immediately switch the position of one of your Courtiers with an ADJACENT Courtier in the same Audience Chamber.



Example of switching 2 adjacent Courtiers.



Climbing The Ranks

- During Phase 1 - Chamber Assignment, place NO Courtiers in the first Round and 2 every Round thereafter.
- Game length for 2/3/4 players is 5/4/4 Rounds.
- LEFT ACTION - At any time during your Turn, discard 2 Influence Tokens and take a Faction Card of your choice from the 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 place a new Courtier into the Throne Room. Take any Faction Token and Influence/Intrigue Token in the target space. All other normal movement rules apply.



Exploiting Connections

- During Phase 1 - Chamber Assignment, place NO Courtiers in the first Round and 2 every Round thereafter.
- Game length for 2/3/4 players is 5/4/4 Rounds.
- LEFT ACTION - At any time during your Turn, discard 1 Influence and 1 Intrigue Token to exchange one of your Rings with a Ring on another Player's Hand Screen. The exchanged Rings must be placed back on the same fingers the original Rings were taken from. The players may not re-arrange their Rings.
- RIGHT ACTION - When acquiring a Court Office you may immediately perform one Audience Chamber Action (A-F) of your choice.



Example of a Ring exchange. The yellow player exchanges her brown Ring for the blue player's yellow Ring. She must place the yellow Ring on her pinky finger and the blue player must place his new brown Ring on his ring finger.

Only The Strong Shall Rule

- During the Chamber Assignment Phase, place NO Courtiers in the first Round and 2 every Round thereafter.
- Game length for 2/3/4 players is 6/5/5 Rounds.
- LEFT ACTION - At any time and only once during your Turn, discard 2 of your Influence Tokens to move ONE of your Courtiers 1 or 2 spaces in the Throne Room. Each move may be in any vertical or horizontal direction onto any type of Faction Token. All normal movement rules apply, including moving through another Courtier (pg 11).
- RIGHT ACTION - At any time and only once during your Turn, discard 2 or 3 Intrigue Tokens to banish another player's Courtier from the Throne Room (returning it to their supply). Pay 3 Intrigue Tokens for a Courtier 4 spaces or higher on a Throne Room column (above the stairs) or 2 Intrigue Tokens for a Courtier 3 spaces or lower on a Throne Room column (below the stairs). Office Holders may NOT be banished. Re-stock the vacated space with a Faction Token.



LEFT ACTION Example: The yellow Courtier can move to all of the marked spaces.



RIGHT ACTION Example: The red Courtier would require 3 Intrigue Tokens to be banished, while the yellow Courtier would only require 2 Intrigue Tokens to be banished.



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 re-playability.

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

Red Scoring Card 3 Green Scoring Card 5 Blue Scenario Card 3

Red Scoring Card 1 Green Scoring Card 6 Blue Scenario Card 5

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 Card choices!

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 v15

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TUDOR GAME SUMMARY

Phase 1 - Chamber Assignment

- Take turns placing Courtiers onto 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 empty 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 Audience Chamber in either order.
- A Courtier may only be activated if a Lord is present in their Audience Chamber.
- A Courtier may perform only one of the two Actions available in their Audience 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 onto 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 Faction Tokens in front of Player Hand Screens are removed from the game.
- Move the Round Marker (picture frame) up one portrait.
- The player to the previous start player's left becomes the new start player and begins the next Round.

