

Palais Royal



Xavier Georges

The nobles stroll through the castle park . These nobles are important in the game, for the players who enlist them will receive special privileges during the game, points for the game end scoring, or both.

In the 9 places of the castle the players can get everything they need for the recruitment of nobles. It is in the use of the castle spaces that skill and tactics will lead to victory.

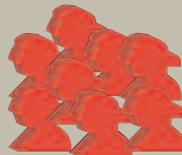
Contents

- 1 game board: the castle park
- 9 places of the castle
- 33 gold coins (12 x 3, 21 x 1)
- 42 noble tiles
- 36 privilege cards (4 each of 9 different cards)
- 100 wooden servants in 4 colors
- 4 summary cards

Preparation

1. Place the game board in the middle of the table.
2. Shuffle the 42 noble tiles face down, place 36 of them randomly on the spaces on the board, turn them face up, and return the remaining 6 to the box.
3. Shuffle the 9 castle spaces and place them randomly in a 3 x 3 grid below the board with the text side up. Later, when players are comfortable with the spaces, they can play with the text side down. For the first game, we suggest you use the order shown to the right.
4. Shuffle the privilege cards and place them as a face-down supply next to the board.
5. Sort the gold coins by value (or not sorted if you prefer) and place as a supply next to the board.
6. Each player chooses a color and takes 18 servants in this color, placing them on the table before him (his play area).

player A:
18 servants



no gold

discards
of
privilege
cards



privilege
cards



general gold
supply

player D:
18 servants



3 gold



Royal

by Xavier Georges
for 2-4 players aged 12 and up



player B:
18 servants



1 gold



7 remaining
servants of
each color (can
be taken with
the use of
certain nobles)

player C:
18 servants



2 gold



7. Place the remaining 7 servants of each color next to the board as a general supply.

8. Then, each player places 3 servants on the stairway and 2 servants on the parade ground from his play area.

9. The players choose a starting player.

From the supply, he gives 1 gold to his left neighbor, 2 gold to the next player to the left, and 3 gold to the final player. He takes no gold for himself.

10. The start player places 5 servants from his play area onto castle places of his choice (e.g. 2 servants to the madame, 1 to the cardinal, 1 on the stairway, and 1 into the mint). The remaining players follow in clockwise order and also place 5 servants from their play areas on the castle places. After these placements, each player has 8 servants in his play area.

Playing the game

Palace Royal is played in rounds. The start player begins and executes his complete turn. Then, the next player in clockwise order takes his turn, and so on. Thus the game continues with players continuing to take turns until game end. The start player plays no further role until game end.

The course of a player's turn consists of several actions. An action can be used to take something e.g. gold from the mint, simply to determine how many servants one has in the office, or place new servants in the King's chamber. With the exception of enlisting nobles, all actions take place in the castle places. A player does not have to execute all actions possible to him. However, he must always take his actions in the sequence 1-5 shown below.

If new servants are put into a place of the castle, the player always takes these from his play area, unless he has no more there. Then, he may take them from another space in the castle.

The places in the castle

A player does not have to execute all actions possible to him. However, he must always take his actions in the sequence 1-5 shown below.

1. Parade Ground – Action: supply

For each servant in the parade ground, the player can place 1 servant from his supply on the gate.



Majority bonus: if a player has more servants than each other player in the parade ground, then he may place an additional servant on the gate.

Example: *Red* has 3 servants in the parade ground. He places 3 servants from his play area on the gate plus 1 additional servant on the gate for having more servants on the parade ground than any other player.



2. Stairway – Action: move

For each servant on the stairway, the player can move 1 servant orthogonally. (e.g. 3 servants = 3 moves). Each move allows the player to move any of his servants in the castle one space horizontally or vertically to an adjacent place. A player may move a single servant several times. Unused moves are lost. The player must have made all movements, before he can execute further actions. **If a player moves a servant to the stairway or from the stairway during this action, it does not change the number of movements!**



Majority bonus: if a player has more servants at the beginning of this action than each other player on the stairway, then he has 1 movement more.

Example: *Green* has 4 servants on the stairway. He may make 4 servant movements plus 1 additional movement for having the majority on the stairway.

3. Other actions

For a.) to c.) there is no fixed order.

a.) Mint – Action: gold



For each servant in the mint, the player takes 1 gold from the general gold supply.

Majority bonus: if a player has more servants than each other player in der Mint, then he takes 1 additional gold.

Example: *Yellow* has 2 servants in the Mint. He takes 2 gold from the general gold supply plus 1 additional gold for having the majority.

b.) King's Chamber and Madame de Pompadour – Action: earn seals to enlist nobles



The number of servants in the King's chamber indicates how many king seals (turquoise) a player has to use for the 4th action (recruiting of nobles).

Majority bonus: if a player has more servants than each other player in the King's chamber, he may place 1 additional servant in the King's chamber.

The number of servants at Madame de Pompadour indicates how many madame seals (violet) a player has to use for the 4th action (recruiting of nobles).



Majority bonus: if a player has more servants than each other player at Madame de Pompadour's, he may place 1 additional servant at Madame de Pompadour.

Example: *Yellow* has 2 servants at the King and 3 servants at the Madame. He has the majority in both spaces and chooses to place a servant in each space. This gives him 3 turquoise and 4 violet seals to use for recruiting nobles.

c.) Office – Action: earn ability to enlist nobles



For each servant in the office, the player can enlist 1 noble in the 4th action, if he has the necessary seals and gold.

Majority bonus: none.

Example: *Yellow* has 2 servants in the office. Thus, he can enlist up to 2 nobles in the 4th action.

4. Recruiting nobles – Action: take noble tiles

The nobles in the parade ground are important resources for the players in this game. They can bring a player both points and certain privileges.

Before describing the specific nobles and how a player recruits them, we describe the noble tiles:

cost:

6 gold

1 violet seal

1 turquoise seal



yield:

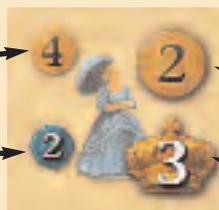
6 points

this noble brings only points

cost:

4 gold

2 turquoise seals



yield:

2 gold each round

3 points

this noble brings points and a privilege during the game

The player can take a noble tile if he has the gold coins and seals indicated on the tile and 1 servant in the office. For each noble the player takes, he must (the sequence is not important):

- He must take 1 of his servants from the office, returning it to his play area.
- He must take the same number of his servants from the King's chamber as is shown as the required number of turquoise seals for the noble, returning them to his play area.
- He must take the same number of his servants from Madame de Pompadour as is shown as the required number of violet seals for the noble, returning them to his play area.
- He must put the number gold into the supply as is shown as the required amount for the noble.

Note: the seals are not physical materials in the game. Rather, for each seal a player uses to take a noble tile, he must take a servant from the corresponding place (King's chamber for turquoise and Madame de Pompadour for violet) and return it to his play area.

On his turn, a player can enlist several noble tiles. For each tile, he must execute all steps specified above.

- He places nobles that bring only points face-down in his play area.
- He places nobles that bring privileges during the game face-up in his play area (even if they also bring points). A description of the privileges and when they can be used is at the end of these rules.

Example:



The player takes 1 of his servants from the office (recruitment authorization) and 2 of his servants from the King's chamber (= 2 turquoise seals), returning them to his play area.

In addition, he pays 4 gold into the general gold supply.

He places the tile face-up in his play area since he receives 2 gold coins from the general gold supply on each turn starting with the next round. At game end, the tile also brings the player 3 points.

Reduction of gold costs

For every empty space horizontally, vertically, and diagonally adjacent to the space he takes the noble tile from in the parade ground, he pays 1 gold fewer. However, never less than 0!



Example 1:

The player pays only 3 gold for this noble tile: 6 gold minus 3 directly bordering free fields.



Example 2:

The player pays 5 gold. The enlisted noble tile has only 1 directly adjacent space. The empty space above the lion and the empty space on the right of the statue counts just as few as are not directly adjacent to the noble tile taken.



The edge spaces

For each noble tile which a player takes from the edge (see shaded area on the left), he must place 1 servant in addition to the normal conditions. He places it on the space he took the noble from. He can take this servant from his play area or from any place of the castle. Servants on these spaces remain until the end of the game. They can bring players points at the end of the game.

Such a space is considered empty for the reduction of gold costs.

5. Back door – Action: cards

For each servant at the back door, the player draws 1 card from the supply of privilege cards. He looks at the drawn cards and decides, which he wants to keep. For each card he keeps, he takes 1 of his servants from the Back door, returning it to his play area. He places unwanted cards on the discard pile. The player adds the cards he keeps to his hand. If the card supply is exhausted, shuffle the discards and place them as a new supply.



Majority bonus: none.

Example: *Green* has 3 servants on the Back door. He draws and looks at the top-most 3 cards from the supply. Of the 3, he decides to keep 2 cards and takes 2 of his servants from the Back door, returning them to his play area. He places the 3rd card face-up on the discard pile.

Playing privilege cards

In order to play a card, a player, on his turn, must pay the gold cost of the card to the general supply. A description of the privilege cards and when they can be played is at the end of these rules.



The cardinal – Action: breaks ties in other spaces



A player, who has servants with the cardinal, may be able to use them to break ties in his favor in other places. If several players tie in a space and some or all have servants at the cardinal, the player among them with the most servants at the cardinal breaks the tie in his favor. If the tied players also tie at the cardinal, the tie remains unbroken. If a player uses the cardinal to break a tie in his favor, also receives the majority bonus.

Majority bonus: none.

Examples: see below four examples using the cardinal as shown above.

Stairway



It is *Red's* turn. He is tied with most, but has no exclusive majority, on the stairway. Since he has the majority with the cardinal, he uses this to break the tie in his favor. *Red* also takes the majority bonus on the stairway and has 4 moves.

Mint



It is *Red's* turn. He does not have the majority or even a tie in the mint. Thus, the cardinal has no effect here. He takes 2 gold from the general supply.

Madame de Pompadour



It is *Yellow's* turn. He is tied here with *Green*. As *Yellow* has more servants than *Green* at the cardinal (1 vs 0), he wins the tie here and can place 1 additional servant at the madame.



Parade ground

It is **Yellow's** turn. He is tied for the majority on the parade ground with **Black**. As he is also tied with **Black** at the cardinal, the tie is not broken. **Yellow** may place 2 servants at the gate.

Game end

If, on the beginning of the starting player's turn there are 12 or fewer nobles in the castle park, each player takes one more turn. The starting player's last turn is this one. Afterwards the play ends.

Final scoring

The number of the points for each player is calculated by summing:

- Points from the player's nobles
- Points from the player's played privilege cards
- 1 point for each unplayed privilege card (maximum 6 points)
- Points for the scoring of the park:

The 4 edges of the park are scored. There, only the players with most and second most servants for each edge score points.



Example for scoring the Lion edge (left) and the Vase edge (below):

Lion edge: **Red** has 3 servants (the red servant counts x2), **Black** has 2 servants, and **Green** 1 servants in the edge spaces.

Red scores 6 points for 1st place, **Black** scores 2 points for 2nd place, and **Green** scores nothing.

Vase edge: **Black** and **Green** each have 3 servants and **Red** has 1 servant in the edge spaces. Note: the black servant on the lower left links is on a corner space and counts for both the Lion and Vase edges. The green servant at the very bottom counts x2.

The tie for most servants means that **Black** and **Green** score 2 points each. **Red** scores nothing.

General rules:

- All ties score one place lower.
- Ties for second place score nothing.
- Score all 4 edges as described above.
- To record first or second place on an edge, the player places a servant on the 6 or 2 space on the edge.

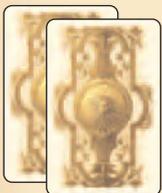


6 and 2 spaces for the Vase edge

Example showing all 53 points scored by Red:



He scores 41 points for his nobles.



He scores 2 points for his unplayed privilege cards.



He scores 4 points for the privilege card he played.



He scores 6 points for the park edge.

The player with the most points wins. If players tie with the most, the player among those with the most servants at the cardinal is the winner. If there is still a tie there, those tied rejoice in their shared victory.

Privilege cards



When to play: before the 1st action

The player receives the majority bonuses in all spaces where he has at least one servant. He keep the card face up in his play area until the end of the round.



When to play: 1st action

The player may play as many of his servants as he wants on the gate.



When to play: 1st and 2nd actions

The player may place 2 of his servants on the gate and has 6 additional movements there.



When to play: 2nd action

The player has 5 or 9 additional movements there.



When to play: 4th action

The player has an additional 2 seals available - either the same or different.



When to play: any time

The player takes 4 gold from the general gold supply.



When to play: any time

The player scores 2 or 4 points at the final scoring. He keeps the card face up in his play area until the end of the game.

Once played, privilege cards are put on the discard pile unless directed otherwise above.

Privileges of the nobles



When to play: 1st action

Each round, the player may place 2 additional servants on the gate.



When to play: 2nd action

Each round, the player has 2 additional movements.



When to play: 2nd action

The player may also move his servants diagonally.



When to play: 3a action

Each round, the player takes 2 additional gold coins from the general gold supply.



When to play: 3b action

Each round, the player can place an additional servant into the space of the king or the madame. He may only make this placement after majorities are determined.



When to play: 5th action

If the player has at least 1 servant on the back door, he may draw 3 additional cards. He may, however, only keep as many cards as he takes servants back from the back door.



When to play: immediately

The player takes 1 or 3 of his servants from the general supply (if there are any left) , placing them in his play area. He turns the tile face down.

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