

Background and Game Overview

During the 15th century, Italy was a country full of intrigue and magnificence. The tumultuous political conditions created the perfect breeding ground for the birth of a new form of government (called Signoria) and the rise of the most ambitious noble families. Having acted in the shadows for many years, the time has finally come for them to take control of the cities and shape Italy's future. Their stories will go down in history.

In Signorie, you will play the role of a Signore, the Lord of a renowned family of the Renaissance, aiming to strengthen his influence and to build a powerful dynasty by making strategic alliances with the six most prestigious Houses of the time.

You must choose wisely the destiny of your offspring, appointing the men of your family to one of the three available careers (military, clerical, or political), and then sending them on important diplomatic missions to the right city at the right moment, or by arranging strategic marriages for the women.

Twenty dice in five colors are rolled at the beginning of each round. One at a time, players choose one die from the common pool, place it on their player board, and perform the corresponding action. The color of the chosen die determines the possible actions, and the number on the die is a discount on the cost of the action. Hiring helpers will make your future actions more powerful.

The dice mechanism is easy and innovative and gives players a simple, but challenging, choice. During a round, each player can perform up to four actions. Money is always tight, so there is a temptation to choose high-valued dice, but that needs to be balanced with the fact that at the end of the round, a bonus reward is given only to the players whose dice have a sum equal to, or lower than, 13.

The player that masters the art of pulling the right strings to gain the most influence will be the winner!

Components

Before the start of the first game please remove all tiles from the frames.

1) 1 Game Board

2) 4 Player Boards

3) 48 male Family Members (12 each in the 4 player colors)



4) 44 female Family Members (11 each in the 4 player colors)



5) 12 Tracking discs (3 each in the 4 player colors)



6) 16 Brides (white figures)



7) 48 Helpers (white discs)

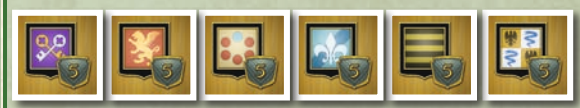


8) 14 Reward tiles (9 with a bonus and 5 with Victory Points)





9) 54 Alliance tiles (9 in each of the 6 House symbols)



10) 5 Offspring dice (white)



11) 20 Action dice (4 each in 5 colors)



12) 10 Assignment tiles



13) Florin coins (with the values 1 and 5)



For more information about the game, scan this QR code or visit our website www.whatsyourgame.eu/games/signorie

Initial Preparation

All the rules are explained for a 4-player game. Any rule exceptions for a 2 or 3-player game will appear in blue boxes.
If the game has fewer than 4 players, put any unused components in the game box.

1. The Game Board

- Lay the Game Board on the table. The Game Board is divided into several areas *(see picture, below)*.

2. Player's Supply

Each Player chooses a color (yellow, red, purple, or blue) and sets the following items in front of himself*, in order to create his supply:

◊ **5 Florins.** 

◊ 7 **Family members** of his color (**4 Male** and **3 Female** meeples). This is his available supply.

From now on, we'll refer to them as male/female family members, or male/female meeples.

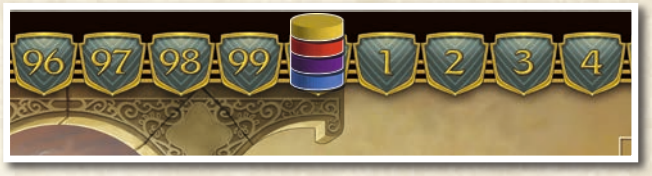
◊ **1 Player Board** of his color.



3. Victory Points Track

- Each Player places 1 disc of his color on the "0" (zero) of the Victory Points (VP) Track. 

During the game, every time a Player earns Victory Points, he advances his disc accordingly.



4. Dice

- Place the 5 Offspring dice and the 20 Action dice next to the Game Board.

Note: The colors of the Action dice are not related to the player colors.

3-player game: *use only 3 Action dice in each color*

2-player game: *use only 2 Action dice in each color*







** From now on, for simplicity, readability, and economy, we will use male pronouns when talking about each player, while it should be clearly understood that in each instance we mean to include our female players as well.*

5. Player Order and Initiative Track



- **Order of play:** Randomly establish the initial order of play. Each Player places his Turn Order disc (1 of his tracking discs) on the Turn Order track, accordingly.

  Example: **Yellow** *is First Player,* **Blue** *will play second,* **Red** *third and* **Purple** *fourth.*

- **Additional Florins:** Each player gets additional Florins according to his starting position:

  1st player gets 1 additional Florin.
  2nd & 3rd players get 2 additional Florins.
  4th player gets 3 additional Florins.



- **Initiative Track:** Players stack their remaining disc on the bottommost slot of the Initiative track.

  Discs are stacked according to the player order: 4th player on the bottom, then 3rd, then 2nd, and finally 1st player on the top.

  Note: The stacking order is important, because ties for determining player order in later rounds are broken in favor of the disc higher up in the stack.



6. Reward Tiles

- Sort the Reward tiles into two stacks according to their backs, and shuffle each stack separately.
- Put 5 Bonus tiles (with no symbol on the back) face up on the 5 leftmost slots of the rewards row.
- Put 2 Victory Point tiles (with this symbol on the back) face up on the 2 remaining slots of the rewards row.



The remaining tiles won't be needed for this game and are returned to the box.



7. Assignments

- Put the 10 Assignment tiles next to the Game Board.



Front

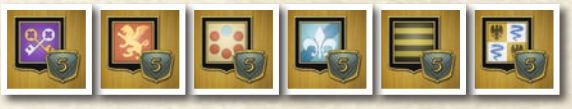


Back

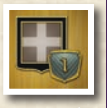
8. Alliance Tiles

On the front side of each Alliance tile there is a shield representing one of the 6 most powerful Houses of the Renaissance and 2 to 5 VP.

On the back side they have a neutral shield and 1 VP.



Front



Back

3-player game: *remove 1 tile from each family at random*

2-player game*: remove 2 tiles from each family at random*

- Shuffle all of the Alliance tiles together (do not sort them by the front side), and place them face down next to the Game Board.

  Note: It is advisable to divide the Alliance tiles into several face-down stacks to make them easier to handle.

9. Common Supply



- Put the Helpers (white discs), the remaining Florins, and the Brides (white female figures), next to the Game Board as a common supply.

  When the rules state that a player has to pay, it always means he has to pay Florins, taking them from his personal supply and placing them back in the common supply. When a player receives Florins, he takes them from the common supply and places them in his personal supply.
  The Florins are not limited. In the unlikely event that the supply of Florins runs out, use another means of tracking them.

10. Players' General Stock

- Each player places his remaining family members (8 Male and 8 Female) in the respective space in the top left of the Game Board to form his General Stock.



Game Rounds

The game lasts 7 rounds. After the 7th round the game ends, and the player with the most Victory Points wins.

During each round, players follow these 3 phases (in this order):

Phase 1: Round Setup | **Phase 2: Perform Actions** | **Phase 3: Rewards**

Phase 1: Round Setup

Alliance tiles

Five Italian Cities are represented on the Game Board, each having:

◊ 1 Marriage slot and

◊ 1 Diplomatic Mission slot.

Randomly draw and place 1 Alliance tile face up in each empty slot (Marriage and Diplomatic Mission), if any.



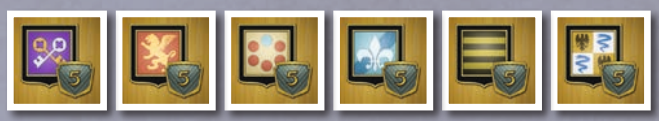
Note: At the end of Phase 1, there must be 1 tile in each Marriage slot and 1 tile in each Diplomatic Mission slot.

3-player game: *only 4 cities are used (at the beginning of the game, randomly select the one that won't be used), so there are only 4 available Marriage slots and 4 available Diplomatic Mission slots.*

2-player game: *only 3 cities are used (at the beginning of the game, randomly select the two that won't be used), so there are only 3 available Marriage slots and 3 available Diplomatic Mission slots.*

Cities and Alliance Tiles:

The front side of an Alliance tile represents a member of one of the 6 most powerful Houses of the Renaissance.

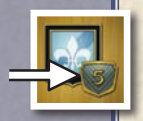


In order to increase the influence of your family, you need to make alliances with them by arranging strategic marriages, or helping them solve diplomatic crises.

The tiles in the Marriage slots indicate which family you can arrange a marriage with in that city.

The tiles in the Diplomatic Mission slots indicate which family needs help solving a diplomatic crisis in that city.

Each tile has a certain amount of VP (2 to 5) that indicates the importance of the noble you are helping or arranging a marriage with.



These VP will be scored at the end of the game if the player collects the correct tiles according to his plan (see page 8, Alliance tiles and Players' Plan).

Action dice



On the Game Board, there are 5 Dice Areas (one for each of the Action dice colors).

Collect all the Action dice, roll them, and put them in the Dice Areas of the corresponding color, being careful not to change the values rolled.



Assignment tiles



On the Game Board, there are 5 Assignment Areas (above the 5 Dice Areas).

Each Assignment Area has 2 Assignment slots.

Shuffle all the Assignment tiles, and randomly place them face up in the 10 Assignment slots on the Game Board.



Phase 2: Perform Actions

Each player can perform up to 4 actions in a round. An action is performed by choosing a die from the Game Board and placing it on his Player Board.

The color of the die chosen determines the actions the player can take and the value on the die is a discount on how much that action costs.

Following the turn order shown on the Turn Order track of the Game Board, each player either:

- **TAKES A DIE** from the Game Board, places it on his Player Board, and performs 1 action

OR

- **PASSES**

This continues in turn order until all players have passed. Players that have passed cannot act in this phase anymore.

IMPORTANT: During each round, each player can perform up to 4 actions (i.e. he cannot take more than 4 dice in a round). Once he has taken 4 actions, he must pass on his next turn.

After all players have passed, Phase 2 ends.

TAKING A DIE

The player **must:**

- **Take a die** of his choice from the Game Board.
- **Place it on his Player Board** on the Action slot of the **matching color.** Each Player Board has 5 Action Slots, one in each of the 5 dice colors. Only one die can be placed in each Action Slot; once an Action slot of his Player Board has had a die placed on it, the player cannot take another die of the same color in that round.



- If the **value on the die** is lower than the **value on the Action slot**, **pay the difference** in Florins between the cost indicated on the Action slot and the value of the chosen die.



- Immediately **perform 1 of the 3 actions depicted in that Action slot: Signoria**, **Assignment**, or **Hire Helper**.



NOTE: After a player has performed one of the actions, he may also activate one or more Helpers placed in the same column (see Reference Sheet).

IMPORTANT: He can only take a die if he is able to place it on his Player Board (i.e. the corresponding Action slot is empty and he pays the cost, if necessary). He must choose an action to perform, and can only choose an action that he is actually able to perform completely. **He must then perform the chosen action.**

REMINDER: A player cannot take more than 4 dice per round. Then he is compelled to pass.

EXAMPLE: **Red** *chooses a turquoise die valued 1. She places it in the turquoise Action slot of her Player Board. She must pay 4 Florins; i.e. 5 (as indicated on the Action slot) minus 1 (the value of the die). She then decides to perform the Signoria Action depicted on the turquoise Action slot.*

PASSING

On his turn, if the player cannot or does not want to take any die, he has to pass.

He moves his Turn Order disc to the area near the Player Order track. Once a player passes, he cannot take any further actions in this phase. **NOTE**: The disc position in the Passing Area is not relevant; a disc there simply indicates that the player has passed. ***EXAMPLE:*** **Blue** *passes.*



Available Actions

Each Action slot allows the player to perform one of 3 possible actions:

- Hiring a Helper (icon on the bottom right of the action slot)
- Performing an Assignment action (icon on the top right of the action slot)
- Performing a Signoria action (icon on the bottom left of the action slot)



Hiring a Helper

"The first method for estimating the intelligence of a ruler is to look at the men he has around him."— Machiavelli

The player **hires <u>one</u> Helper. He must**:



- **Take <u>one</u> Helper disc** from the common supply.
- **Place it on an empty Helper slot** of his Player Board as depicted on the action slot where he just placed the die. The **color of the ring determines the color of the slot** where the Helper can be placed.
- **Pay** the indicated amount of Florins.





This action has no immediate effect, but will change the resolution of future actions (see Helpers Activation on the Reference Sheet).



Example: **Red** *places a red die and decides to perform the action Hire a Helper.*
She then places a Helper disc on a yellow Helper slot, as indicated by the red Action slot.
She decides to place it on the middle slot, paying 3 Florins.

Performing an Assignment action

A wise Signore often sends members of his family to complete important assignments.



The player **performs <u>one</u> Assignment action. He must:**

- **Choose 1 of the 2 Assignments** shown on the tiles in the Assignment Area of the **same color of the die** just placed.
- **Spend 1 or more meeples** according to the chosen Assignment.
- **Perform the bonus action depicted on the chosen Assignment** (see Reference Sheet).

Note: The meeples must be male or female according to what is depicted on the Assignment slot, next to the tile.



The number of meeples required is indicated in the bottom right of the tile. If the tile depicts "..3", it means that the player may spend 1 to 3 meeples and can perform the depicted bonus action a number of times equal to the meeples spent. Otherwise, the player can perform it only once.

Important: The spent meeples are placed back on the Game Board in the player's General Stock (or in the threshold space of the Game Board, if the player is performing the +3 threshold Action, see Reference Sheet).

Note! Assignment tiles are <u>not</u> removed from the Assignment Area until Phase 1 of next round, when they will be reshuffled and rearranged. This means that multiple players may choose the same tile during the same round.

Example: **Red** *places a violet die and decides to perform an Assignment action.*
She must choose 1 of the 2 tiles placed in the violet Assignment Area. She chooses the tile placed on the Male slot, spends 3 male meeples and performs the action depicted on the chosen tile three times, gaining 6 advancement points on the Initiative track.



Performing a Signoria action

The player **performs the Signoria action depicted in the action slot where he just placed the die.**

Each action slot depicts a different action.

So, for example, to perform a Marriage action, the player must place a red die.





Tracks

The player **must** use 1 to 4 advancement points in the Career tracks and/or the Initiative track (see below).

He may split the points amongst the tracks and amongst multiple family members.

Career and Initiative Tracks - General rules

There are 4 tracks: 3 Career tracks and 1 Initiative track.

Career tracks:

As the head of the family, you decide which career your male family members will take.



There are 3 possible careers: political, clerical, and military.

These are represented by the 3 tracks on the right-hand side of the Game Board.

Each advancement point allows the player to:

- Take a male meeple from his available supply and place it on the bottom slot of a Career track.
  OR
- Move a male meeple that is already on a track one step up. Multiple meeples may be on the same slot.

There is no limit to the number of meeples of the same or different players that can simultaneously be present on the same slot. If a meeple reaches the top slot on the track, it does not advance further.

The higher the slot, the higher the achieved rank in that career.

Note! The player can always split the advancement points amongst multiple family members.

Bonus slots:



Each time a meeple reaches the 4th slot on a Career track, the player receives 2 Florins.



Each time a meeple reaches the 6th slot on a Career track, the player advances 1 step on the Initiative track.

Initiative track:

You must seize the opportunity when you can.

1 advancement point allows the player to move his disc up 1 step on the Initiative track.

Discs from more than one player can be on the same slot. If a player moves his disc onto a slot with other discs, he places his on top of the stack.



Discs cannot advance beyond the top slot of the Initiative track.

Note: The position of the discs on the Initiative track will determine the new turn order at the start of Phase 3 (see page 11).

Example:

Red *chooses the Signoria action and gets 4 advancement points on the tracks. She uses:*

- *1 advancement point to move her disc 1 step up on the Initiative track,*
- *2 advancement points to move one of her male meeples 2 steps up on the Political track, and*
- *1 advancement point to place one of her male meeples from her available supply on the bottom slot of the Military track.*



Alliance tiles and Players' Plan - General rules

"Thou hast every inducement to make friends of them, because their alliance will bring thee advantages and security."— Machiavelli



This is an explanation of the purpose of the Alliance tiles and how they can be taken. This is needed for a better understanding of the subsequent actions.

As head of the family, you have a plan to bring your family the most influence and power, making alliances with the 6 most powerful Houses of the time by sending your male family members on Diplomatic Missions, and arranging advantageous Marriages for your female family members.

Your plan is depicted on the right side of your Player Board. **Note**: Each Player Board is different.



Career Rows:

The 3 upper rows depict the plan for your male family members trained in the Political, Clerical, and Military Careers, respectively.

Each Career row depicts 4 shields from 3 Houses (2 of the same kind, and 2 different).

Your aim is to place 4 face-up Alliance tiles next to each Career row (exactly matching the shields depicted).

You obtain the face-up Alliance tiles by sending your male family members from the Career tracks on diplomatic missions to the cities (see page 9, Diplomatic Mission).



Marriage row:

The bottom row depicts your plan for arranging marriages for your female family members.

Each Marriage row always depicts 6 different shields.

Your aim is to place 6 face-up Alliance tiles next to that row (1 of each House).

You obtain the face-up Alliance tiles by arranging marriages for your female family members (see page 10, Marriage).

Important: You are only allowed to have the **exact number and exact kind of face-up Alliance tiles as depicted in the corresponding row of your Player Board.**

A player can have:

- Up to 4 face-up Alliance tiles next to each Career row (exactly matching the shields depicted), and
- Up to 6 face-up Alliance tiles next to the Marriage row (exactly 1 of each House).

Note! Once placed, Alliance tiles cannot be moved, removed, nor substituted for the remainder of the game.



Face-down tiles

There are 3 Helpers, 1 Reward tile, and 1 Assignment bonus action that allow the player to take an Alliance tile from the stacks placed next to the board, and, without looking at it, place it face down next to a row of his Player Board (see Reference Sheet).

There is no limit to the number of face-down Alliance tiles that can be placed next to a row.

At the end of the game, if a player has at least 3 Alliance tiles (regardless if face-up or face-down) next to a row, he scores the VP depicted on all the tiles next to that row.

Example:

Red *has 3 tiles next to her Military row. Two face-up, and one face-down.*



She cannot place any more face-up tiles of this family next to the Military row because she already has 2 as requested by her plan.



She can place up to 2 other face-up tiles, 1 each from the 2 remaining depicted Houses. She can also place any number of face-down tiles next to the Military row, which score 1 VP each.

Diplomatic Mission

Send one of your male family members from a Career track to a city on a diplomatic mission to help a prestigious House solve a crisis. The Career track he is on determines the means in which he helps solve the crisis; using his political, clerical, or military training.



The player:

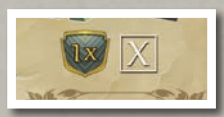
- **Must take 1** of his **male** meeples **from a Career track** of his choice, and **place it in a city** of his choice on the lowest-valued empty city slot.
  If there are two empty slots with the same value, he can place it on either of the two slots.

  Rank: The meeple must have reached at least the Career rank depicted in the city slot it is placed on (the rank is indicated at the left side of the Career tracks: 1 to 4), but the player may choose to take it from a higher rank.

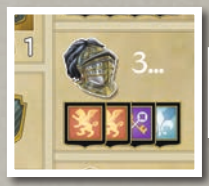




- Scores the VP indicated in the Career slot he took the meeple from (1 to 13).



- **Takes the tile** currently placed in the **Diplomatic Mission slot of the city**, if any, and only if it is required by his Plan of the corresponding Career (see page 8, Alliance tiles and Players' Plan).





- If a tile is taken, he then places it next to the corresponding Career row (i.e. the same Career of the meeple he just placed) of his Player Board.

Reminder: A player is only allowed to place the exact number and kind of face-up Alliance tiles as depicted in the corresponding Plan of his Player Board.

If the player cannot take the tile, it remains in the Diplomatic Mission slot.

Note! A player is always allowed to place his meeple in a city of his choice (provided it has the appropriate rank) **and to score the VP indicated in the slot he took the meeple from**, even if he cannot take the Alliance tile (either because there isn't one in the city, or because it is not required by his Plan, see page 8, Alliance tiles and Players' Plan).

A player can have multiple meeples in the same city.

***Example**: In Milano, there is one empty slot valued 3, and two empty slots valued 4.*

In order to complete the Diplomatic Mission, **Red** *must take one of her meeples from a Career track and place it in the slot valued 3 (lowest-valued slot).*

To do this, the meeple must have reached at least rank 3 on the Career track.



She decides to take a meeple from the Military Career track, currently placed on the 13 slot. She scores 13 points.

There is an Alliance tile in the Diplomatic slot of the city that is required by her Plan.

She takes the tile and places it next to the Military Career row of her Player Board.

***Example**: In Milano, there are two empty slots valued 4.*

In order to complete the Diplomatic Mission, **Blue** *must take one of his meeples from a Career track and place it in one of the slots valued 4 (lowest-valued available slots).*

To do this, the meeple must have reached at least rank 4 on the Career track.



He decides to take a meeple from the Political Career track, currently placed on the 9 slot. He scores 9 points. There isn't an Alliance tile in the Diplomatic slot of the city, so he only scores the VP, but does not take any tile.



Marriage

Arrange a marriage for <u>one</u> of your female family members.

The player:



- **Must take** 1 of his **female meeples from his available supply**, and **place it** in a city of his choice on the **lowest-valued empty city slot**.
  If there are two empty slots with the same value, he can place it on either of the two slots.

  Dowry: He must pay **at least the amount depicted** in the slot where the meeple is placed, but may choose to pay more, up to **a maximum of 4 Florins**.





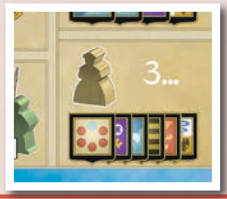
- Scores **2 VP for each Florin** he paid as a dowry.
- **Takes the Alliance tile** currently placed in the **Marriage slot** of the city, if any, and **<u>only if it is required by his Marriage Plan</u>** (see page 8, Alliance tiles and Players' Plan).
- If a tile is taken, he then **places it next to the Marriage row** of his Player Board.
  Reminder: A player is only allowed to place the exact number and kind of face-up Alliance tiles as depicted in the corresponding Plan of his Player Board.
  If the player cannot take the tile, it remains in the Marriage slot.

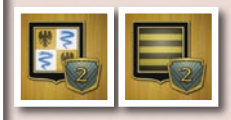
Note! A player is allowed to place his meeple in a city of his choice (provided he paid at least the minimum dowry required) **and to score the VP according to the dowry paid**, <u>even if he cannot take the Alliance tile</u> (either because there isn't one in the city, or because it is not required by his Plan, see page 8, Alliance tiles and Players' Plan).

A player can have multiple meeples in the same city.

***Example**: The lowest empty slot in Firenze is valued 1. To arrange a marriage, the player must place the meeple in the slot valued 1. That means he must pay at least 1 Florin. He decides to pay 4 Florins and scores 8 points.*
He already has an Alliance tile of the House of the tile currently placed in the Marriage slot of that city, so he does not take it.







Offspring

All of your married male family members father a child.



As the head of the family, you are already married. This is represented by a female figure depicted on the topmost slot on the left-hand side of your Player Board.

Up to another 4 of your male family members can get married during the game (the other 4 slots below the one in the top left). This happens at the end of Phase 3: Rewards (see page 11). If, during Phase 3, a male member of your family gets married, a white female meeple will be placed on the corresponding slot.



To perform the Offspring action, **the player rolls as many white dice as he has married male family members** (i.e. 1 die per white female figure depicted and/or placed on his Player Board).

For each rolled die, if the result is:

<u>1, 2, or 3</u>: he takes 1 <u>female</u> meeple from his General Stock and places it in his available supply.

<u>4, 5, or 6</u>: he takes 1 <u>male</u> meeple from his General Stock and places it in his available supply.



If a player does not have enough meeples in his General Stock he takes as many as he can.

Florins

Money to get the power, power to keep the money.

The player receives 3 Florins.



Phase 3: Rewards

After all players have passed, Phase 3 starts. Perform the following steps one at a time in this order:



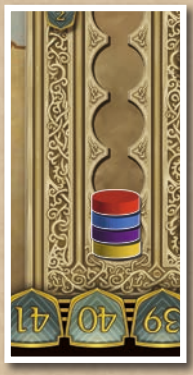
1. Score Initiative VP

Each player scores the VP indicated next to the slot where his disc is placed on the Initiative track, if any.

*Example: **Red** scores 9 VP, **Blue** and **Purple** score 4 VP each, **Yellow** scores no points.*



2. New turn order



- Arrange the Turn Order discs on the Turn Order track according to the current position on the Initiative track.

  The player whose disc is highest on the Initiative track becomes the new 1st player, the player whose disc is next highest is 2nd, and so on. Ties are broken in favor of the disc higher up in the stack.

  The position of the Turn Order discs on the Turn Order track will be the turn order for the remainder of the current round, and until this step is reached again in the following round.

- The discs of all players are then stacked back on the bottommost slot of the Initiative track: 4th player on the bottom, then 3rd, 2nd, and finally 1st player on the top.

3. Reward tiles



Each player checks if the **summed value of the dice** placed on his Player Board is **equal to or below the required threshold**.

The **normal threshold is 13**, but this can be increased up to 22 if he has used the corresponding Assignment tile (see Reference Sheet).



If the sum is equal to or lower than the threshold, they **receive the reward for the current round.**

There are 7 tiles in the reward area; one for each round of the game, going from left to right.

Rounds 1 to 5

Bonus

In turn order, each player who receives a Reward can take:

- the **bonus** indicated on the **Reward tile** corresponding to the **current round** (see Reference Sheet).

OR

- **3 Florins.**

*Example: It is the 1st round. The current bonus is "1 Mission". The sum of the dice of **Red** and **Purple** is above the threshold, so they won't get the reward. **Blue** decides to perform the Diplomatic Mission action, **Yellow** takes the 3 Florins. Both arrange a marriage for one of their male family members.*

Wedding



In addition, he may **arrange a wedding for one of his unmarried male family members**.

He takes a **Bride meeple** (white female figure), places it on the **topmost empty slot** (i.e. that does not have a bride depicted or placed on it) on the left side of his Player Board, and immediately **scores the VP** indicated in the slot, if any.

If it is the **2nd, 3rd, 4th and 5th round**, he also takes **2 Florins.**

Rounds 6 and 7

Each player who receives a Reward, scores the **VP as indicated on the Reward tile** corresponding to the **current round** (see Reference Sheet).

In addition, he can pay exactly **5 Florins** to score an **additional 5 VP**.

At the end of this Phase, discard the current Reward tile from the Game Board. This will help to keep track of the current round number and the next Reward tile to be used. Also, **return to the General Stock** all the **meeples** currently placed on the **threshold space of the Game Board** (next to the Rewards row), if any (see Reference Sheet).

End of the game

After the 7th round, the game ends. Each player receives VP for:

▸ Trained male family members

For each of his meeples still on the Career tracks, the player scores half (rounded down) the VP indicated in the slot where the meeple is.

▸ Alliance tiles

If the player has at least 3 Alliance tiles (regardless if face-up or face-down) next to a row of his Player Board, he scores the VP depicted on all the Alliance tiles next to that row.

The player with the most VP wins. In case of a tie, the current turn order is the tiebreaker (the tied player with the topmost disc is the winner).



Example:
Yellow *scores:*

- 9 VP for the tiles next to his Political row.
- 9 VP for the tiles next to his Clerical row.
- He does not score any points for the tiles next to the Military and Marriage rows because there are less than 3 tiles.
- 4 VP for his meeple on the Political track.
- 4 VP for his meeples on the Clerical track (3 + 1).
- 6 VP for his meeple on the Military track.



Victory Points Overview

The following is a summary of the various ways to get Victory Points in this game.

During the game, the player can score VP by:

- Performing the **Diplomatic Mission Action** (1 to 13 VP according to the Career track slot where he took his meeple from).
- Performing the **Marriage Action** (2 to 8 VP according to the dowry paid).
- Scoring **Initiative VP** in Phase 3.
- Receiving the **reward** in Phase 3 of **rounds 6 and 7** (VP depend on how well he meets the criteria depicted on the Reward tile of the current round).
- Activating certain Helpers (see Reference Sheet).

At the end of the game, the player can score VP:

- For his **meeples still on the Career tracks** (half the VP indicated in the slot where they are currently placed).
- For the **Alliance tiles placed next to the Career and Marriage rows of his Player Board** (provided there are at least 3 tiles next to the row).

Authors: Andrea Chiarvesio & Pierluca Zizzi
Artwork: Mariano Iannelli
Rules revision: Paul Grogan - Proofreaders: Ori Avtalion, Dave Halliday, Travis D. Hill, Efka Bladukas

The Authors wish to thank *all the playtesters for their great support and valuable suggestions.*
Questions, comments, and suggestions can be addressed to: games@whatsyourgame.eu
Web site: www.whatsyourgame.eu

facebook.com/whatsyourgame.eu
twitter.com/WhatsYourGameEU
© 2015 All rights reserved by What's Your Game GmbH