

La cour à Versailles entre 1670 et 1690

<p>Marie Thérèse d'Autriche Queen of France</p>	<p>Philippe de France King's Brother</p>	<p>Madame la Marquise de Montespan Favorite du Roi</p>	<p>Louis III de Bourbon Grand Maître of King's House</p>	<p>Anne d'Autriche, King's Mother</p>	<p>Louis XIV King of France</p>
					
					
<p>Your choice : Lands : +1 Reroll : +1</p>	<p>Your choice : Fortune : +2 Lands : +1</p>	<p>Your choice : Fortune : +1 Influence : -1</p>	<p>Your choice : Titles : +1 Charges : +1</p>	<p>Your choice : Influence : +1 Reroll : +1</p>	<p>Your choice : Titles : +2 Charges : +2</p>
<p>Fortune</p>	<p>Lands</p>	<p></p>	<p>Titles</p>	<p>Charges</p>	<p>Rerolls</p>

A dice game for 1 to 6 players, 30 minute for a 4 players game in 6 turns.

You need to print the board, get a pencil, get 6 sided dices of different colors, 6 per players and some regular white 6 sided dice.

Players are **courtisans** : nobles trying to get favors from the king's court of Versailles between 1670 and 1690.

First turn : each player pick a color and gets his dice. Each player roll a single dice, place them on the board, eliminate matching dice, the player with the remaining die closer to the King, is the first player. White dice represent other courtisans.

At the beggining of a turn, each player gets 4 dice (2 white dice and 2 dice of his color), with influence, a player can get more dice, max is 6. If a player gets less dice because of influence, he takes white dice to get a total of 4 dice.

Throwing the dice : the first

player throw all his dice, he then place all the dice with the same number in the board matching that number (example : all the 2 on King's Brother or all the 5 on King's Mother). He keep the remaining dice.

The player on the left does the same, and so on. Players throw their remaining dice taking turns.

When all the dice are thrown, the first turn ends, and players get their favors, starting with the Queen, and ending with the King.

In each character of the board, eliminate all the dice from different colors if there is a tie. The favor goes to the player with the more dice of the number of the character on the board. Example : at the end of the turn, there is 3 blue dice, 3 green dice, 2 black dice, 1 yellow die on Marie Anne d'Autriche (number 1 on the board) ; the black player gets the favor from the Queen.

If there is white dice, rules are the same, if the white dice get the favor, nobody get it.

A player gets only one favor from a character, he can choose which favor he gets. You can't have more than 6 in a favor.

Fortune : add one to your fortune score (you can use it later to get Lands or Titles).

Lands : add one to your Lands score (you need it to get Titles).

Influence : add one die to your hand. If your score is 0, you are out of the court and out of the game.

Reroll : add one to your reroll score, you can use a reroll to reroll all or a part of a throw (if you do so, subtract one from your reroll score).

Titles : add one to your Title score, you can do so only if your Fortune+Lands score is equal to your new Title score. If you use Fortune to get Titles, you loose your Fortune points, deduct them from your Fortune score.

Charges : add one to your Charge score, you can do so only if your Fortune+Title score is equal to your new Charge score.

If you use Fortune to get Charges, you loose your Fortune points, deduct them from your Fortune score.

Winning the game : after the sixth turn, the player with the higher score of Charge is the winner. If tied, the higher score of Titles, if tied, the higher score of Fortune. If tied again, everybody loose, player haven't manage to take advantage of the King's court favors...

Variants :

Easy : begin with 4 dice of your color.

Difficult : begin with 1 die of your colour, a score of one in Lands and Titles.

Blitz : the game ends after turn 4.

Solo : take 4 dice of your color and 2 white dice, try to get a Titles+Charge score of 10 (12 for a difficult game).

No pencil : use dice of your color to keep your score on the last row of the board.

Vengeance : if your out of the game (Influence score of 0) you can still throw 4 white dice.

Notes, inspiration, credits, links on the french version of the rules.

Monsieur Bons