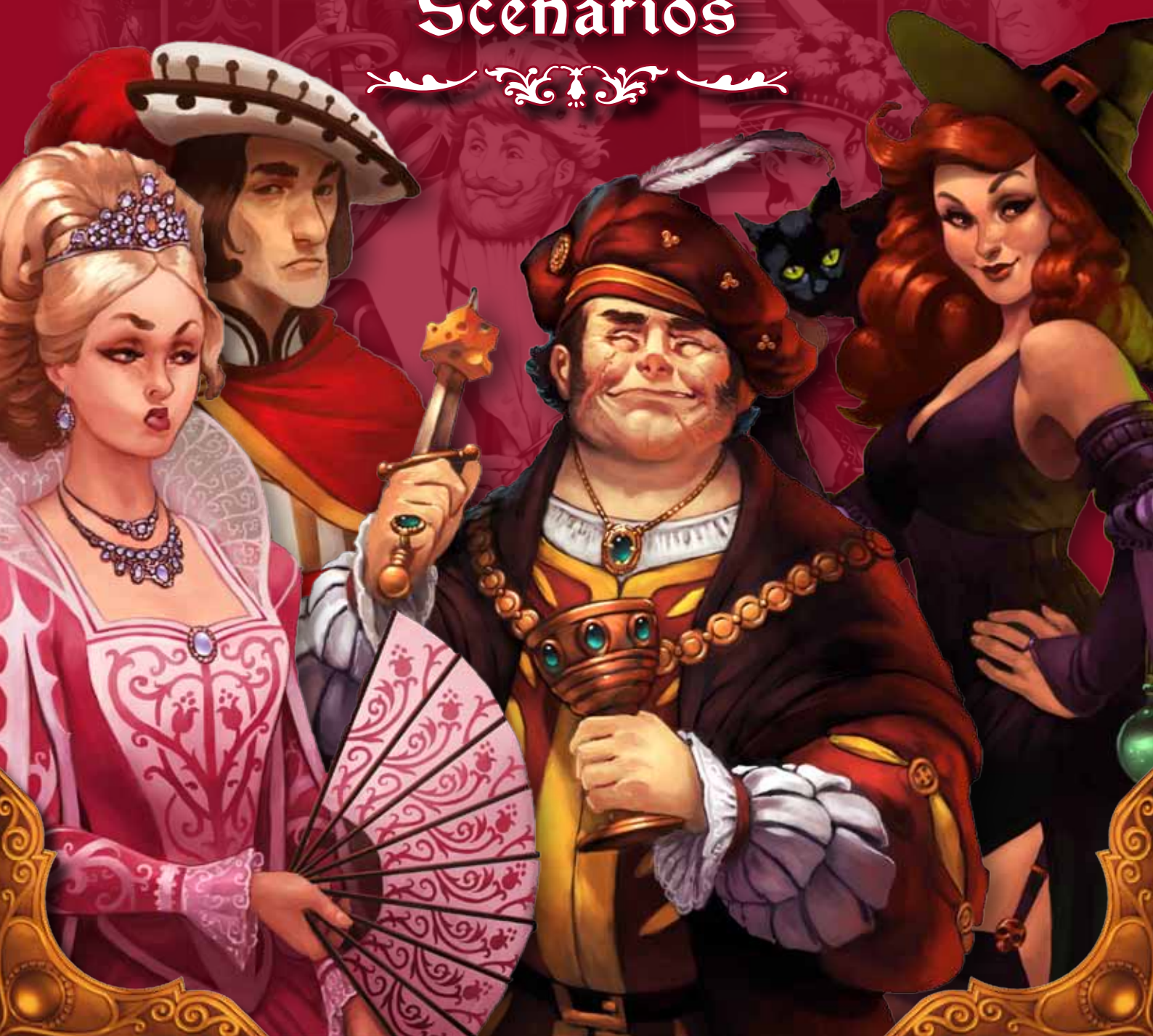


# B

# The last Banquet

Scenarios



# The last Banquet, and yet...

## With friends becoming foes, swearing on the grave's early calling

**A VARIANT WITH THREE EQUALLY  
STRONG FACTIONS WITH 15 PLAYERS  
UPWARDS**

### ❧ The story so far... ❧

*A long time has passed, since the king has usurped the former king's throne. Factions of once have split up and have become enemies. Gold, fur and his silk cast bed yet didn't make the king's view of situations blurry. Alone his forebear, who's grave still calls out murder in the king's sleep, keeps him wary at all times. Wisely the king started early to spy on his former friends and collaborators, since it will be only a matter of time until they will turn against him.*

*By virtue of his wariness the king has found proof that a murder is plotted against his own person. The count and duke have grown ambitious to take the throne and have informed the king on the corruption of the other. Most certainly the king could've dispatched both these traitors forever, but when you can't root out danger completely, it will just grow back.*

*So the king devised another plan. Fearless he will stand stalwart against his enemies and will crush them before all eyes, so that no one will dare to turn on him again.*

*The duke and count are therefore quite pleased, when they are invited by the king's seneschal to a great feast at court, at which all nobility, retinue and court will meet again. The dice have been cast and their long honed plan will be put into action. Yet as the duke and the count enter the dining hall, they are surprised to see that all strategic points at the table have been taken by the king's loyal retinue.*

*The king has already taken a place and seems to be confident as he takes a look at each of the entering guests.*

*The count and duke can feel the fateful threat in the room and know that their days have come to an end, if they are not able to get rid of the king this evening.*

### ❧ Scenario objective ❧



**King's faction:** Cater to the king with support, so that no assassin is able to murder his majesty. Protect and support him wherever you can.



**Faction of the Duke:** The keeper of the poison-flask (the assassin) has to be seated next to the king at the end of the round, so that the intent is possible at last.



**Faction of the count:** The keeper of the dagger (the assassin) has to be seated next to the king at the end of the round, so that the intent is possible at last.

### ❧ Startup ❧

The participating players arrange themselves into three groups of equal size. These groups are the king's retinue, who try to protect the king at all costs, while the duke's and count's factions each try to kill the king first by hand of their own assassin. If the players can't be evenly divided among the three groups, one player over the X joins the king's retinue, while two players over the X go to the count's and duke's faction each.

For the factions following faction-symbols are handed over and worn around the neck.

Following unique items are kept ready:

#### 1. The King's retinue „Red Turret“

- > Locket „Red Turret“
- > The king (host and patron)
- > The king gets the „scepter“.
- > Veto-tokens in number of half the players (round up). If the number of players for example is 17, 9 veto-token are put into play (17/2 round up = 9).
- > no limitations for further persons.



#### 2. Secret society of the Duke „Yellow Axe“

- > Lockets: „Yellow Axes“
- > 1x unique item „poison-flask“
- > The Duke
- > no limitations for further persons.



#### 3. Knight's Order of the Baron „Black Roses“

- > Lockets: „Black Roses“
- > 1x unique item „Dagger“
- > The Baron
- > no limitations for further persons.



## ❧ Distribution ❧ and choosing character-cards

Faction 1 starts. The first person must choose the King (host)!

Then the faction 2 continues to hand the Baron to one of their faction's players. From the 3rd faction the first player has to pick the duke. After that every player chooses, or randomly draws, a character-card, alternating between the three factions. **Please Note!** Character-cards denoted with a crown can be chosen by all three factions, in this scenario. Sometimes gold runs deeper then blood.

According to the startup of the last banquet, every faction now has some time to devise a plan. The factions belonging to the baron and duke agree on who will kill the king.

## ❧ Placeup within ❧ the ballroom

As the guests enter the room, they realize that they are already expected by the host. The king and his retinue choose their places before the other factions can decide. After the king's faction (his majesty and his retinue) has taken a position, the other factions can choose their places. Everybody stands behind his place/chair.

## ❧ The evening's sequence ❧

Except where noted this scenario follows the rules of „the last banquet“, except where noted. In this scenario the king does not mark suspects and also keeps his guesses to himself..

## ❧ Game's end and valuation ❧

The game ends with the king's demise or after all three courses have been served.

**For the factions:** Each faction and their appropriate players, get one victorypoint for reaching their objective.



# The King's messengers, And the night shadows

## A SCENARIO FOR UP TO 11 PLAYERS WITHOUT FAVOR

The King's messengers offer an intense gaming experience, by tactically challenging all factions to fulfill objectives after another, so it is highly recommended to play with the menurule only. In case you still want to use all of the possible actions of your character-card, we have created a table with the most suitable night shadow characters, yet you are not restricted to our list and thus are welcome to try any combination at your own intuition. Please note! There will be no patron present, so no favors are applicable.

### ❧ The story so far... ❧

*The kingdom is overcome by excitement, for the king is about to marry his only daughter. For this purpose a challenge has been devised, which tasks are kept a secret. The organization has fallen to his majesty's brother in arms, the baron, who is willing and keen on letting only the most formidable lad to pass the test. The nobility is nervous and uncertain, for the exact criteria of the tasks are unknown.*

*The king has already passed the message to the courier, which contains the delicate information on the task's specifics, which is only meant for the baron. The duke meanwhile has gathered information on this transaction, through his spies and intends to intercept the courier to gain an advantage for his own proposing son, in the upcoming event.*

*The clever seneschal yet expects plots planned to gain hold of the message and therefore will send further couriers as decoys. For this purpose he has sealed a couple of messages and hands them to his most trusted couriers to be on their way. The couriers are advised to deliver the message only to the baron. Of course only one of these messages carries the true information.*

*It is way past midnight when the couriers leave the castle through a secret passage, receive their horses and haste through the night. All are well aware of the night shadows that could lurk behind every corner, seeking for the rider's and their precious cargo.*

*Meanwhile the seneschal heads for his private quarters, longing for a good night's sleep, after a job well done. In his room the seneschal though is surprised to find a message of the baron. He breaks the seal and can't believe his eyes when he reads: "My dear seneschal, keep a*

*close eye on the wicked duke. He has set his spy's eyes on the opportunity to seize an advantage for his son.*

*For this reason I would like you, dear Seneschal, to deliver the secret message to me in person. Please meet me half way, at dawn, in the monastery. With kind regards..." In hope of naming at least the correct rider, the seneschal jumps up and hurries precipitated to the stables full of dread, since he already passed the messages along and might be too late to be of any help.*

*Will the seneschal meet the baron in time?*

*Will the secret messenger be able to thwart the stalking shadows and arrive safely at the baron's residence?*

### ❧ Objectives ❧



**For the baron's faction:** Arrange for the seneschal to be placed adjacent to the baron as soon as possible, so that the baron is informed about the true identity of the secret courier. To win this scenario, the secret courier has to sit next to the baron, at the end of the round, in the 3rd round at the latest.



**For the duke's faction:** Thwart all tries of the enemy, to place the secret courier next to the baron in the end of the round. Additionally this faction should try to determine the secret courier and bribe him via the unique card money purse. To win this scenario, the correct secret courier may not sit next to the baron in the end of any of the 3 rounds.

### ❧ Game setup ❧

Each player needs a place to sit, which is best achieved with a chair. These chairs should be arranged in a circle, which will be the playing area.

Character-cards with the status crown: (King, Queen, Princess, 1st Knight and maiden) and the duke are not part of this scenario and thus can't be chosen..

## THE PLAYERS FORM 2 FACTIONS

### 1. The faction „Unicorn“

- > Enough „ Unicorn “- lockets for each player of this
- > the baron (host)
- > The seneschal
- > Additional persons are unlimited (no crown) acting as couriers.



- > The scepter for the baron
- > Unique items in addition to the unique item” secret message” equaling the number of couriers
- > A veto-token to pass divine

### 2. The duke’s faction „Black Roses“

- > Enough „ Black Roses“- lockets for each player of this faction.
- > Additional persons are unlimited (no crown) acting as shadows.
- > Unique item „money purse“ for one shadow. If more than 14 players present one „money purse“ and one “diamond” for two shadows



## Allocation of factions

NUMBER OF PLAYERS	BARON’S FACTION	DUKE’S FACTION
11	Baron, Seneschal and 3 Couriers	6 Shadows
12	Baron, Seneschal and 3 Couriers	7 Shadows
13	Baron, Seneschal and 4 Couriers	7 Shadows
14	Baron, Seneschal and 4 Couriers	8 Shadows
15	Baron, Seneschal and 4 Couriers	9 Shadows
16	Baron, Seneschal and 5 Couriers	9 Shadows
17	Baron, Seneschal and 5 Couriers	10 Shadows
18	Baron, Seneschal and 5 Couriers	11 Shadows
19	Baron, Seneschal and 6 Couriers	11 Shadows
20	Baron, Seneschal and 6 Couriers	12 Shadows

## Choosing character-cards

The baron’s faction starts, with receiving the character-cards baron (host) and the seneschal.

After that, each player chooses one character-card (no crown), alternating between both factions. As always you may choose to draw randomly (no crown).

If the players have opted to play with action 1,2 instead of the menurule, you should consider the following characters:

**Shadows** - abbess, messenger, cup-bearer, witch, count, duchess, merchant

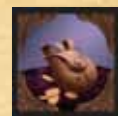
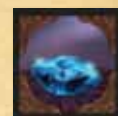
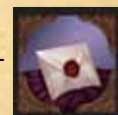
**Couriers** – wizard, abbot, jester, juggler, merchant

If more players should participate, than given in the table above, the other character-cards can be chosen. **Please Note!** No crown characters.

According to the rules of „the last banquet“, each faction now has time to plan ahead. The baron’s faction assembles without the baron, under the leadership of the seneschal. The baron is not supposed to know anything about the plans and therefore just stay out of earshot and sight.

The seneschal and the couriers may now agree on the unique card keeper: “secret message”. The seneschal will pass the unique item: secret message and the other basic unique items to the rest. The keeper of the “secret message” hides the card on his person (shows, clothes, bag, etc.) The duke’s faction decides who will carry the unique item: “money purse“(If more than 14 players present, a second shadow carries a “diamond”). The keeper hides it on his person.

**Tip!** The couriers can also carry their messages in the open, wrapped up in a thick envelope. This strongly adds to the atmosphere of the game.



## Game process



The baron chooses his place first. The seneschal takes a place directly on the opposite of the baron. The couriers all each take a place, as close to the seneschal as possible. The “shadows” take all the other places. All players are standing. Nobody makes an introduction to present his character, since everyone is on a secret mission.

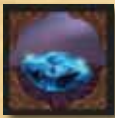


The baron as host in this scenario chooses to pass the scepter to the left or to the right. Each following round will also be initiated by the baron. If a round is finished, indicated by players all sitting, the objectives are checked. If the secret courier is not sitting next to the baron, at the end of the round, the next round starts. As usual the seating order of the last round serves as starting arrangement for the following round.



The seneschal sends his couriers. The baron is not yet privy to the information of who is the correct courier. To receive this information, the seneschal has to be seated next to the baron at the end of the round. If this has been achieved, the seneschal may whisper the secret courier’s name to the baron. The seneschal has always first priority to be placed to the baron before every courier. **Important!** Be careful, the shadows have their ears everywhere! Naturally every shadow is absolutely silent to hear the secret, while the couriers most often forget to counter the silence with noises of clacking horseshoes or the wind, telling some of their most favored courier jokes loud to the public, etc.

As soon as the baron is informed, the “shadows” will have a hard time to keep the baron and the courier separated, since both persons now actively can strive for a seat next to each other. As long as the “shadows” have not identified the secret courier and bribing him, the shadows are well advised to block both adjacent seats of the baron.



The duke’s active “shadow”, who carries the unique item “money purse/diamond” can reveal his item once each round and bribe one adjacent Courier. This courier has to show his unique item. If this turns out to be the secret message, the secret courier has been uncovered and from that point on the “shadows” will have an easier time, keeping the once secret messenger from meeting the baron.

## End of scenario



If the secret courier is able to sit next to the baron at the end of the round, the courier reveals his item and the game ends as success for the baron’s couriers. If the couriers though were not able to hand the message over at the end of the third round the game also ends as a success for the duke’s shadows.

## Valuation



**For the baron’s faction:** If the message has reached the baron each player of the baron’s faction receives one victorypoint. If the seneschal was able to convey his information to the baron at the end of the round, each player of the baron gains an extra victorypoint. If the baron is wise about the breached seal of the secret courier via divine judgement, each player of the faction gains another victorypoint.



**For the duke’s faction:** If the faction was able to keep the secret courier away from the baron for all three rounds, each faction player receives one victorypoint. If the secret messenger was revealed through bribery, each faction player receives an additional victorypoint, under all circumstances. If the baron does NOT recognize the broken seal from the secret courier via divine judgement, each faction player receives an extra victorypoint.

## Divine judgement

If the bribed secret courier lands next to the baron at the end of the round a divine judgement is passed.

This is done by the baron, flipping a veto-token and announcing the visible symbol (scepter or king), presenting the linked consequence of fate.



## ❧ Possible ❧ outcomes of the winds of fate



**Visible King:** The baron realizes that the seal has been broken and the knight's proposal challenge therefore has been compromised. The baron's faction's players gain another victory point.

*The story evolves... The secret messenger was not seen anymore, but the duke's son, who trained well for the trials, was completely taken by surprise when the given tasks were completely different than expected. The baron has pitted the tasks against the duke's son's weaknesses and therefore unhinged the duke's machinations.*



**Visible Scepter:** The baron does NOT realize that the seal has been broken and the duke's faction's players receive an extra victory point.

*The story develops... The secret messenger has gone missing, but it's said that this man has been blessed by a wind-fall. The duke's son, well prepared by his father's intrigue, made it to the second place, as he lost in a melée. Even though the lad lost he was honored by the king himself but disgraced by his father, who saw himself already as part of the royal family and therefore being a member of the crown.*

**Gaming Tip!** The duke's faction has not an easy task to fulfill. This faction should work hard on locking the

opponents, by forcing them to act as early as possible. Therefore try to pass the scepter as often as possible to the players of the opposition, so they must conclude their actions and be seated. As long as the seneschal has not presented his precious knowledge to the baron, he also should be kept away from the baron. And use your purse! Each bribery is informative and the chance of finding the secret messenger is increased. This scenario has more than one victory point for both factions to offer. The conditions of the objectives allow for a more phase based strategy, which allows different approaches and strategies. So the baron's faction should get rid of the shadow with the purse early on, as every time the shadow starts bribing couriers, which hasn't yet been bribed, the chance for a divine judgement at the end of the game increases too. This can sour the enemy's victory, as the duke's faction could still get more victory points in the end, even when they didn't managed to hinder the courier to reach the baron in time!



# The Count's testament or "The Tier of the equally gifted"

A SCENARIO FOR 12, 15, 18, 21 OR 24  
PLAYERS AND FAVOR

## ~ The story so far... ~

*The Count is fond of life's miracles and is especially devoted to good food. So it is not surprising that the Count has eaten his way into the grave. With half a capon wrested between his teeth the Count's completely fat clad heart gave up its duty and the Count fell backwards on the ground and was instantly dead. Gluttony is one of the 7 mortal sins and already in his lifetime, the Count was set on saving his soul from his vice. For that purpose he composed his following last will:*

*„I was never a warrior type of person, so my fear of dying on the battlefield, are small. Rather my lust for food and drink will be my abyss. My soul's freedom is of great importance to me, so I will see to it that the Lordly Father will be merciful with me, after I'm gone.*

*For my plans the following three factions are on my mind*



*For one the merchant, who was always good company and who never left me wanting for exotic food and drink.*



*On the other side I thought about the Abbot and his abbey, who could yearly read the holy mass for my "hungry" soul.*



*Last but not least I'm thinking about the Abbess and her monastery, who could lighten candles for my soul's freedom.*

*The Fox Forest could be part of the gift. Also the quarry at Greystone could be of use and not least the market rights could be a profitable gift.*

*With this in mind: "The Fox Forest goes to..."*

*At this point the will ends and another part of the will has not been found, yet not even under greatest of efforts.*

*As expected the three factions started to quarrel over the gifts, since every one of them has been part of the will's first page and a partial recipient.*

*No faction was informed, which was to be given which gift, so the greedy idea arose that one faction could also have been meant to receive all three gifts! This idea though is put down by laughter of the opposing factions in turn and so the royal court is informed to take care of this problem, since the participants almost started to strangle each other, in the heat of the discussion.*

*The King on his part though follows his own agenda, since everything that falls to the abbess and abbot, is strictly spoken, lost to him. The King, who's not a friend of the church, would like to settle the argumentation completely in the favor of the merchant. With the merchant at least every profit would fill the coffers of the king by taxes alone and the money wouldn't be spent on church matters. Of that the king was sure.*

*But a king also has to be careful who he chooses as an enemy, because his birthright alone won't keep him on the throne and also his soul is in danger with such intrigues in his heart.*

*For that reason the king pulls himself out of question with the following judgement:*

*"From the will it only is apparent that the will's author wanted to bestow gifts, not that he actually did so and most certainly not who would get what.*

*The mentioned factions: Abbott, Abbess and merchant are therefore summoned to the court at 9 o'clock, to present their case. To fortify their case, each of you may bring proponents, who will speak on your behalf. This right should be used equally by all of you, so every one of you may only bring as many as the other factions have. Then you will be able to present your case within three hours and make a motion for those gifts you are most interested in.*



## Game setup

For this scenario you need three equally strong factions. All needed faction-symbols and character-cards are made available to everyone.

First the leader of each faction gets their character-card:

### 1. The merchant, patron of his own faction

- > Character-card „Merchant“
- > The merchant receives veto- markers in number of his own faction participating players
- > Faction-symbol „white Unicorn“



### 2. The Abbott, patron of his own faction

- > Character-card „Abbott“
- > The Abbott receives veto-tokens in number of his own faction participating players
- > Factions-symbol „red Turret“



### 3. The Abbess, patron of her own faction

- > Character-card „Abbess“
- > The Abbess receives veto-tokens in number of her own faction participating players
- > Factions-symbol „black Roses“



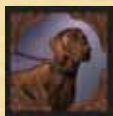
Then all the other players spread equally amongst these factions and choose character-cards in turn. As always you may draw randomly or choose directly. In this scenario the king is not available. A play area made up of sitting places arranged in a circle or oval, in number of participating players +3 is set up, too. You will also need the hound, the blue gem and the money purse from the special items.

## Objectives

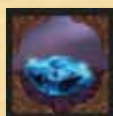
Each faction wants as many gifts as possible from the Count's abatement. Within each round all factions want to rearrange their positions in so far that a maximum number of faction players sit next to the gift positions. Each person sitting next to a gift at the end of the round endows their faction with one point for this gift. All points are added up in the end of the game and are compared to the points of the other factions. Each faction that has the most points for one gift, receives this abatement.

## Game process

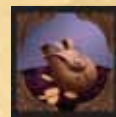
On one place the "hound" signifies the fox forest. To the right of this place the merchant will sit, followed by his faction's players (all in order to the right of the "hound")



On the next free place the "blue gem" signifies the quarry. To the right of this place, first the Abbott and then his faction will take up places in a row.



On the next free place the „money purse“ signifies the market right. To the right of this place, first the Abbess and then her faction will take up places in a row.



## Start

The neatly arranged positions of the factions will be past soon. Three hours have been given to the factions, to claim their gifts. Each hour represents one round and therefore this scenario consists of three rounds. Each following round starts with the arrangement of the last round's end.

The merchant, as old friend and companion of the late Count starts the first round. The Abbott starts the second round, followed by the abbess, who starts the last round. A round is ended, if all persons are seated, as standard.

**Important!** The places that have been marked by the unique cards can NOT be occupied. It is only possible to place oneself to the left or right of these positions. These places are not counted when options and effects interact with places. These positions serve only as symbol, yet they divide the playing area in three strategic areas, for a person sitting next to a gift, can only have one adjacent person.

## Favors and patrons

This scenario makes use of all favor rules. Additionally the following rules are added in this scenario: A person who wants to play a favor is pleading his case to all three patrons. Of course he can be sure that he gets the voice of his own patron, but only one veto-token of the opposing factions is enough to render the favor moot. The patron who played the veto-token must discard this marker of course.

**Please Note!** You can't deny any favors, if you are out of veto-tokens!

At the end of each round the accrued points for each faction and gift are added up and noted. Each person sitting next to a gift automatically bestows a point for his faction for the gift he sits next to.

## End of game and valuation

After the third round's end the game is over and the results are evaluated. The points of each faction for each gift are summed up and announced. **Please Note!** Every player stays seated, because further rounds can follow.

Each faction who has the most points for one gift receives one victorypoint, for each player of this faction.

If a gift is tied between the faction(s) a new round is played, to keep the factions of quarreling with each other again. A new round begins with the arrangement of last round's end- arrangement and the scepter goes to the right player next to the gift, which is still to be claimed. The gifts that have been already claimed by the factions are put out of the gaming area. The game truly ends, if all gifts have found a claiming faction.

The faction with the most victorypoints is the winner and receives an additional victorypoint. If all factions have one victorypoint the game is a draw, but fairness has won.

**Please Note:** Every victorypoint a faction makes is given to each of the faction's players.

## EXAMPLE: VOTING RESULT AT THE END OF THE ROUND



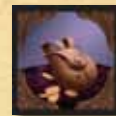
3 VOTES



2 VOTES



1 Vote



## Variants

Before the game starts, each faction secretly notes on a piece of paper, which gift they prefer and which faction they are (so it is easier to later realize which faction preferred which gift.)

All three notes are put into an envelope.

At the end of the game this envelope is opened and it is announced, which gift was preferred by which faction. If a faction could claim their preferred gift, this faction gains an extra victorypoint.

# The white maid's lament

Who once was mine, shall not longer be bound to thee

## FOR UP TO 10 - 18 PLAYERS

The number of rounds to be played in this scenario depends on the number of players involved. 10 to 14 players finish at the latest on the end of the fourth round and 15 to 18 players on the end of the fifth round.

## The story so far...

*After a year has passed, the king got married again. Without warning his former wife suddenly died. The king found comfort and encouragement in his late wife's sister. Actually the period of grief was rather short, as the king quickly*

*introduced his new flame, as his new queen in public. Now the new royal couple invites their most trusted confidants at court to supper. And what better place than the manor house, in the woods, which belongs traditionally to the properties of the queen and is largely used on her behalf as summer residence?*

*Thus it is no coincidence that in honor of the occasion the planned supper on this balmy summer evening takes place in the woods, reachable only through a small, windy path along a lovely forest path. In the evening of this most promising day the guests, joining the royal couple, are all coming together at the dining hall, which is wonderfully illuminated by countless candles.*

*The cupbearer has filled the goblets of men and women alike and the king salutes with a hearty welcome to his visitors and a toast to his new wife. But the prepared speech gets stuck in his throat, as suddenly an icy breeze blows out every candle in the hall but one, which courageously tries to avoid utter darkness.*

*With a rush, the visitors jump from their places, as a transparently shimmering silhouette form amongst them, gaining substance by the minute. A ghostly woman appears, encircled by beams of moonlight, which holds a sear rose, black and smelling musty. The guests are still holding their breaths, as the ghost starts to speak: "Greetings to all of you at this manor house, which was mine nearly a year ago. But I' am not here to congratulate the bridal pair to their first wedding day. My purpose here serves quite the opposite. I want to act against this couple. I was murdered by the hand of my own sister, so she could take my seat at the side of the king. And you my former husband, you have been bewitched by her. In the presence of all people here, I am demanding satisfaction and justice from all of you.*

## ❧ The objective ❧



**Members of the queen fraction:** they have to take care, that the white maid character will not be placed adjacent to the queen at the end of the round.



**Members of the white maid fraction:** they have to take care, that the white maid character will be placed adjacent to the queen at the end of the round.

## ❧ Startup ❧

### 1. Fraction of the queen „Unicorn“

- > The queen serves as „Host“
- > The Queen gains the „Scepter“
- > The king serves as „Patron“
- > additional Characters depending on the number of players
- > Faction-symbol locket „Unicorn“ for all members of this faction



### 2. Fraction of the white maid „Black roses“

- > „white maid“
- > from 10 to 14 players: 7x faction-symbol lockets „black roses“
- > from 15 to 18 players: 9x faction-symbol lockets „black roses“



For every participating player you need a designated area, served best by a chair or other recognizable “seat” (If you play “Banquet” in a park at a picnic, even folded towels in front of the players will do fine). All of the places should be arranged in an oval or circle. This serves as the playing area.

One player takes on the character of the “white maid”. At the beginning of the scenario, the “white maid” is on her own and therefore the only member of her faction so far. The player of the “white maid” puts on the “black roses” locket and keeps the other “black roses” ready.

The host will be chosen among the other players and is handed the character-card of the queen. Another player chooses the character-card of the king, so he will also be the patron in this scenario. The remaining players, including the king, start as members of the queen’s “Unicorn” faction and choose their character-card. There is no restriction on the character-cards to be chosen, since everyone is welcome. All members of the queen’s faction put on the faction-symbol “Unicorn”.

The queen chooses a place first, after that the king has to choose a place as opposite as possible to the queen’s place. After the royal couple, all other players, except the “white maid”, choose a place to their liking. At last the “white maid” appears at the table. The “white maid” can literally appear everywhere and is allowed therefore to choose every place, even an already occupied one. The character, who was frightened by the “white maid”, flees and moves to the last place, which is still unoccupied.

## ❧ The lament ❧

*My own sister has always strived for my life, and the course of this evening will prove her corruptness. Heed my indictment, with which I charge her of murdering me. Each single one of you, who will personally be convinced by my person, shall help me to gain a seat adjacent to my beloved sister, so I can get close to her. If I will be adjacent to my sister at the end of a round, she will be punished for her crimes. My restless entity will end here and my soul will gain peace. My sister will take over my position as the “white maid” and roam the corridors as a ghost, until this manor will be in ruins.*

*All of you, who are supporting my claim will help restoring justice and will be rewarded with a pure conscience.*

## ❧ Gaming sequence ❧

After everybody has introduced their character, the queen will pass the scepter either to the left or the right side, however she sees fit. The queen though didn't act yet and remains standing. Whoever sits next to the white maid at the end of the round, will turn their allegiance to the white maiden for the rest of the game and hence will don the faction-symbol "black roses". This locket replaces the old locket of the queen's faction, the "unicorn". This "turning" will continue with every round.

In the first round the white maiden plays against everybody else. Her chances to get placed next to the queen are therefore limited at best.

With each further round though her „black rose“ faction will grow stronger and gains a stronger influence. At least the faction should put effort into gaining new members, since this will drastically increase their chance of placing the white maiden next to the queen.

The queen's faction will try to place as many "black rose" members next to the white maiden, to restrict the shift from queen's faction to the white maiden's faction. Also the queen's faction has to nullify the efforts of the enemy to place the white maiden next to the queen!

**Please Note!** Even the king has a consciousness and can be turned to the white maiden's faction. This can have a great influence on the game, since the king is the patron and therefore is the person to grant or deny favors!

## ❧ End ❧

The number of rounds played is directly linked to the players participating

10 – 14 players: The Game ends at the latest with the end of the **fourth round**.

15 – 18 players: The Game ends at the latest with the end of the **fifth round**.

If the "black roses" faction is able to place the white maiden next to the queen, the game immediately ends and is valuated. If the queen survives with the 4th or 5th round, the game also ends.

## ❧ Valuation ❧



**For the queen's faction:** If the queen survives by evading the white maiden through all rounds, each player of the queen's faction receives one victorypoint



**For the white maiden's faction:** If the white maiden is placed next to the queen in any round, all faction members of the "black rose" receive a victorypoint.

## ❧ Gaming tips ❧

The queen's faction can reduce the white maiden's efficiency, beginning with the second round, by placing her own members next to the white maiden, so that she does not get more support. **Fair warning!** The white maiden may stay at her place and can only be moved away if she is called, so the queen's faction should let her come to action fast. At the moment she sits adjacent to the queen, the queen should try to get away or par example somebody has to switch places with the white maid, this could be one way to address her directly and to move her. The white maiden though should be seated to ideally two persons not of her faction, since these will join her by the end of the round. Yet the "black roses" shouldn't lose sight of their actual objective, namely to place the white maiden next to the queen. Last but not least the king is an interesting target, since he can grant or deny favors in the game.



