



DIAGRAMS & EXPLANATIONS

RULE OF ALIGNMENT

A card may only be placed into a court if it borders cards with a common color and builds upon the established hierarchy or supports the existing ranks.

Two different colors may never touch.

PEERs to either side. Lesser cards below; greater cards above.

RULE OF PLAYED

A card laid, is a card played. No card may be voluntarily moved once in a COURT.

RULE OF GREY

When a card has a grey field—half or whole— the grey portion of the field is a wildcard and becomes the first color it connects to.

RULE OF THREE

To exist a COURT must have three connected cards. If the COURT drops below this threshold, it collapses and all the cards return to the player's hand.

Figure 1. Perfect Court

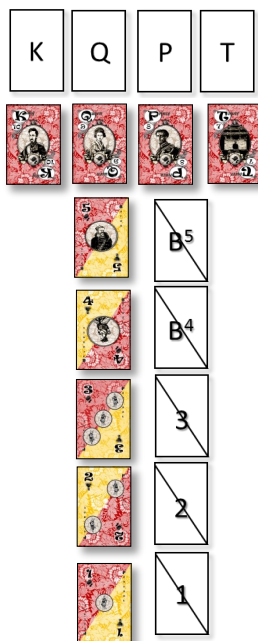


Figure 1 shows a 'Perfect Court', all ranks of cards are represented. The Court may have had minor cards of different houses or Major Houses joined by an ACCORD and still be considered 'Perfect' assuming all ranks are represented.

In Figure 2, the Court did not include '4' or '3' (the '2' connected directly to the '5'). The player cannot later slide the '2' and '1' down to make room for the missing ranks..

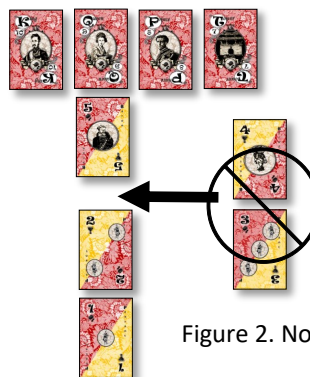
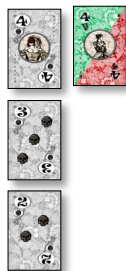


Figure 2. No Moving.

Figure 3. Grey



In figure 5, the three Grey cards are all considered green because the first (and only) colored house card connected to the chain of three grey cards is green. No other colored card could be placed against the grey cards because they have been 'fixed' as green until such time as they become disconnected or drawn back into a player's hand.

Similarly, in figure 3 (b), the grey '2' is blue.

Figure 4. Starting a Court

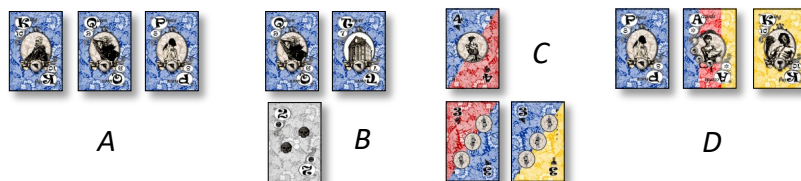


Figure 4 shows four examples of starting a COURT. Any card but FATE may be used to being a COURT.

Figure 5.



In figure 5, the FATE card destabilizes the COURT since the three remaining cards are no longer connected.

In (A) the player can choose which cards remain in the COURT and which return to the hand. In (B) all the cards go back to the hand.

A.



B.

Figure 6. Accords

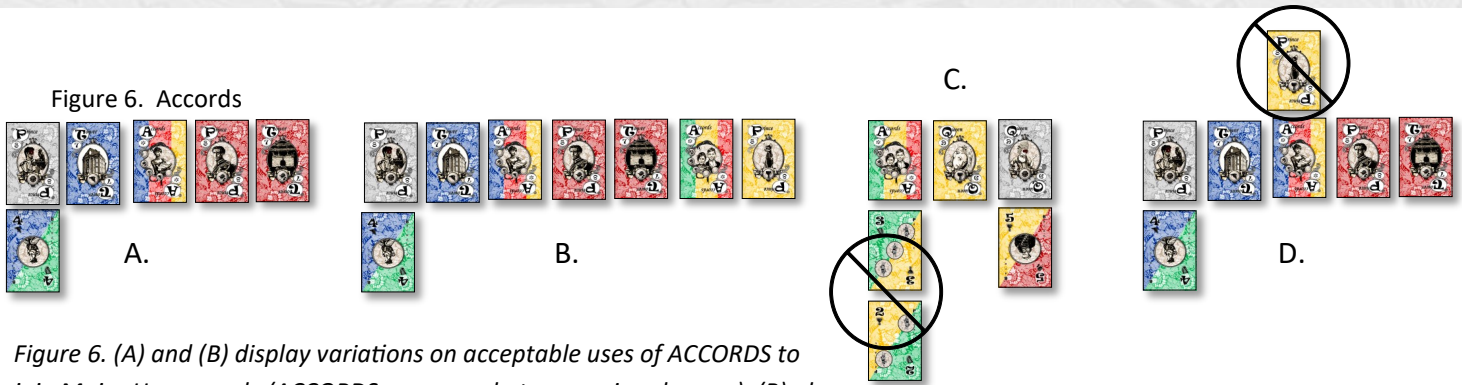


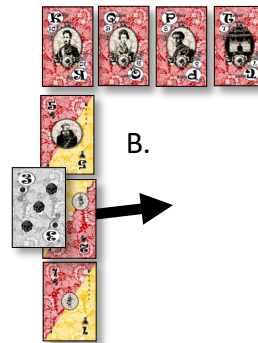
Figure 6. (A) and (B) display variations on acceptable uses of ACCORDS to join Major Houses only (ACCORDS are never between minor houses). (B) also shows how more than one ACCORD may be used in a single COURT. (C) shows that ACCORDS may never be used to connect minor house cards to a COURT. (D) shows how an ACCORD is only ever between 2 individual cards.

Figure 7. Grey Doppelgangers, Recruiters

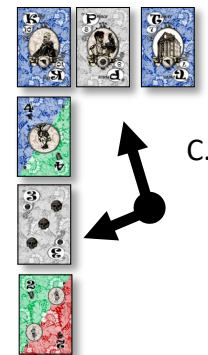
ganger



A. Simplest use of a SHADOW HOUSE card, as a stand in for a missing member of COURT. In (A), the SHADOW Prince acts as the Major House Blue Prince



In example B, the Shadow House 3, is used to steal the 2 Y/R. The 2 is immediately placed in the hand of the player who used the SHADOW CARD. The Shadow House 3 is placed in the discard pile.



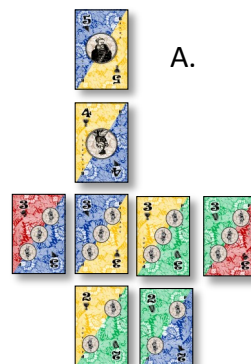
In Figure C, the Court has used two different SHADOW HOUSE. The replacement of the Peasant 3 is unique in that the SHADOW 3 acts as though it is the single color 'green' just as the SHADOW Prince acts as a member of the 'blue' house.

TURN SEQUENCE

Set-Up: Each player dealt 5 cards; the remaining cards are placed in a draw pile

1. Draw three (3) cards from the draw pile.
2. A player may then do any of the following in any order:
 - a. Place a new set to an empty COURT (min. 3 cards)
 - b. Place additional cards to an existing COURT
 - c. Play Fate cards
 - d. Play a Shadow House Card to
 1. Steal another player's card of \leq value
 2. Use it as a wild card
3. Discard to 5 or fewer cards.
4. Play moves to the next player's turn (clockwise).
5. Play continues until the first player completes their court.

Figure 8. Other Acceptable Patterns



In (A), the COURT has several members linked on multiple sides. However, all the sides still maintain the RULE of ALIGNMENT as exemplified by the yellow green '3' which is bordered on its left by a blue yellow '3', on its right by a green-red '3' and at a lower rank by a green-blue '2'...

Broken Hearts Expansion



4 to 6 players

20 minutes

Ages 10+

Roil's first expansion adds 36 new cards including an entire new House—the eponymous *House of the Broken Hearts*— the new Aegis card, and the table wide effects of the Armageddon Fate cards.

NEW CARDS—HOUSES

House of Broken Hearts

The House of Broken Hearts is fractured and unstable; it's loyalties mercurial.

The House is divided purple/ grey instead of the traditional mix. The Rule of Grey still applies, meaning that the grey side is a wild card color and can connect to any other house color. Upon contact, the grey becomes the color its connects to as normal. The purple side may only connect to other purple cards per the Rule of Alignment. These rules apply to ACCORDS with the House as well.

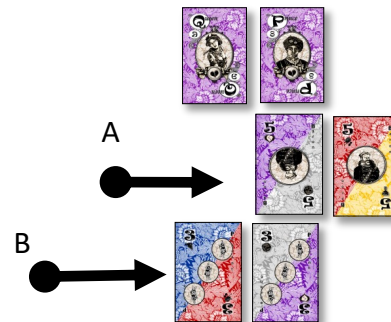
The Blind Duke

Sometimes called the laughing king, the Duke is often found in the courts of other Houses. However, the Blind Duke's followers are few and among only the lowest ranks. He and his followers have disrupted many courts.

The Blind Duke is the only Major House card that is divided (grey/ orange). It follows the Rule of Grey.

NOTE: In the Broken Hearts Expansion, the Grey House cards have zero (0) value. This does not apply to the grey/+color cards described below. Also, when a grey card is used to 'steal' the card from another Court, the grey card takes the place of the missing.

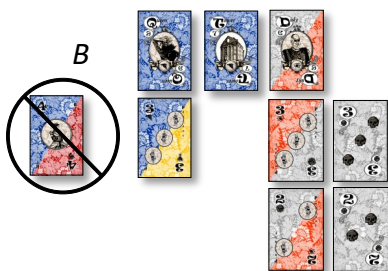
Figure 9. Using the Purple House cards.



In example (A), the P/G 5 connects to the red side of a R/Y 5. Because the grey side of the card connects to the grey side of the G/P 3, both cards become red. This allows the B/R 3 to connect (B).

Figure 10. The Blind Duke

In example (A), the blue Major House is joined by the BLIND DUKE via the grey 'wild' side. This is the only Major House card with this ability. When played, the Blind Duke is counted as a Major House Card and is worth 10 points and is vulnerable to any card that affects Major House or Royal cards.



In example (B), the blue Major House has been affected by the Blind Duke because the Blind Duke has connected to the lower house O/G 3, the B/R 4 cannot be played under the Blue Queen. Instead, to follow the Rule of Alignment and stay within the established ranks the player must play the B/Y 3. There are no other Orange Major House cards to align with the Blind Duke—he is singular. In addition, there are a limited number of lower house cards, or followers, of the Blind Duke.

In example (C), a grey card may be played next to either the O/G 3 or the G/O 2. If both cards were played as in (C.), then they would become orange because of the connection to G/O 2.

Armageddon Cards

Fate has taken a stronger hand in determining the course of power. Peasants feel the hand of god and see the end times in the many tragedies.

Armageddon Fate cards may be played as any other Fate card. However, the Armageddon cards impact every player including the player who laid the card to the table. The affect is detailed on the card and occurs immediately.

As used on the cards, 'Royal' refers to any card of value 6 or higher (King, Queen, Prince, Tower, Duke).

Aegis Cards

Divine protection extends itself on rare occasions to the various courts. Whether capricious fate or divine intervention is up to the individual interpretation.

Aegis cards may be played in response to any Fate card, including the Armageddon cards. When played, the Aegis blocks the effect of the Fate card on the Court to which the card is played, i.e. it can be the owning player's or another player's Court.

Figure 12. Armageddon Fate cards.

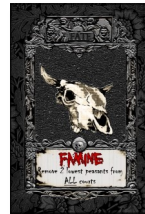
In example (A), the Fate card that would force the Green Prince to be discarded is blocked (nullified) by the AEGIS. If an ARMAGEDDON card was played, the AEGIS would only block the effect on a single player's court. The AEGIS blocks the effect on the target, not the card.



Figure 11. Armageddon Fate cards.

FAMINE

The two lowest peasants (cards numbered 1, 2, or 3) are immediately discarded from all Courts. No affect if a Court does not contain any peasants.



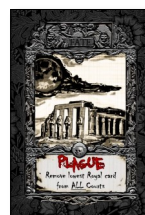
WAR

Every ACCORD currently in play in all the courts is immediately discarded. Courts must be collapsed per Figure 5.



PLAGUE

Each player must discard the lowest value Royal (Major House) card in their court. There is no impact if the court does not have a Royal card.



REVOLUTION

The highest value card in each player's court is passed to the player on the left. The receiving player may immediately play the card or put it in their hand.



FORTUNA

Every player must remove one card, player's choice, from among the cards currently played to their court (not from their hand). They may then draw one card.



CATASTROPHE

Every player must remove all TOWERS that are currently in their court.



HOUSE RULES

In the swirling alliances of Court, it's never clear whether someone is there to support a house or undermine it from within.

There is no restriction on which Court a Shadow House (grey) card may be played to. Why would someone wish to play a grey card to another player's Court? Strategically, playing a low value card onto another Court significantly hampers another player's options placing a zero value Grey House card may negate playing a point card, etc. However, choosing to allow this rule should be agreed upon before the game starts.

Figure 14. Playing to another Court



Playing the G/O 2 in an opposing Court stops them from playing a 3, 4 or 5 in this Court.

