

# Royal Palace

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## Remarks from the translator:

- I did not translate information unnecessary for game play. So please excuse me for this incompleteness.
- Comments in *italics* are made by the translator (LVL). These are suggestions based on comments from the author (XG) and from own game experiences.
- I deliberately have chosen not to put pictures in this version to encourage you to buy and play the game, as this aid will help you to understand the German rules.
- This is a first draft (November 27, 2008). I will reread and correct it as soon as possible. Please send all your suggestions via personal mail on BGG.
- This translation is made only for users of BGG as a player aid for personal use and with an owned (German) copy of Palais Royal. (please support game authors by buying games!)
- This is a preliminary version to get you playing while waiting on the Rio Grande rules.

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## Game Preparation

1. Place the game board representing the palace garden in the center of the table
2. All 42 nobles tiles are shuffled face-down. 36 are placed ad random on the squares in the palace garden
3. The 9 castle rooms are shuffled and placed ad random under the palace garden, forming a 3x3 grid. ((a)*for your first game you can use the game setup proposed by the author; (b) the castle rooms has a full picture side for players knowing the game and a picture-text side as a memory aid during play*)
4. The privilege cards are shuffled and placed face-down as a draw pile next to the board
5. All gold is put in a central supply
6. Every player takes 18 servants in his own colour and places them in his personal supply.
7. The 7 servants left in each colour are placed in a central supply next to the board.
8. Every player places 3 servants from his personal supply on the stairway and 2 servants from his personal supply on the parade ground
9. The youngest player starts the game. He gives 1 gold to the second player, 2 gold to the third and 3 gold to the fourth. The start player does not receive any money.
10. The start player places 5 servants in the castle rooms of his choice (e.g. 2 in Pompadour's room and 3 on the back door). The other players do the same on their turn (in playing order). When everyone has placed his 5 servants, every player has 8 servants left in his personal supply (and 7 in the central supply).

## Game play

The start player performs all actions on his turn, then the next player completes his turn and so on until the end conditions are fulfilled.

A player's turn consists of several actions, performed in a fixed order. His actions are determined by the position of his servants in the castle rooms.

During the game, all servants a player uses (or want to put into play) have to come from his personal supply. When his personal supply is exhausted, he may take servants out of castle rooms to put into play, *but he may not take servants from the general supply.*

## Description of the actions determined by the castle rooms

All actions are performed in the given order (from 1 till 5)

### 1. Parade ground – Supply

For each servant in his own colour on the parade ground, a player places a servant from his personal supply on the castle gate.

**Majority bonus:** if a player has the absolute (*not tied*) majority of servants on the parade ground, he may put one extra servant on the castle gate.

### 2. Stairway – Move

For each servant in his own colour on the stairway, a player may move one of his servants in the castle one step in a straight line, *hence horizontally or vertically and not diagonally*. (e.g. 3 servants = 3 movements). A servant may move through several castle rooms during the same turn. A servant may move from every chamber to every chamber (*according to the movement rules and the amount of movements allowed*). Movements are not compulsory, but unused movements are lost.

Servants moved into the stairway or out of the stairway during this action does not influence the number of movements allowed during this turn (*obviously it does for the next turn*).

**Majority bonus:** if a player has the absolute (*not tied*) majority of servants on the stairway, he may perform one extra movement.

### 3. Mint - Office - Mme de Pompadour - King

Actions corresponding to these four rooms are performed in order chosen by the player.

#### A. Mint - Gold

For each servant in his own colour on the mint, a player receives 1 gold from the general supply.

**Majority bonus:** if a player has the absolute (*not tied*) majority of servants on the parade ground, he receives one extra gold.

#### B. Mme de Pompadour – Enlist nobles

The amount of servants in his own colour on Pompadour's chamber equals the amount of violet seals a player can use in his fourth action.

**Majority bonus:** if a player has the absolute (*not tied*) majority of servants on Pompadour's chamber, he may put one extra servant (*from his personal supply or from another castle room*) on Pompadour's chamber.

### **C. King's chamber – Enlist nobles**

The amount of servants in his own colour on the king's chamber equals the amount of turquoise seals a player can use in his fourth action.

**Majority bonus:** if a player has the absolute (*not tied*) majority of servants on the king's chamber, he may put one extra servant (*from his personal supply or from another castle room*) on the king's chamber.

### **D. Office – Enlist nobles**

For each servant in his own colour a player has in the office, he may enlist a noble in the castle garden, if he has the appropriate amount of gold and seals. In the office is no majority bonus.

## **4. Enlisting of nobles**

Enlisting the nobles is the main goal of the game. They represent the majority of victory points and some beneficial actions during the game.

Every noble tile has

An amount of gold (*number on coin*)

A number of violet seals (*number on violet seal*)

A number of turquoise seals (*number on turquoise seal*)

A number of victory points (*number on crown*)

If so, a bonus during the game.

When a player wants to enlist a noble, he

- Takes one of his servants from the office back into his personal supply
- Pays the amount of gold indicated
- Takes the number of servants equaling the number of violet seals out of Pompadour's chamber back into his personal supply.
- Takes the number of servants equaling the number of turquoise seals out of the king's chamber back into his personal supply.

Then (and only when a player has fulfilled all 4 conditions) he takes the noble tile out of the castle garden.

**Remark:** seals are not present as tiles or tokens, they are represented by the servants in the corresponding chambers.

**Remark:** it is allowed to enlist several nobles during a turn, as long as a player can afford the amount of money and seals and he has a servant he can take out of the office. So, during your turn, you can enlist as many nobles as you have in the office by taking these servants back into your personal supply.

**Remark:** nobles earning nothing but points are kept hidden in front of the player, while nobles earning a benefit have to be put open in front of the player.

### **Reduction of the gold cost**

For each unoccupied garden field horizontally, vertically or diagonally connected to the noble a player wants to enlist, the amount of gold is reduced by 1 (with a minimum of 0, *you are not "paid" for enlisting*). Take care: garden ornaments prevent fields from being connected.

### **Enlisting nobles from fields on the garden edge**

For every noble a player enlists from the garden edge, he has to place a servant on the field of the noble (*after taking the noble tile*). This servant may be taken from his personal supply or from a castle room and will stay there until the end of the game. These servants may earn the player additional points at the end of the game.

**Remark:** a field occupied by a servant (and not by a noble) is considered as "free" and hence reduces the gold cost of connected nobles.

### **5. Back door – Privilege Cards**

For each servant in his own colour a player has on the back door, he draws one card from the draw pile. After looking at the card, he may choose to keep the card and take one of his servants from the back door back into his personal supply or to discard the card.

When a player has several servants on the back door, he draws the same amount of servants. For each cards he wants to keep, he has to take a servant back into his personal supply. Discarded cards are placed on an open discard pile. When the draw pile is exhausted, the discard pile is reshuffled and put face-down as a new draw pile. Kept cards are hold in hand. On the back door is no majority bonus.

To play a privilege card, a player has to pay during his turn the amount of gold indicated on the card (which is put in the general supply). For a description of the privilege cards: see further.

### **6. Cardinal – Tie breaker (*Not a separate action*)**

When a player ties in one or more castle rooms, the number of servants in the cardinal's room is considered; If the player has the majority in the cardinal's room with respect to his opponents he ties with (*in the other rooms*), he will also have the majority in the other castle rooms.

#### **Examples:**

**In the cardinal's room:** 2 red, 1 yellow, 1 black

**On the stairway:** 3 red, 3 yellow, 2 black, 2 green

Thus red has the majority on the stairway. He ties with yellow, but has the majority in the cardinal's room with respect to yellow

Action: red has 4 movements (3+1)

**In the mint:** 2 red, 1 yellow, 2 green, 3 black

Thus red has no majority as there are 3 black servants in the mint.

Action: red receives 2 gold from the general supply

**At Mme Pompadour's chamber:** 1 red, 2 yellow, 2 green

Thus yellow has the majority since he ties with green and has the majority in the cardinal's room with respect to green (even if yellow ties with red in the cardinal's room).

Action: yellow may place another servant in Mme Pompadour's chamber

**In the parade ground:** 2 yellow, 1 green, 2 black

Thus yellow does not have the majority since he ties with black in Mme Pompadour's chamber and also ties with black in the cardinal's room.

Action: yellow may place 2 servants on the castle gate.

## End of the game

At each turn of the start player, the number of nobles in the garden is count. If there are 12 or less nobles left in the garden, the last round starts and every player has just one turn. After the last turn, game proceeds to the final scoring.

## Final scoring

A player's final score is the sum of

Victory points from nobles (*indicated on the tiles*)

Victory points by played (*paid and open on the table*) privilege cards

1 point for each privilege card in hand (and thus not paid/played

Points from the castle garden; only first and second places earn points.

Considering the castle garden:

A player having the majority in servants on a garden side (lion, vase, statue lying man, statue standing woman) earns 6 points, the second one 2 points.

Remark: If players tie on first place, they both receive 2 points, if players tie on second place, they do not receive any points.

Remark: The 4 corner fields do count for both sides they are on.

Remark: To mark the victory points you score in the garden, you can put one of your servants on the corresponding space.

Final tie breaker: if players tie at the end of the game, the player having the most servants in the cardinal's room wins. If there is also a tie in the cardinal's room, the game has several winners.

## Privilege cards

Played cards are put on the discard pile.

## General majority

Play before your first action

The player has the majority during this round in all rooms where he has at least one of his servants.

## Unlimited servants on the castle gate

Play during first action

**2 extra servants on the castle gate/2 extra movements**

Play during first or second action respectively

**5 till 9 extra movements**

Play during second action

**2 extra seals**

A player has 2 identical or 2 different seals to enlist nobles.

Play during fourth action

**4 gold**

Play anytime

**Victory points**

Play anytime

**Benefits from nobles**

A player may put every round 2 servants extra on the castle gate

Perform during first action

A player may perform every round 2 additional movements

Perform during second action

A player may also move diagonally until the end of the game

Perform during second action

A player takes every round 2 extra gold (also if he has no servants in the mint)

Perform during third action

A player may put every round an additional servant in the king's or Mme Pompadour's chamber respectively (*indicated by the colour of the seal*).

If a player has at least 1 servant on the back door, he draws 3 supplementary cards during the fifth action. However, for each card he wants to keep, he has to take back one of his servants from the back door into his personal supply.

Perform during fifth action

The player may take the indicated amount of servants from the general supply (if servants left in general supply) into his personal supply. *This is the only way to get servants from the general supply in your personal supply.*

Perform immediately but just once