The King's Advisors
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Objective

As the King's advisors it is your job to delegate on the issues brought before the King that have lesser importance and that can be decided by his advisors. As a group you will choose what solution is best and vote whether or not to act upon it. Each advisor has their own goals with these solutions.

The objective of the game is to achieve all of your private goals (which are listed on the back of your personal card).

Components

1 Main Board (numbers going from -10 to 10 6 times with symbols on them)
6 Purple Meeples
5 Party cards
16 Problems (a problem with three different solutions, there are symbols stating what to do on them)
33 yellow tokens(gold)
5 yellow and red tokens (vote for or against)
1 grey token (starting player)

Players and time

3-5 players
20-40 minutes
Ages 13+

Setup

All players take a Party card and depending on the amount of players take a certain amount of gold (for 3 players 9,4 players 7 and 5 players 5) the rest of the gold is placed in the center. Each player takes one of the yellow and red tokens. Then shuffle, and deal out 12 of the 16 Problem cards face up starting at the top left making two rows of 6. Then set out the Main board placing all the meeples on the 0's. Start player is decided randomly. Start player is marked by the grey token.

Starting the Game

To start the game, the starting player looks at the top left Problem card and starts the discussion of what the best solution to the problem would be (out of the three listed on the card). After the solution is decided (start player breaks ties), players then vote whether or not to act on the solution or let the problem stay. To vote, players secretly choose either the yellow side (vote for) or red side (vote against) on the yellow and red token given to them.

The Second Turn and Beyond

Once everyone has voted the Problem is either acted upon or stays. If the problem passes then the effects of the solution are done on the main board if the problem stays the opposite happens. (if something says +3 and solution passes +3 on the main board, if the problem stays -3 on the main board) during this phase players can use the abilities listed on the bottom of their player cards. When the problem is acted upon the players that voted for the problem must pay the gold cost stated on the solution, if the problem isn't acted upon no payment is necessary. (if there is a + sign next to the gold cost, people who voted for it get an additional gold). If there is not enough money to pass the solution the problem isn't acted upon. If the vote is tied, players do a secret bid using their gold, during this people who voted together add up their total gold bidded. The group that bid the most gold chooses what to do with the problem. The gold that was bid is distributed among the players who did not win the bid. If the vote was still tied after the bid, the person with the start player token wins. Each turn the start token gets passed clockwise around the table.

Winning and Losing the Game

To determine who won the game, see what players met their goals. If multiple players tie, then check how much gold is left unspent. Lastly, if players are still tied,

play through one more bill, if no clear winner is decided, they tie. The players lose the game if the Kingdom marker hits -10 on the main board.

Additional Instructions

Magic spells: on each player card there are magic spells with different effects. Next to the spell there are boxes, which shows how many times a certain spell can be used. Spells can be used at any point in the game. There are 6 different spells.
1. Bribery: Force another player to vote with you on a problem.
2. Table: Move a problem aside, until the end of the game. Then decide on the solution and vote on it again. (this can only happen before the problem was or wasn't acted upon)
3. Raise Popularity of a Guild on the main board: Move a marker on the main board up 1 spot.
4. Lower Popularity of a Guild on the main board: Move a marker on the main board down 1 spot.
5. Negate effects: Choose any effects a problem would have and negate them, they could move the markers up or down.
6. Steal Funding: Take 1 gold piece from another player.

Alternate Rules

If players want a more complex game, play without magic spells and all decisions must be unanimous.

Example of Play

James is the start player, and the problem he is deciding on is "Enemies have infiltrated the kingdom" and the three solutions that are available for him are, "Hire the soldier guild", "Hire the mage guild" and "Protect the upper class Guild". James sees that Hiring the soldier guild would be the most beneficial for himself to pass so he chooses it as the solution the players will vote on.

The players begin discussing how the solution would help the kingdom and their own personal goals, after the discussion each player secretly chooses how they will vote.

Bill votes against it, as hiring the soldier guild wouldn't help him in any way.

Michelle votes for it as hiring the soldier guild is perfect for her goals.

Sam also votes for it as voting against it would really hurt his chances at winning.

James votes for it as it helps his goals.

Bill then uses the spell Table to move the problem to later in the game, the start player token moves to Bill and the game continues.

Credits
Thanks to the following people this game was able to be produced.
Game concept: Zach Zohar,Christiane Ahong and Zhixu Zhong
Artwork: Christiane Ahong, Zhixu Zhong and Zach Zohar
Playtesters: Joshua Murphy, Cameron Smith, Brandon Joshi, Josh Hawke and Abby Alton

Legal

Developer Notes
The values that our game is presenting are communication and empathy. This game is centered around communication as the players try to convince others to vote with them on problems and attempt to get the problems they want passed, voted for. The goal of this game was also for players to look at what the solutions entail and feel some empathy and not choose the more violent and heartless options. At the end of the game We also want the players to look at what they voted for and to see what solutions they passed, and see if that affects the next time they play the game

An example of the symbols on the problems and main board