



A GAME BY JAMES I. FAZIO

# RULEBOOK



# REGENCY

2-6 PLAYERS | AGES 10+ | 20-40 MINUTES

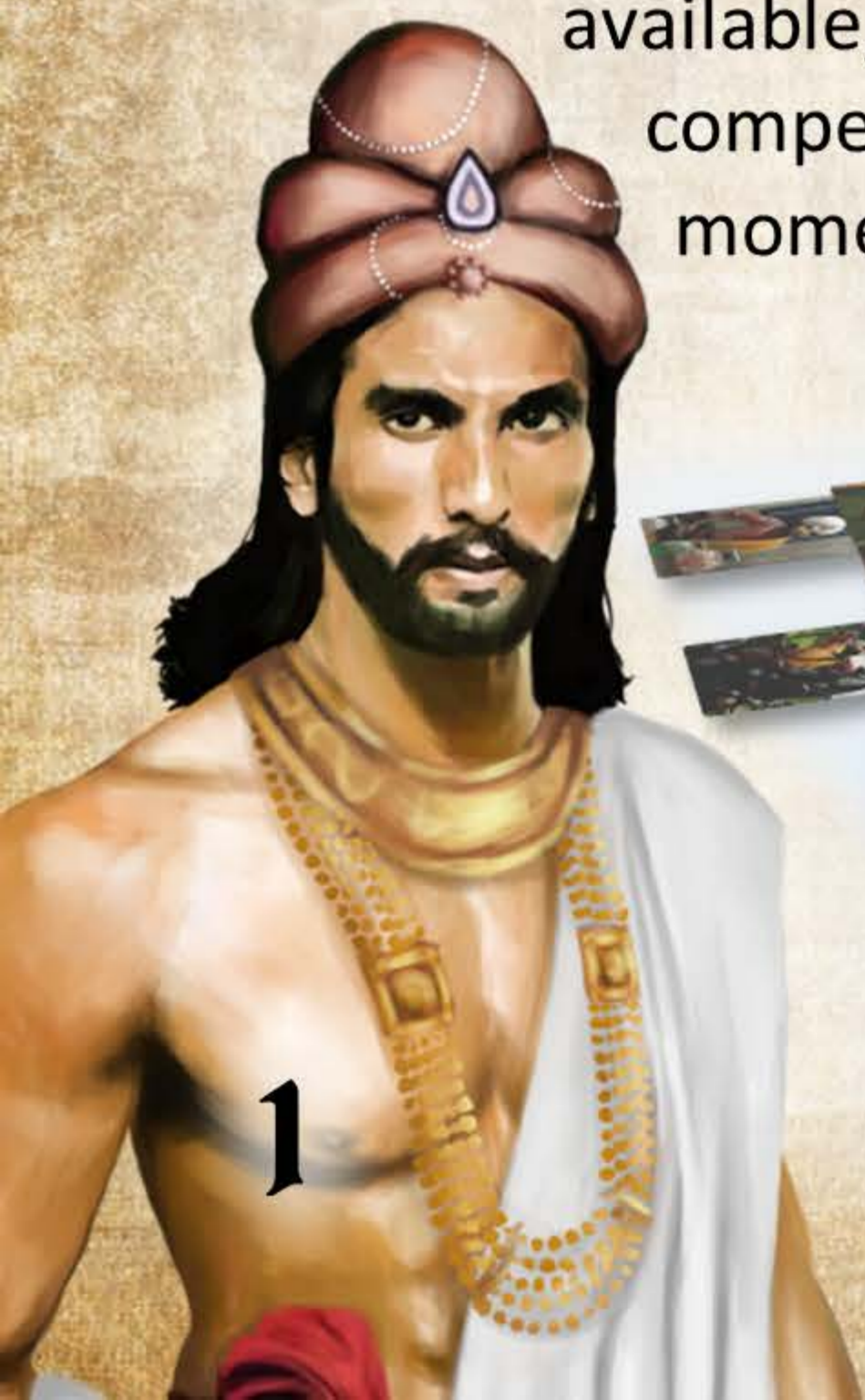
*re·gen·cy: the office, jurisdiction, or government of a regent in place of an absent monarch*

## Introduction

In *Regency* players compete across time as *regents*, seeking to amass the greatest civilization in history, by exerting *influence* over a diverse population of *citizens*. The first to assemble a complete *domain*, consisting of all six distinct *castes* of *citizens*, will reign supreme.

However, achieving this goal is no simple task. Players must contend with rival *regents* who will attempt to *attract citizens* away from the *domain* where they have taken up residency, whether by allure, by force, or by treachery.

Set against a historical and multi-cultural backdrop, *Regency* simulates the struggle of power and control that has marked the rise and fall of the world's greatest empires. Players use cards out of their hand to exert influence over citizens and to perform various actions and reactions. With the addition of each new *caste* of *citizen* (including *nobles*, *religious*, *military*, *merchants*, *commoners*, and *brigands*), new actions become available, resulting in an ever-escalating dynamic and competitive environment, right up to the crowning moment when one regent emerges supreme.



**3-Player  
Table Set-Up**

# Game Components

**Populace Mat  
(Game Board)**



**Regent Mats  
(18)**

**Citizen Cards  
(42)**



**Event Cards  
(96)**



# Glossary of Terms

These terms appear throughout this rulebook, as well as on the *event cards*; players should become familiar with them.

- **Action:** an operation that can be performed by an *active regent*
- **Active Regent:** refers to an acting player, on their turn
- **Attract:** acquiring a *citizen* (swapping is not attracting)
- **Caste:** designates a *citizen's* role in a *domain*
- **Citizen:** represented by the *citizen cards*; there are two *citizen* types: *simple* and *privileged*
- **Discard:** placing an *event card* face-up into the discard pile, next to the *event deck*
- **Domain:** represented by the player's *regent mat*, this also includes all associated *citizens*
- **Event:** represented by the *event cards*, these include both *actions* and *reactions*
- **Influence:** refers to the game currency
- **Populace:** represented by the arrangement of six *citizen cards* displayed face-up on the game board
- **Privileged Citizen:** a *citizen* that can be assigned to a *caste* of a regent's choosing, from a selection of options
- **Prowess:** the ability to perform operations related to one of the six *castes*
- **Reaction:** an operation that a *regent* can perform, in response to an action, providing certain conditions are met.
- **Regent:** refers to a player
- **Regent Power:** an operation that can be performed by flipping the *regent mat* to its upright (starting) position
- **Simple Citizen:** a *citizen* that can only be assigned to a single *caste*



# Playing the Game

Besides the dynamic gameplay, the set-up and resolution are among the most gratifying features of *Regency*.

## Game Set-Up

1. Place the *game board* on the center of the table.
2. Players select a *regent mat* and place it face-up in front of themselves; this indicates their *domain*.
3. Shuffle the *citizen cards* and place them to the left of the *game board*; then, roll off the top six cards into the places indicated on the *game board*, forming two rows of three *citizens*, which constitute the *populace*.
4. Shuffle the *event cards* and deal four to each *regent*; then place the remaining cards to the right of the *game board*, opposite the *citizen deck*.

## Game Play

5. Play begins with the *regent* whose *proWess* corresponds to the highest *caste* and then proceeds clockwise (to resolve ties, see page 5—*Regent Mats*)
6. An *active regent* may play any number of *event cards* from their hand that can legally be performed, following the text printed on the cards, and may discard any number of *event cards* for their *influence* value, which can be used to *attract citizens* from the *populace*.
7. At the end of an *active regent's* turn, they may discard any number of *event cards* before drawing up to a hand limit of four.
8. The *regent* seated to the left becomes the new *active regent*.

## Game Resolution

9. The first to assemble a complete *domain* consisting of all six *citizen* types is crowned the supreme *regent*.



# Regent Mats

The *regent mat* represents the *domain* of a historical ruler. At the start of the game, players select a *regent mat* and place it face-up in front of themselves. *Citizens* will be positioned along the top and bottom of the *regent mat*, partially tucked away in their respective locations, arranged according to *caste*.

Play begins with the *regent* whose *proWess* corresponds to the highest *caste*. To resolve a tie, players may draw cards from the *citizen deck*; the player who drew the *citizen* of the highest *caste* goes first.



## Regent Prowess

Each *regent* has a *proWess* that corresponds to one of the six *castes* (*noble*, *religious*, *military*, *merchant*, *commoner*, or *brigand*), indicated by the color of the description box and the symbol displayed next to the ruler's name. This allows the *regent* to use *caste-specific event cards*, regardless of whether they have a *citizen* of that *caste* in their *domain*. *Note: players must still recruit citizens representing all six castes to achieve victory.*

# Regent Powers

Each *regent* has a *regent power* that matches their *proWess*. Once readied, the *regent power* can be activated by flipping over the *regent mat*. The *regent powers* are:



**(Noble) Inheritance** - *Action*: draw up to six cards at the end of your turn.



**(Religious) Prayer** - *Action*: select an event card from the discard pile and the top card from the *event deck*, shuffle them and randomly take one into your hand.



**(Military) Bulwark** - *Reaction*: when a *regent* attempts to meddle with your hand or *domain*, cancel the effect.



**(Merchant) Treasury** - *Reaction*: when you would pay *influence*, you may discard the top three cards of the *event deck* into the discard pile and use the *influence* displayed on those cards.



**(Commoner) Uprising** - *Reaction*: at the start of any *regent's* turn, shuffle all *citizens* from the *populace* into the *citizen deck*, then reset the *populace*.



**(Brigand) Swindle** - *Action*: swap a *citizen* in your *domain* with a *citizen* from another *regent's* *domain*.

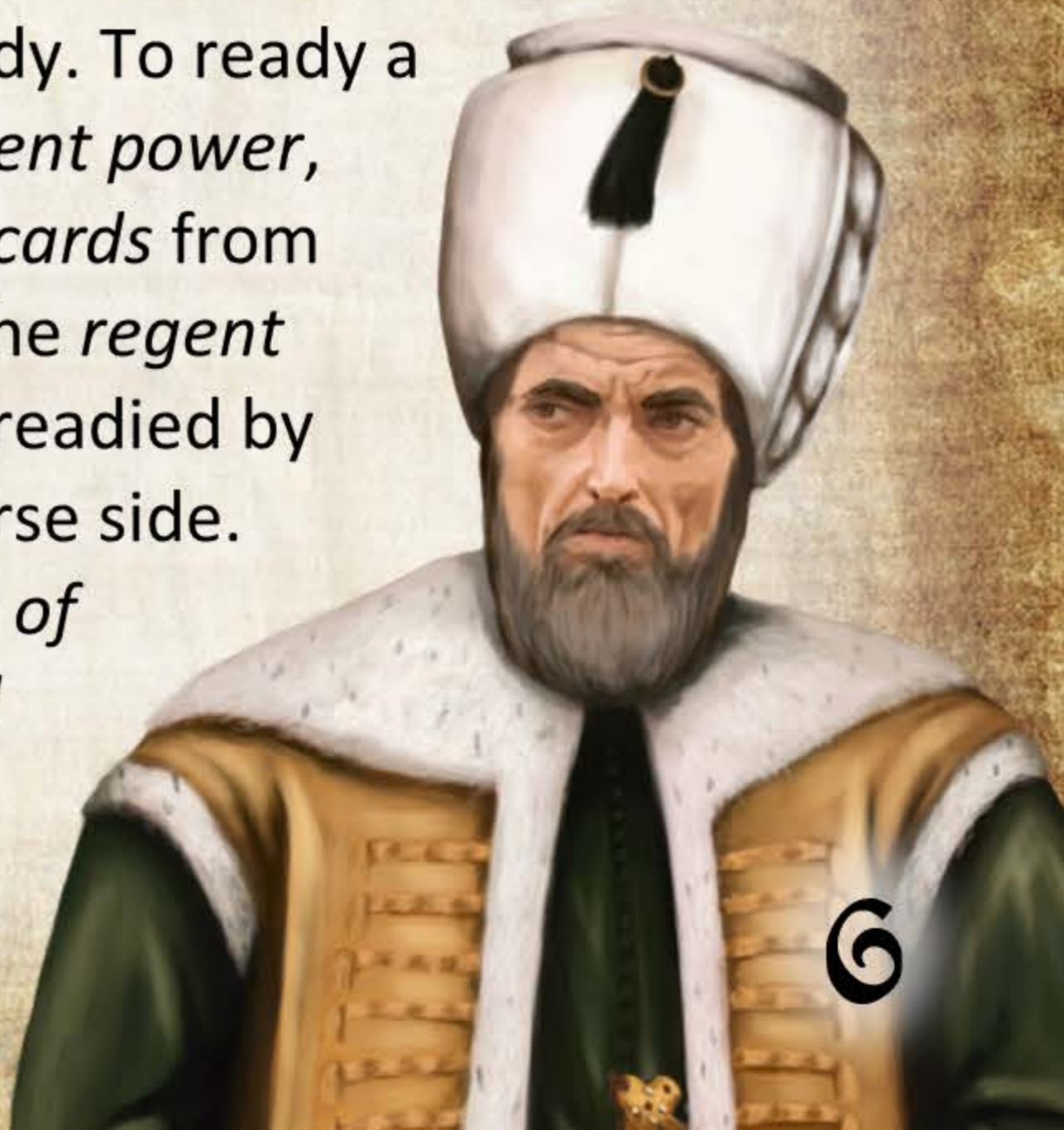
## Readying a Regent Power



Before a *regent power* can be activated it must first be made ready. To ready a *regent power*,

an *active regent* must discard *event cards* from their hand, totaling four *influence*. The *regent* signifies the *regent power* has been readied by flipping their *regent mat* to the reverse side.

*Note: there is no limit to the number of times a regent power can be readied or activated in a given turn.*



# Citizens

*Citizen cards* represent the various *citizens* in *Regency*. The moment a *citizen* is assigned to a *domain*, the *regent* must also assign it a *caste*. A *citizen* can only be assigned to a *caste* that matches the color and symbol displayed on the border of the *citizen card*. There are two types of *citizens*, *simple* and *privileged*.

## Simple Citizens

A *simple citizen's caste* is fixed—alas, such was history—and is determined by the color and symbol displayed along the border of the *citizen card*.

## Privileged Citizens

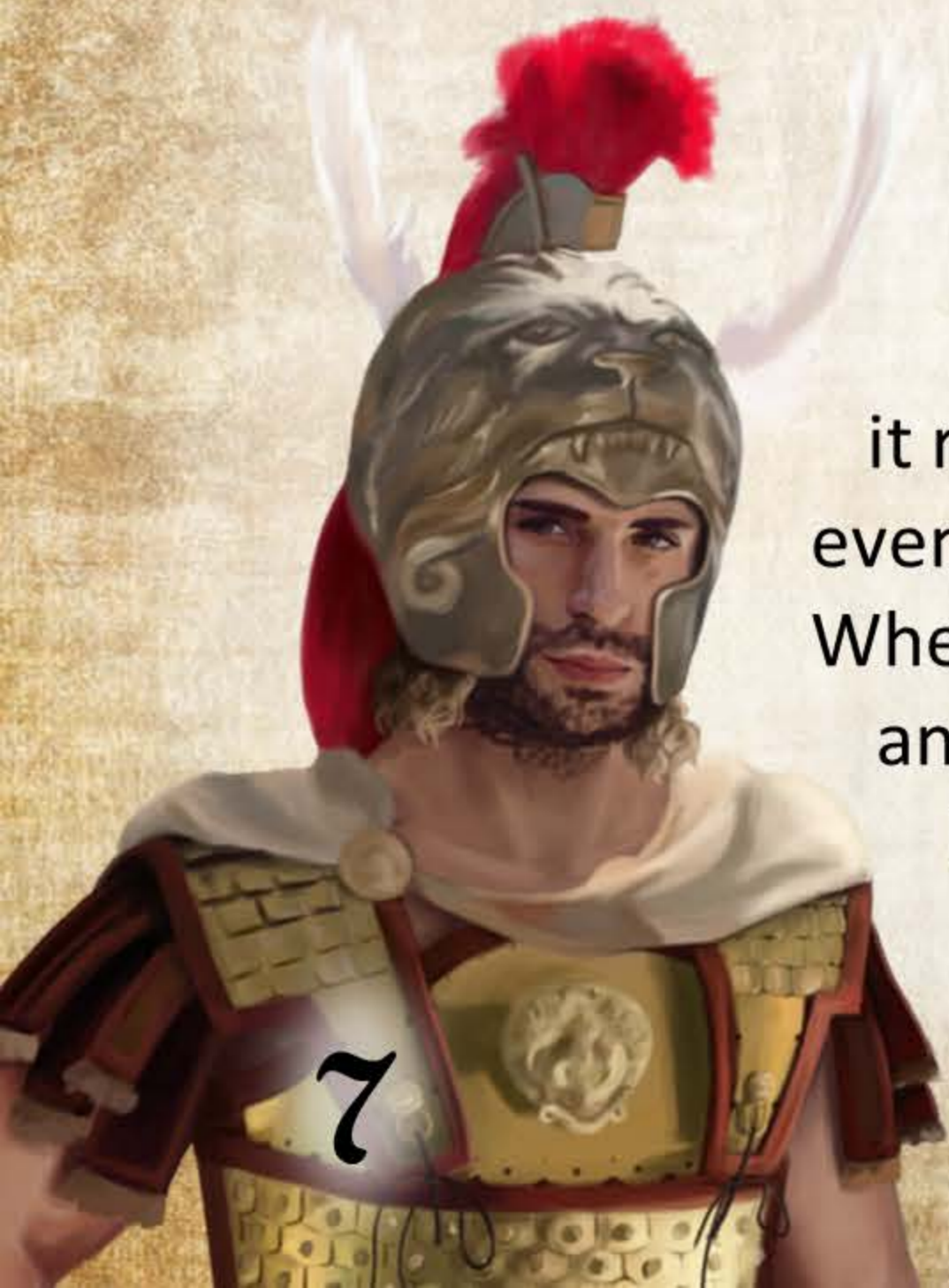
*Privileged citizens* can be assigned to any *caste* displayed along the border of the *citizen card*. Regardless of how many options a *privileged citizen* may have, a *citizen* can only ever be assigned to a single *caste*.



Once a *citizen* is assigned a *caste*,

it remains a member of that *caste*, unless an event occurs that allows it to be reassigned.

When a *privileged citizen* is acquired from another *regent's domain*, that citizen may be assigned any *caste* indicated on the border of the *citizen card*, regardless of its previous assignment.





# Populace

At the start of the game all 42 *citizen cards* should be shuffled and placed to the left of the *populace mat*. These cards form the *citizen deck*.

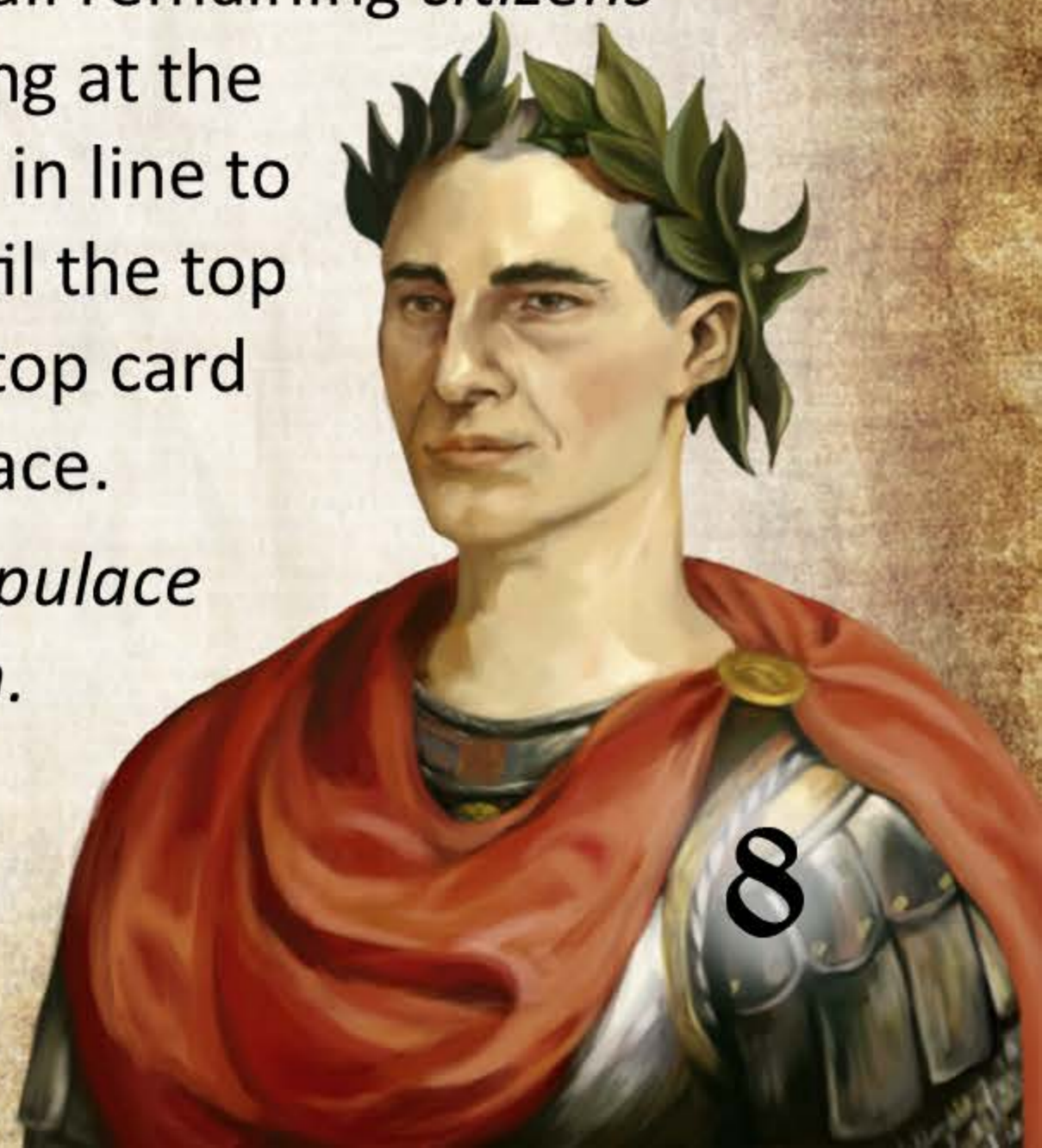
Six *citizens* should be flipped face-up off the top of the *citizen deck*, to fill the areas indicated on the populace mat, forming two rows of three *citizen cards*. These six *citizen cards* form the *populace*. Only the bottom three *citizens* can be recruited to a regent's domain by expending *influence*, while the top three reveal which *citizens* will soon become available.

**Citizens rotate  
clockwise**



The *populace* should always contain six *citizens*. As soon as a *citizen* is removed from the *populace*, all remaining *citizens* immediately shift clockwise, terminating at the bottom left, starting with the first card in line to fill the space of the missing *citizen*, until the top leftmost space is empty. Then flip the top card off the *citizen deck* to fill the empty space.

*Note: Until all vacant spaces on the populace mat are filled, no actions may be taken. Only reactions may be played, until the populace is refilled.*



# Attracting Citizens

A common way for *regents* to expand their *domain* is by attracting *citizens* from the *populace*. To attract a *citizen* in this way, an *active regent* must exert an amount of *influence* that meets or exceeds the value indicated on the populace mat.

- The amount of *influence* required to attract a *citizen* is 5, 6, or 7, depending on the *citizen's* location in the *populace*, ascending from left to right along the bottom row.
- Only *citizens* along the bottom row can be attracted using *influence*. *Citizens* on the top row may only be attracted by *regents* using *events* that target *citizens* in the *populace*.
- There is no limit to the number of *citizens* that can be attracted from the *populace* in a single turn.

## Protecting Citizens

When a *regent* assigns a *citizen* a *caste* that is already filled by another *citizen* in their *domain*, the *citizen cards* should be stacked in an arrangement that leaves the



*caste* colors and symbols visible to all players seated at the table. When the *citizen cards* are stacked in this way, the *citizens* closest to the *regent mat* are considered protected and cannot be targeted by rival *regents*. Only the outside *citizen* of each *caste* may be targeted by rival *regents*.



# Event Cards

*Event cards* have two distinct purposes: 1) they determine the amount of *influence* a *regent* can exert, to attract *citizens* from the *populace*; and 2) they determine the *actions* and *reactions* that are available for *regents* to perform.

## Influence

An *active regent* may exert *influence* by discarding any number of *event cards* from their hand, into the discard pile, to attract *citizens* from the *populace* into their *domain*.



*Event cards* can always be used for their *influence*, regardless of the *caste* requirements or conditions stated on the cards.

## Actions

*Event cards* with the bronze sculpt of the lion in the upper left corner represent general *actions* that can be performed by any *active regent*. By discarding the *event card* into the discard pile an *active regent* may perform the *action* printed on the card. *Note: Event cards must either be used for their printed effects or for their influence, but cannot be used for both.*



# Event Cards

Some *event cards* have a *caste* color and symbol in place of the bronze sculpt of the lion. These *events* are *caste-specific*.

## Caste-Specific Events

*Caste-specific* events can only be performed by a *regent* with a *proWess* that corresponds to that *caste*, or that possesses a *citizen* of that *caste* in their *domain*.



## Reactions

*Reactions* are operations that a *regent* may perform, at any time, in response to a specific *event*, providing they meet all requirements indicated on the card. Any *event* can trigger a *reaction*, but only one *reaction* can be performed in response to each *event card*.

Once a *reaction* has been performed, other *reactions* cannot be played in response to that same *event*. However, a *reaction* can be played in response to the latest *reaction*, providing the condition stated on the card text is fully met. *Note: reactions are triggered by events and cannot be played in response to a regent power.*

# Event Cards

The *event deck* consists of 7 unique general event cards (x6 of each) and 18 unique *caste-specific event cards* (x3 of each). *Events* marked with a ★ should be removed from the game when playing with the duo or solo rules variant.



## General

**Sovereign's Choice** - *Action*: Discard any number of *event cards* from your hand; then draw that same number from the *event deck*.

**Appointment** - *Action*: Exchange a *simple citizen* in your *domain* with a *simple citizen* from the *populace*.

**Receive Homage** - *Action*: Draw two cards from the *event deck*; select one to keep and discard the other.

**Royal Summons** - *Action*: Exchange the location of any two *citizens* in the *populace*.

**Festival** - *Action*: Rearrange the *citizens* in your *domain* following all *caste* rules.

★ **Dismiss** - *Action*: Select a *regent* who must discard an *event card*.

**Favour**: (no *action*—can be discarded for 3 *influence*)



# Event Cards

The following are unique *caste-specific events*, including both *actions* and *reactions*. Each caste has 2 *actions* and 1 *reaction*, except military, which has 2 *reactions* and just a single *action*. *Note: Actions are worth 1 influence; reactions are worth 2.*



## Noble

**Inspire** - *Action*: Attract a *simple citizen* from the *populace* and add it to your *domain*.

★ **Bestow Vassal** - *Action*: Give a citizen in your domain to another regent, who must pay you 5 *influence*.\*

**Refuse** - *Reaction*: When a *regent* attracts a *citizen* from the *populace*, return that *citizen* to the *populace*.



## Religious

**Convert** - *Action*: Attract a *military* or *brigand citizen* from another *regent's domain* and add it to your own.

★ **Tithe** - *Action*: Each other *regent* must pass you one *event card* from their hand; keep one discard the rest.

**Penitence** - *Reaction*: When a *regent* attempts to meddle with your hand or *domain* they must pay you 3 *influence* or abandon the *action*.



## Military

**Conquer** - *Action*: Attract a *noble* or *commoner citizen* from another *regent's domain* and add it to your own.

★ **Garrison** - *Reaction*: When a *regent* attempts to meddle with your hand, cancel the effect; draw a card from the *event deck*.

**Defend** - *Reaction*: When a *regent* attempts to meddle with your *domain*, cancel the effect; draw a card from the *event deck*.

\*or turn over their entire hand.



# Event Cards



## Merchant

**Procure** - *Action*: Attract a *citizen* away from another regent's domain; pay 3 influence to that regent.

★ **Barter** - *Action*: Swap hands with another *regent*.

**Bargain** - *Reaction*: When a *regent* attracts a *citizen* from the *populace*, add it to your *domain* instead; pay 3 influence to that *regent*.



## Commoner

**Populate** - *Action*: Draw a card off the *citizen deck* and add it to your *domain*.

**Harvest** - *Action*: Draw two cards from the top of the *event deck*.

★ **Revolt** - *Reaction*: When a regent plays an *event* cancel the effect; then that *regent* draws a card from the *event deck*.



## Brigand

**Abduct** - *Action*: Attract a *religious* or *merchant citizen* from another *regent's domain* and add it to your own.

★ **Plunder** - *Action*: Look at all event cards in a regent's hand; then choose one to add to your own.

**Forgery** - *Reaction*: When a *regent* plays an *action*, repeat the *event* as though you had just played it.\*

\*Note: Because *Forgery* replicates the event, not merely the effect of the card that it copies, once it has been played, it should be treated as an action that can trigger other reactions. However, the original action can no longer be reacted to, once *Forgery* has been played.



# Duo/Solo-Player Variant

*Regency* can be enjoyed by 2-players or even 1-player by following the rules variants provided below.

In a 1 or 2 player game, players put their skills to the test against one of history's greatest regents: *Catherine the Great!*

## Event Deck Modifications

*Event cards* marked with a ★ on the lower right edge should be removed from the game, leaving a 72 card *event deck*.

## Set-Up

*Catherine the Great* is not dealt a hand of cards nor does she take any actions or reactions. Instead, on her turn, *Catherine* performs each of the steps listed below, twice, and thus her *domain* expands by two *citizens* each turn.

Play begins with *Catherine the Great*, then proceeds clockwise.

1. Flip the top card off the *event deck* into the discard pile. Add the *influence* displayed on the discarded card to her base *influence* (4).
2. *Catherine* spends 5, 6, or 7 *influence* (depending on the value of the discarded card) to attract a *citizen* from the *populace*, prioritizing any *caste* not already in her *domain*.
3. If all available *citizens* are of a *caste* already in her *domain*, instead, draw the top card off the *citizen deck* and add it to her *domain*.

## Caste Prioritization

Appointment of *citizens* to *Catherine's domain* is entirely prescribed and involves no decision making. *Catherine* prioritizes citizen selections according to *caste*: *noble, religious, military, merchant, commoner, brigand*. *Catherine* will prioritize *privileged citizens* above *simple citizens*, but will always choose any *caste* not already in her *domain*.





# Frequently Asked Questions

Due to the dynamic game play, questions may arise concerning the timing or resolution of card effects. In general, *reactions* which alter or cancel the effect of an *action* are considered to resolve before the *action* is completed. Despite this, the *event card* representing the *action* remains discarded and any cost associated with playing the card remains spent.

## Regents

- **Is there a limit to the number of *regents* in a game that possess the same *proWess*?**

No. The only limitation is the number of physical *regent mats* (3 per *proWess*).

- **Who goes first when two or more regents are tied for the highest *proWess*?**\*

To resolve a tie, players draw cards from the *citizen deck*; the player who drew the *citizen* of the highest *caste* goes first.



**6-Player  
Table Set-Up**

\*In a 1 or 2 player game, play always begins with Catherine *the Great*.



# Frequently Asked Questions

## Citizens

### 1. Which *citizen caste* is most highly valued?

In *Regency*, every *caste* is essential and there is no way for a player to win without attracting *citizens* of all six *castes*. Which *citizen caste* you choose to prioritize is dependent on several factors, including your *regent's* prowess and the other *castes* represented in your *domain*.

### 2. Does a *privileged citizen* count as more than one *caste*?

No. Regardless of how many *caste* options a *citizen* may have, it can only be assigned a single *caste*, which is signified by its location in the *domain*.

### 3. Is there a limit to the number of *citizens* of the same *caste* a regent may have in their *domain*?

No. There are no restrictions on either the numbers or types of *citizens* a *regent* may attract to their *domain*.

## Events

### 1. Is there a limit to the number of *reactions* that can be played in response to a single *action*?

Yes. Each *action* can only trigger a single *reaction*. However, *reactions* may generate additional *reactions*.

### 2. Can I play a reaction in response to my own action?

Yes. A player can perform a reaction any time the condition stated on the card is met, regardless of who took the *action*.

*Note: Doing so will prohibit another player from reacting to your action.*

### 3. What happens if two *regents* play an event simultaneously?

If two *regents* act simultaneously, the *active regent* has priority. Otherwise, priority is given to the *regent* who's turn will be next, after the *active regent's* turn has ended.



# Special Thanks

We are grateful to all of our *Kickstarter* backers who helped bring this game to life. Without your support *Regency* would not have been made. We especially appreciate the support of: Jessie Hughes, Elijah Strode, Brendan Thiessen, Heath Verrill, Somsack Vilaysack, and Mike Washer.

## REGENCY

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