

The King's Musketeers Rules

General Game Rules

Game Behavior

You are encouraged to act out your roles with enthusiasm, but remember that the hotel will contain “civilians” who are *not* playing the game. When you are in a shared part of the hotel (i.e. not in an area specifically set aside for *The King's Musketeers*) please do not bother, inconvenience, or try to involve civilians in the game. Most importantly, do nothing that might alarm a civilian or be misinterpreted as dangerous: do not run, shout (especially for help!), act out combats except as described, snarl death threats, etc.

We hope you get the idea. Exercise some restraint. Remember: alarming or bothering a civilian is cause for ejection from the game.

Just to be on the safe side, we ought to point out that playing in a game does not give one the right to break real-world laws. Breaking into hotel rooms, theft of personal possessions, and actual abductions are all prohibited by law.

Finally, in this day and age it is especially important to note our rules concerning “romance” in a game—specifically the one that says *no player may require physical intimacies of any kind from, nor force physical intimacies upon, any other player.*

Name Badges

You can interact only with those players who are wearing a *The King's Musketeers* name badge. Players who are not wearing their badges are “inactive,” and you cannot interact with them. Pretend they are not there. If you wish to leave the game for a while, you can remove your badge and go “inactive”.

Some players may be playing more than one character; don't be surprised if you meet someone who is wearing a different badge from the last time you saw him or her. Treat the player as the character named on the current badge.

Even if you have never met a character before, you can tell his or her name from the badge. We always assume that someone knows who that character is and tells you.

Game Locations and Events

The game takes place in any public hotel space where two or more players (wearing badges) are together. In addition, in *The King's Musketeers* there are three game locations where you can always find a Director; each occupies a different area of the game venue. These are **The Louvre**, **The Priceless Perch**, and the **Auberge de Tryste**.

The Louvre: Come here for Rank, Prestige and Status calculations, actions involving Scandal, and meetings of the King's Council and the Court of Love. The Louvre Director also handles events taking place at the Bastille and other prisons, and hands out Outlaw badges etc

The Priceless Perch: The inn is a good place for a game of Lansquenet. The Perch Director also handles issues involving local shops and trades people (including doctors). Scheduled carousals and salons are held here.

Auberge de Tryste: The Auberge includes game locations “out of town” – e.g. England, Spain, and La Rochelle – as featured on our giant-sized you-can-walk-on-it map of Europe. All battles take place here.

There will also be one fixed location that does not have a permanent Director on duty: the **Palais de Cardinale**, the residence of the Cardinal and his cronies.

Real Time, Real Space... Sort of

Real Time: During the weekend, time passes normally; that is, ten game minutes last for ten real minutes. *However*, foreign travel (because of the otherwise lengthy down-time involved) is an exception.

If you need (for example) to travel to China, to send a dispatch, or to perform any other activity whose course would normally last beyond the scope of the game, you can go to the Director at the **Tryste**. Most such activities can be accomplished as long as you are “out of town” for a short time. When you return from “out of town,” you are back in the time flow of the game.



Real Space: The game area of the hotel is considered to be the real space of Paris and its environs. For game effects, that means that if you can't see somebody then they are out of view. Likewise, somebody standing next to you is actually standing next to you; if that person hears you say something that you didn't intend to have overheard, too bad. *However...*

If you are at the **Tryste** and have undertaken a mission that puts you out of the city, or out of the country, you will most likely be travelling on the Big Map of Europe, and be immune to eavesdroppers and attackers.

Time Periods: We have divided the weekend into five *time periods*. These are: Friday, Saturday Morning (until 1pm), Saturday afternoon (until 6pm), Saturday evening (until midnight) and Sunday. Many activities and time limits are judged by period.

Cards of Many Colors

Item Cards: Item cards (and any associated props) represent your character's physical possessions in the game. Item cards that represent "things" are freely transferable: you can give them, receive them, steal them and have them stolen. Estates and offices represent possessions of right that cannot be stolen.

Do not confuse real items with game items. *Game items* will *always* be accompanied by an *item card* (except for game money). Real items you may be carrying (such as costume props) are possessed by your character *only if they are useless*. Real money has no function in the game other than to buy drinks for the Directors.

Any "thing" you carry with you is assumed to be on your person. All your possessions must either be on your person at all times, or left out in plain sight (if you don't wish to carry them around). Game items may not be "hidden."

Some items (especially bulky ones) may come with a prop such as a real valise or sawhorse. Exceptionally bulky items may be represented by an item card pinned to a large piece of card or cloth. If you see such an item being paraded around, it means something very obvious is being moved. Such items will *always* have an item card attached to them, or they are not a game prop. The card and item *must* be kept together at all times.

If you need a game item that would be available in 17th-century France (for example, a wineskin), see the **Perch** Director. He or she will (probably) give you an item card for the object.

Official Item cards are available *only* from Directors; players may not create or alter items except to destroy them by ripping up their cards.

Ability Cards and Hearts (*Fleurs de Lys*): These cards are issued to specific characters and are non-transferable (although Heart Abilities are technically "transferred" to your lover).

Ability cards represent a character's special skills and talents. In order to use an Ability, you must produce the appropriate card and show it to all players affected by the Ability.

The game will be more interesting if you role-play your Abilities as you use them. If, for example, you have a card that reads "Intimidate an opponent into dropping his or her weapon," you could just hold up the card and say "You have to drop your sword because of my Ability," but it's obviously more fun to act the bully and threaten the person as you display the card, and more fun for the victim to quail and moan with fear.

Rules, Character and Background Sheets

Rules: Any section labeled as Rules (e.g., this booklet; Combat Rules; Amour Rules; Scandal Rules) contains instructions on how to play the game. Everything in these sections is *true* — objective reality, rather than subjective.

Character Sheets: Your character sheet describes your character's history, personality, goals, loyalties, acquaintances, abilities, and any information or items he or she may possess. It is written from the point of view of your character, and contains the truth *as your character sees it*. If it says you possess 300 pistoles, you possess 300 pistoles. If it says that you are a raving lunatic, you should try to behave accordingly during the game. If it says that someone is your best friend, then that may be what you believe — but your "friend" could be your worst enemy setting you up for a fall. Read this sheet!

During the course of the game, events may occur that will make you want to change your goals. Do not be afraid to do so if you feel that it would be a reasonable development for your character. Character growth is part of the game. The sheet is not meant to constrict you to a single course of action for the weekend.

Paris and Historical Background: These sections describe the features of the world your character lives in, as generally known to all characters. The information in them may or may not be true, but it is correct as far as your character knows, and can generally be relied upon.

Inactivity, Death, Reincarnation and Leaving the Game

Inactivity: As mentioned under **Name Badges** above, the player whose name badge is removed is “inactive” and may not interact with any other player. This may be a voluntary state; you can remove your badge if you don’t want to be bothered by other players (while dealing with hotel registration, for example). You may *not* go inactive when pursued, while “threatened” or while involved in a combat. It’s not kosher to suddenly vanish from in front of your enemies!

You may also be inactive for a Director-mandated period because you’re busy doing something that keeps you away from other characters. Suppose you have a hammer, nails and boards (i.e., game items) and want to use them to build ten scaling ladders for an assault on the Bastille. A Director might rule that you must be inactive for five minutes while you make your ladders. You would then take your badge off, leave the game for five minutes, and collect your “ladder” item cards from the Director when you returned.

If you expect do go inactive for a long period, please let a Director know. This stops people trying and failing to find you.

Death and Reincarnation: Characters normally cannot die before Sunday, though it’s possible for your character to be killed at any time during the game due to imprisonment in the Bastille or Writ of Assassination. The Directors have a limited number of replacement characters. Replacement is *not* guaranteed; we may not have a character that’s appropriate for you. Furthermore, if a replacement is available, it might take a while to integrate you back into the game.

Leaving the Game: If for any reason you find yourself unable to continue playing *The King’s Musketeers*, please bring your packet to the **Auberge de Tryste** and let us know, so that we can make arrangements for those characters who have interaction with yours.



Interactions

- **Player to Player:** These are the most common, and the most enjoyable, form of interaction in the game. Players may talk directly to each other, or may leave messages for each other in a variety of ways. Players may converse, engage in witty repartee, discuss issues, bargain, trade, intrigue, fish for information, mislead and lie.

- **Player to Non-Player:** Occasionally, a Director may find it necessary to take on the role of some character or other. A Director may represent a shopkeeper, messenger, guard, or anyone else who may suddenly be needed. For example, if you go to the **Perch** Director and submit a Research Request to see Emile the Apothecary, the Director may slip into the part of Emile to interact with you.

Normally a Director will not lie to you. However, as Emile, the Director may lie like a rug. If you're not certain whether the Director is playing a part, just ask if the person is speaking as a Director or as a non-player character.

Note that you can't bribe a Director, but you *can* bribe a Director's non-player character (but only with game items or game money).

At certain times during the game, the Directors may request players to help take part in a chase or confrontation of some kind. The players will not be their characters at those times; they will be non-player characters, and will wear special badges. After they are done helping out, they will return to being their normal characters.

- **Player to Director:** Directors are available to answer any questions you may have about the rules, to referee unusual combats, to help you do research or perform various tasks, and to answer questions regarding the world, your character, and his or her place in it. If you don't understand something, or have a problem, or are stuck, talk to a Director and we'll try to help.

Directors are also your link to the world outside Paris. If you want to send a message to Spain or the West Indies, or travel to England, or order the Twelfth King's Regiment to go to Barbary, talk to the **Tryste** Director.

When a Director decides something, it becomes final game reality. The other Directors will back it up. *Do not* go from one Director to another with the same request hoping for a favorable answer.

- **Player to Civilian:** "Civilians" are people who are not playing and are not Directors. You cannot have game interactions with them, nor may you deputize them to help you (i.e., involve them in game activities, have them run errands, spy for you, etc.). Don't do it, even if they ask you. Send them to a Director instead.

- **Inactive Players:** Inactive players do not wear game badges. There is no possible game interaction between active and inactive players. They are immune to all game actions.

If you happen to overhear game information while inactive, you are on your honour to forget it.

Research Requests

There may come times when you want to dig deep and find more information, information that cannot easily be found out by talking to other players. At other times you may wish to interact with a non-Player character, or even perform a secret action upon another Player character. To do so, you'll need to action a Research Request. This may take some time to come to fruition (you can never find a messenger prepared to travel to England when you need one!), but you do not have to go offline to perform your research.

The Directors have a supply of research request cards. Just fill one out with your character's name and social status, the request itself (e.g., "What is the current morale of the Duc de Roquefort's regiment?"; or "I have a mission for Emile the Apothecary") and then select general nature of the research (i.e. where in society you are doing the asking). Select from:

- Court Gossip (the *Louvre*)
- Word on the Street (the *Priceless Perch*)
- Foreign Contacts (the *Auberge de Tryste*)
- Church Records (*Palais de Cardinale*)

Place your filled out form on the top of the stack in the in-box on the Director's table. The Directors will answer your queries in their spare time in the order queried and will deliver the information personally; there is no need to check up on research.

Personal Rank

Personal Rank represents your social and economic power in the community; the higher your Rank, the more powerful and influential you are. Read your Rank Information sheet to get an idea of what level your character is, and how that makes your character act.

You may only woo (do *Travails* for), duel or write Scandals about someone whose Rank is within one point of yours in either direction. The Rank Information sheets explain how to raise your

Rank. Rank may also be lowered, if you are subject to Scandal (see the Scandal rules).

Outlaw Rank: You can be declared an Outlaw by the King's Council or Royal Will. As an Outlaw, you retain your current Rank, but are considered an Outlaw as well. Being an Outlaw means you are subject to abduction to the Bastille by anyone who defeats you in a *Duel de Guerre* (see the Combat rules); also, it is Scandalous for someone to have the Heart of an Outlaw.

How the Directors Decide

Director decisions are based on two criteria:

1) *What would be fun?* Think Movie/Book. You can't go too far wrong by thinking, "If I were in a movie or novel, what would my character do now?" You'll find the answer is usually something bold.

We judge our success by how much fun you have. You're here to do neat things, and we're here to help you do them, as long they don't interfere too much with criterion #2, which is:

2) *What would be consistent with the "reality" of the game setting?* Everyone's enjoyment depends on maintaining the "reality consensus" of where and when you are. The Directors will discourage actions that are out of character for the game's place and time.

The Directors approve of: *Dramatic actions.* Fortune and the Directors favor the bold. This can take the form of *Savoir Faire* awards (see those rules).

The Directors disapprove of: *Twisting the rules to violate the spirit of the game.* Rules lawyers will be adjudged in contempt of court and fined appropriately.

Amour

Throughout history, love has shaped people's lives: it has started wars, toppled empires, laid low kings, and inspired feats of amazing courage and derring-do. In France in 1628, love (amour) is of constant importance. Not to love is to be incomplete; to love is to be respected and empowered. And who is wooing whom is of paramount importance in social circles, fueling the engines of gossip and scandal mongering.

To represent love's power, most characters have a Heart, with an Ability printed on it; some have none; some have several. Characters may **NEVER** use their own Heart Ability, only that of someone else. To win someone's Heart (and thus gain their Heart Ability), you must perform *Travails d'Amour*.

The Winning of Hearts

Getting Travails: To win another's Heart, announce this intention to the prospective lover of the opposite sex ("I will win your hand, mademoiselle!").

- **Your intended must be within one Rank – above or below – of your own.**

- You must have your own Heart still in your possession. Your intended need NOT still have hers (see *Stealing Hearts*, below).

- If a woman does *Travails* for a man, it is a potential source for Scandal.

Giving Travails: If someone announces his intention to woo you, as in the example above, you usually **MUST** (but see below) reply by giving the wooer a task of love, a *Travail d'Amour*, from the list provided in your character sheet. The wooer must keep track of what his *Travail* is (for example, "Bring me the finest racing mare in all of France"); it's best to write them down.

- You may have several wooers at one time, all doing *Travails* for you. You may give the same *Travail* to each of them.

- If a wooer asks for a *Travail* in character and acts (i.e. roleplays) appropriately then you may not refuse to give them a *Travail*, though you may choose the most difficult for those in whom you have less interest. If, however, the wooer doesn't roleplay the *Travail* request at least a little then you *may* refuse them. So don't just go up to somebody and say "Give me a *Travail*", OK?

- A single wooer may not be given the same *Travail* more than once unless they agree to this. Fill-in-the-blank *Travails* (for example, "Duel _____ for me,") **may** be given to the same intended, as long as the blank is filled in differently each time.

- There is no time limit to *Travails*. Wooers may complete the task or not, at their discretion.

Completing Travails: If you complete a *Travail* (your intended is the judge), you may ask your intended for another until you have won her (or his) Heart.

- After completing a single *Travail* for your intended, you may look at her Heart Ability and vice versa (so you know what you're getting into!).

Be Warned! Love is not always fair. A few characters have more than one Heart, and some of these are false.

Winning a Heart: To win your intended's heart, you must complete a number of *Travails* usually equal to the higher of 3 or his or her Rank (the intended must keep track of how many *Travails* each wooer has completed). When you have done this:

- You exchange Hearts. Each member of the pair may now exercise the other's Heart Ability.

- You and your love should describe your goals to each other, and try to help each other achieve these goals. If they conflict - then that's drama! You may also choose to describe some or all of your *Secret Goals* to each other, but this is optional.

Note that even if the Heart you have exchanged with a lover is a false one, or one of many, *you may not lie about any goals*.

- If more than one character is wooing the same intended, the first one to show the intended proof of completion wins the intended's Heart.

- When hearts are exchanged, previous *Travails* other wooers have done for either member of the couple are wiped away.

Example: The Count de Wardes (Rank 3) is wooing the Duchess de Rohan, a Rank 4 character. Therefore, he must complete four *Travails* for her. At the same time, Demoiselle de Montalais (Rank 3) is wooing the Count de Wardes, oblivious to the scandal this might cause. She must do three *Travails* for him.

Though the Count gives the Demoiselle difficult *Travails*, and frantically works to complete his own for the Duchess, the Demoiselle completes three *Travails* before he can complete four. The Count falls helplessly in love with the Demoiselle, and exchanges Hearts and goals with her. No longer having control of his own Heart, he must give up his suit for the Duchess.

Married Lovers: In 17th-century France, marriage was no guarantee that a couple was in love (in fact, quite the opposite). Married characters have Hearts and do *Travails* just like anyone else, although a married character owning the heart of anyone other than his or her spouse is a subject for Scandal. (And yes, doing *Travails* is the **only** way to gain your spouse's Heart Ability.)

The Losing of Hearts

Stealing Hearts: You may announce your intention to "steal" an already matched lover. The intended, though already matched, must nonetheless give you a *Travail*. To win the love of a matched intended, you must complete a number of *Travails* equal to their Rank *plus two*.

When this occurs, your intended and his or her current lover return their Hearts to each other, and their goals cease to be exchanged.

Your intended now exchanges Hearts and goals with you, just as in a normal match.

Example Continued: The Count de Wardes, unhappy with the Demoiselle de Montalais, beseeches the Duchess to do *Travails* for him. If she can complete five *Travails* (his Rank plus two) then she can steal him from the Demoiselle. To get him back, the Demoiselle must then do five *Travails* of her own.

Breaking Up: If your lover's Rank increases or decreases so that your two Ranks are not within a point of each other, your difference in rank is a cause for Scandal. Unfortunately, matters of the heart being what they are, you cannot simply *choose* to fall out of love with someone as a matter of social expedience (unless you have an ability card that says otherwise), so unless and until your heart (or your lover's) is *stolen*, you still have one another's hearts.

The Court of Love

As part of the high fashion of the era, many romantic women both rich and poor took it upon themselves to form an imitation of an ancient Arthurian custom: the Court of Love.

The Court of Love has scheduled meeting times, and convenes in the *Auberge de Tryste*.

In addition, members of the Court can convene at any time in the *Auberge*; it requires three, five, or seven people, at least half of whom must be Court members (it will say in your character packet if you are member of the Court of Love). A convened court has two abilities:

- They may adjudicate questionable issues concerning *Travails*. (**Example:** The *Travail* is "Duel no one for the next two hours." The woman giving this *Travail* uses an ability to disguise herself as a man and challenges her wooer to a duel. The wooer may complain to the Court of Love that his intended is actively thwarting the course of *amour* by forcing him to break his vow... if he finds out it was her provoking the duel!). They may also judge whether the course of love is being *unfairly* constrained by a demand d'honneur.

- They may assign *Travails de Forfeit* to a character with a Heart, as punishment for a love-crime, real or imagined, committed by that character. If sentenced (there may be an impassioned plea to the Court first) that character may complete no *Travails d'Amour* until he or she has completed the *Travail de Forfeit*.

Getting Married

Characters may marry during the game. This is mostly for show, but does have some game effects. No characters may marry before noon on Saturday; once married, characters must stay married unless granted an annulment by the Papal Nuncio, **Cardinal Mazarin**.

To get married, the characters must find a player-character "man of the cloth" to perform the ceremony. This can be as brief or as elaborate as the players wish. The wedding *must* be publicly announced, and there is a two-hour waiting period before the ceremony may be performed.

The ceremony must include two witnesses other than the priest, bride and groom.

The priest **MUST** ask out loud if anybody present objects to the marriage, and if so on what grounds, and must wait to hear any replies (brides who are below the age of consent may not object at their own weddings). If there are objections, the priest must decide the issue then and there.

It is a Scandal for a bride or groom not to show up for the wedding. All members of the wedding party (except the priest) are subject.

Effects: Married characters become the same Rank (the lower rises to the higher Rank). If a married character later gains or loses Rank, the spouse gains or loses Rank as well.

It is a Scandal for married characters to possess the Heart of anyone other than their spouse.

Marrying certain characters may carry certain benefits or burdens. You never know until you try!

Scandal!

The people of *The Kings Musketeers* are notoriously sensitive about (and prone to) scandal. Scandal took many forms, but acting “improperly” in matters of love or honour are the main subjects for scandal.

Proving a Scandal

Scandal is a product of rumors, spread among the populace of the city. In the game, to scandalize someone, you must bring proof of a scandalous activity to the Director at the **Louvre**.

This proof can take many forms. It might be an incriminating letter written by the subject, a monogrammed handkerchief found at the scene of a crime, or important documents. If you are an eyewitness to a scandalous act, you could also fill out an Affidavit (see those rules below).

When you bring proof of a scandal to the Director at the **Louvre**, he or she will then create a Scandal Sheet and place it on the “potential scandal” board for all to see. You keep the proof. **You must be within one Rank point of the subject of the scandal in order to create a Scandal Sheet.**

Example: The Demoiselle Montalais from the previous *amour* example gets wind of the fact that the Duchess de Rohan is performing *Travails* for the Count de Wardes – and it’s scandalous for a woman to perform *Travails* for a man! She obtains proof in the form of a love letter written by the Duchess as one of her *Travails*, and shows the letter to the Directors.

Enacting Scandals

The Scandal Sheet will be placed by the Directors on view for all to see, where it will remain for **two hours**. If the scandal has not been removed in that time, the original accuser *must* appear again and show whatever proof he or she has of the scandal.

If the proof is forthcoming, the scandal is successfully enacted and placed on the “enacted” board. The affected characters’ Rank is **reduced by one**, and the accuser gets a *savoir faire* card.

An accusation may not be made about a scandal already on display; at one time, only one scandal is allowed about the same action. Once a scandal is removed, that same act cannot generate another scandal. An act that is scandalous for two reasons may still generate only one scandal.

Legitimate Scandals

In all cases, the main rule for scandal is that it must be TRUE. The populace of Paris, though willing to listen to anything, will not permanently stigmatize someone unless they truly performed the heinous act attributed to them. The other major point is that the **scandalous act must have taken place within the game**. Proving some past misdeed may be worth Prestige points, or even Faction Status (see your character sheet) but such skeletons in the closet are never considered *scandalous*.

When writing scandals, logical suppositions are acceptable, but if the logic is strained or fishy, the Directors may throw it out. **DON’T WRITE** a scandal you **KNOW** to be false (unless you have a special ability that specifically permits this).

Scandals include *but aren’t limited to*:

- A character has the Heart of a married person, or is a married person with the Heart of someone other than his or her spouse.
- A character has the heart of an Outlaw.
- The character is a woman who did a *Travail*.
- The character is a traitor to the King (or the faction with the highest current Faction Status).
- The character made a demand *de guerre*.
- The character dueled a woman or a man of the cloth.
- The character welshed on a debt, IOU, or promise of honour.
- The character yielded after beginning a duel, without taking a wound.
- The character stays with a lover whose Rank has become too high or too low.
- **The (male only) character REFUSED to duel over a *debt d’honneur*. This scandal is SO HEINOUS that the scandal is enacted without the normal two-hour waiting period.**

Removing Scandals

Scandal Sheets can be removed in any of the following ways (only a Director may physically remove a Scandal Sheet):

- **Voluntarily:** The accuser can call for its removal at any time.

- **Condition of Duel:** The winner of a duel may force the loser to remove a Scandal Sheet he has previously caused to be posted (see *Debts d'honneur* in the COMBAT rules).

- **Removal of Scandalmonger:** If the accuser is killed or leaves the game, or is promoted or demoted in Rank such that the scandal is no longer legitimate, the Scandal Sheet is removed.

- **Removal of Proof:** If, at the end of the two hours, the accuser does not possess the proof that started the scandal, there is no scandal. Guard your incriminating evidence well!

- **Prestige Points:** A faction leader may remove any posted Scandal Sheet, at the cost of one Prestige point. Anyone else may remove one for the cost of two Prestige Points.

- **Travail:** Some *Travails d'Amour* may force the wooer to remove a Scandal Sheet he or she has previously posted.

- **Special Ability:** Some characters have Abilities that allow them to remove posted Scandal Sheets.

Arbiters of Scandal

Some possible legitimate scandals may not be listed above. If you are unsure as to whether your target's action was actually scandalous, you must seek out an *arbiter of scandal*; these are characters who are known far and wide as the arbiters of questionable issues of morals. One of their signature cards, while not guaranteeing the truth of your proof, does guarantee that the Directors will consider the act scandalous. The subject of a scandal may also appeal to the arbiters if there are extenuating circumstances that might excuse an apparently scandalous act, such as fighting a duel *de guerre* in order to save an innocent.

The arbiters of scandal are **the Demoiselle Roxane** and **Donna Estafania**.

Affidavits

Many characters in the game have a limited number (often one) of *Affidavits*. These represent incontrovertible proofs of one kind or another, and are the only way a character can *absolutely prove* that he or she is telling the truth.

A blank Affidavit is nonpurloinable, and for all intents and purposes does not exist. Once filled out, however, Affidavits **ARE** game items, and **CAN** be stolen or transferred. **For an Affidavit to be legitimate, it MUST be initialed by a Director.**

IMPORTANT: An Affidavit, once signed and initialed, must remain in the game at all times. If you possess an Affidavit and wish to go inactive (for whatever reason), you **MUST** give the Affidavit to some other player character. (When the game shuts down for the night, this rule is of course suspended.)

Note that if you can get someone to sign an Affidavit swearing to a scandalous act, it can be used as proof of scandal.

Purpose of Affidavits

An Affidavit is a testament to fact and, once signed, must be believed by all players in the game. Therefore, no lies or groundless suppositions are allowed. In addition, no **hearsay** is allowed. Any act, deed or occurrence that you know to be fact may be attested to in an Affidavit, **except that Affidavits may NOT be used as a protestation of personal innocence.** (This is to prevent people from knowing you are lying simply because you refuse to sign an affidavit attesting to your innocence.)

Example: You are accused of robbing another character. You did no such thing, and in fact were with your lover at the time the robbery supposedly took place. You **CANNOT** sign an Affidavit stating that you are innocent. However, your lover can use one of his or her Affidavits to state the fact that you were in his or her presence at a specified time.

Example Affidavit

Affidavit

It is hereby sworn that:

D'Artagnan was observed outside of the Bastille just after midnight, and waited for around ten minutes. Shortly he was joined by a lady, but whose face was concealed within the folds of a scarlet cloak.

Whereupon D'Artagnan gave her a large folded letter secured with a royal seal. In exchange she gave him a small leather bag (contents unknown). They then separated, he in the direction of the Cardinal's palace, and she towards the Louvre.

Signed: _Comte Rolande de Wardes_

Director's Initials: _TM_

Additional Affidavits

Affidavits represent the trustworthiness of the person signing it, and should not be used lightly. The number of blank affidavits is strictly limited. Further blank affidavits may only be purchased in exchange for a *Savior Faire* card.

Combat Rules

Debts d'Honneur and de Guerre

Duels and other combats can be fought for any reason the characters wish, including practice or fun, but most duels are fought over either debts *d'honneur* or debts *de guerre*. The point of fighting these duels is to make the loser give something to or perform some service for the winner. Very few duels are fought for the express purpose of killing the opponent; indeed, this type of combat is prohibited until Sunday.

• A duel may not be interrupted by other characters once it is begun.

• You may only fight someone whose Rank is within one point of yours.

Debts d'honneur

A debt of honour (*dette d'honneur*) is the fulfillment of an honourable demand. To fight a duel *d'honneur*, the challenger states his honourable demand. The challenged party may then:

- Pay the debt immediately (“yield”),
- Make a demand *d'honneur* of his own and fight (“accept the challenge”), or
- Refuse the demand and also refuse to fight.

Refusal to fight a duel *d'honneur* is an **instant scandal** unless you are wounded or unarmed – but no one can *force* you to fight a duel *d'honneur*.

Once the two participants agree to fight a duel *d'honneur*, whoever loses **must** pay his debt, and the winner must accept the payment.

Possible demands *d'honneur* include:

- “Ask the Directors to remove the following scandal sheet whose proof you provided.”
- “Never bring proof of a scandal about ____ concerning ____ to the Directors” (**Example:** Never bring proof of a scandal about d’Artagnan concerning having the heart of Madame Bonacieux to the Directors.)
- “Stop doing *Travails* for _____.”
- “Never again ask me to _____.” (Any of the above demands.)

Note: Try to make your demands *d'honneur* **honourable**, or at least reasonable. Making your demands too draconian may put you on the wrong side of the Court of Love, or even the Arbiters of Scandal!

Additional Restrictions on Duels d'Honneur

• A woman, man of the cloth, or any other character classed as “unarmed” may never be challenged to a *duel d'honneur*.

• A wounded character may refuse a *duel d'honneur* without scandal. Once the fight is begun, either duelist may yield after any wound.

• Only two people may fight a *duel d'honneur*.

Debts de guerre

A *dette de guerre* is just a polite way of saying “Yield or die.” Its purpose is to make the loser come peacefully (arrest) or hand over some valuable item. There is nothing honourable about fighting a *duel de guerre*, (in fact it is usually scandalous to do so) but the mechanism is similar to that of duels *d'honneur*.

To fight a *duel de guerre*, the challenger states his demand. The challenged may then either:

- Pay the debt immediately (“yield”), or
- make a demand *de guerre* of his own and fight (“accept the challenge”).

If you are unarmed when challenged *de guerre*, you must yield. You may not refuse to fight a *duel de guerre*, even if you are wounded. You must always yield or fight.

Once players agree to fight a *duel de guerre*, the loser **must** pay the debt.

Possible demands *de guerre* include:

- “Give me a specific item you possess”
- “Come with me” (see Authority rules)
- “Set _____ free” (rescue).

Additional Restriction on Duels de Guerre

- Others may join in the fight if they are present at the time a challenge *de guerre* is made.
- Once a duel is begun, a character who is wounded may yield after any hit.

The Mechanics of the Duel

A duel is a formal thing. Each combatant may have a second, and the two combatants must mutually agree upon another player to be the referee. Seconds are generally friends of the combatants, but referees can expect a tip. Directors do *not* expect to be seconds nor referees except in cases of extreme need. Players who are inactive may be seconds or referees, if they wish.

Procedure: The challenger is the “Attacker.” The challenged party is the “Defender.”

First, the attacker announces whether he will attack “High” or “Low.” To make this announcement, he may simply hold out his fist pointing upward or downward, though a verbal announcement is useful as well.

The defender now chooses to defend “On the Same Line” or “On the Opposing Line.” To do this, he may also just point his fist up or down.

The attacker and defender now simultaneously play a Duelling Card from their personal deck. (Duelling cards are non-transferrable and – like abilities – do not exist as items in game). The Duelling Cards are compared to see if the outcome is a winner for one fighter or a draw.

If the defender chose to defend “On the Same Line,” then a wound is scored by the winner; in a tie, no wounds are scored.

If the defender chose to defend “On the Opposing Line,” then if he loses **OR TIES** he takes a hit. If he *wins*, the attacker takes **TWO HITS**.

To summarize:

	Same Line	Opposing Line
Att. Wins	1(D)	1(D)
Tie	0	1(D)
Att. Loses	1(A)	2(A)

1(D) means the defender takes one hit

#(A) means the attacker takes # hit(s)

Parries and Wounds: When a hit is scored, the character who is hit expends one *parry*. Each character’s Combat Card lists the number of parries he or she has.

When all your parries have been expended, the next hit on you scores a *wound* (and usually ends the combat). After a wound, if the fight continues, each player re-sets to his maximum parries. After a player loses all his wounds, he is unconscious and can be killed by his opponent if it is Sunday, or the opponent possesses a Writ of Assassination. Otherwise the unconscious character simply loses the duel.

Shifts: When the attacker is hit, there is a *shift* and he becomes the defender (and can choose the Line of Defense); the other player is now the attacker.

Example: Aramis and D’Artagnan are going to duel. Aramis is the challenger, and so is the attacker. He chooses to attack on the High Line. D’Artagnan, being the dashing sort, defends on the Opposing Line.

On “shoot!” Aramis and D’Artagnan both choose the Agrippa Attack, a tie. On the opposing line, a tie gives the defender one hit. D’Artagnan has used up one parry.

For the next round, Aramis again chooses High, and D’Artagnan again Opposes. This time, Aramis selects Agrippa again, but D’Artagnan chooses Thibault. He wins, scoring TWO hits on Aramis. D’Artagnan now becomes the attacker.

Duties:

The referee’s duty is to remind the duelists of the results of their action (“Tie on the opposing line—the defender takes one hit”) and to announce when a wound can be scored (“That’s D’Artagnan’s last parry—the next hit on him will be a wound”).

The second’s duty is to help their friend with advice and encouragement and duel by their side if things get ugly (i.e., only in a duel *de guerre*).

Group Fights

When large groups of characters fight (this is possible only in a *duel de guerre*), then combatants must split up into groups of one-on-one combats at the start of each fight. This may leave one or more combatants not able to fight during a given round of combat, as they are – at least for now – away from a suitable opponent.

Where one group outnumbered another then the characters in the outnumbered group get to choose who they fight.

Everyone on one “side” of the fight – the people who started it – are designated the attacker in their own personal duel.

At the end of every round of combat, Attacker and Defender status may now change for each individual duel.

In addition, any characters who did not fight in that round may make a fair escape (see below), take over the position of a character on their own side (relieving them from the fight for this round) or continue to observe – still part of the fight, but not yet fighting.

A character who is out of a combat for a round does not recover any lost parries or wounds.

Once a group combat has begun it cannot be joined by new characters.

Example: Aramis, Athos and D'Artagnan attack Bernajoux and Bicarat. Being the outnumbered side, Bernajoux elects to fight Aramis, and Bicarat faces D'Artagnan. Athos will not take part in the first round.

In the first round of combat, Aramis scores a hit on Bernajoux, and Bicarat hits D'Artagnan (becoming the attacker). Athos thus decides to take over from D'Artagnan for the next round (and becomes the defender against Bicarat). D'Artagnan does not recover the parry he has used up and must wait until the next round of combat before fighting again.

Having enjoyed two desserts, Porthos arrives once the duel has begun; but as he's late he may not join in.

Guns, brawling, etc.

There are no special gun rules in *The King's Musketeers*. Combat never takes place at a distance. There are no special brawling rules; all forms of combat are factored into the system of calling moves and taking wounds.

You may request a musket or pistol item card, if you have a non-combat use for such an item.

Wounds and Death

No player may be killed in a duel before Sunday, unless a Writ of Assassination is used (see Faction rules).

Each character has a number of Wound Points as shown on the character's Combat Card (a range of 1 to 5). You suffer a wound when you take a hit and have no more parries.

When you suffer a wound, you have the option at that moment to yield the debt, and in fact it is considered quite honourable to do so. If you do not yield, you are that much closer to death and the duel continues (parries reset to maximum).

If you refuse to yield and then suffer wounds equal to your Wound Points, you are unconscious and can be killed via Writ or on Sunday.

Characters who suffer wounds recover one wound after 5 minutes, and the rest after one hour.

Remember, wounded characters may freely refuse to fight *duels d'honneur*.

Fair Escape

Sometimes you may see your attackers coming, and wish to be elsewhere, fast. In order to prevent players from really leaping off balconies or trying to swing on the hotel chandeliers (both of which activities are strictly prohibited), the following rules are in effect:

Derring-Do Ability cards may be played to escape pretty much any situation. There is always SOME way out for the bold and daring.

If you can walk away you can get away. If you see your assailants coming from far enough off that you can stroll casually out the door, you can call "Fair Escape" and escape. Please DON'T RUN and DON'T CHASE EACH OTHER. The Fair Escape rule is meant to allow the target time to get out of sight of his assailants.

If you can speak your challenge, it cannot be escaped. If, *without raising your voice*, you can challenge your opponent, then he or she may not use the Fair Escape rule. This is to prevent someone from escaping while completely surrounded (you must use an Ability in this case).

Armies

Some characters control *regiments*. A regiment is a troop of fighting men used in war; it cannot be used to attack another character in any way.

Characters with regiments will commit those regiments to some theatre of war in Europe in an attempt to win military power and honour. The battles will be resolved in the **Auberge de Tryste** for all interested parties. Battles resolution starts Sunday morning at 10:30 a.m..

Characters with regiments should have army rules enclosed in their character packets.

Characters who are *part of* regiments (King's Musketeers, Gascon Royal Guardsmen) may be told that they are going to war. This requires them to attend the battle session even though they do not command a regiment (it is a subject for scandal not to show up!)

Savoir Faire

There is a certain quality possessed by some people, that is not defined by wealth, social class or possessions. The Directors have chosen to term this quality *Savoir Faire*, and we feel that it should be rewarded.

We define *Savoir Faire* as that quality possessed by any action a player takes that is **dramatic**, does **not aid** the player's character, but does aid the **game as a whole**. If the action is **harmful** to the character, that counts for more.

If a player performs an action with sufficient *Savoir Faire*, a Director might give that player a *Savoir Faire* card.

Caveats: *Savoir Faire* awards are a privilege, not a right. It is entirely possible to do something wonderful, and not receive a *Savoir Faire* card. In this case, the roleplaying must be its own reward.

The Directors will make every attempt to be fair and even-handed. However, this is a judgment call, and is therefore subject to... judgment. ALL DIRECTORS' DECISIONS ARE FINAL.

You may bring someone else's action to a Director's attention, but you may never bring YOUR OWN action to the Director's attention.

Good candidates for *Savoir Faire* include:

- Spending all your money to buy drinks for the house, or to help a needy individual (especially a non-player Character).
- Blurting out one of your secrets at a dramatically correct moment (“*Mon dieu!* You cannot be alive – I killed you twelve years ago!”)
- Giving up your love so that someone more dramatically appropriate may marry him or her.
- Performing your duties impeccably and with great flair (when your duties are something like serving the King his dinner, or entertaining).

- Anything that helps the game be more fun and dramatic for all. See the rules on Carousals and Salons for more candidates for *Savoir Faire*.

Poor candidates for *Savoir Faire* include:

- Defeating your arch-nemesis in a duel (dramatic, but too self-serving).
- Performing your duties impeccably (when your duties are already part of your game goals).
- Anything that involves an Ability card.

Use of *Savoir Faire*: A *Savoir Faire* card is usable in one of three ways:

- It can be torn up instead of an Ability card, thus saving that Ability for use later.
- It can be turned in to a Director to allow some action not covered by the rules of the game. You and the Director will have to hash out the details, but all reasonable requests will be granted if accompanied by a *Savoir Faire*.
- Finally, a *Savoir Faire* card may be exchanged for a blank Affidavit.

Example: You are about to be attacked by your arch-nemesis and three of his toadies. If they beat you, you're sure they have a powerful backer who will be happy to throw you in the Bastille!

They spoke their challenge, so you cannot use the Fair Escape rules – but you give a Director a *Savoir Faire* card you've collected, and ask to escape anyway, by “swinging on a chandelier, out the window and into the moat.” The Director allows your escape.

Another Example: You wish to rally popular support among the peasantry (non-player characters) to help you scour the countryside looking for a white rose for your lady love. The Directors will help you obtain this item in exchange for a *Savoir Faire* card.

Carousals and Salons

Several times during the course of the weekend, there are scheduled *carousals* and *salons* at the **Priceless Perch Inn**. There are fine opportunities to earn *Savoir Faire* since we guarantee a Director will be on hand and specifically looking for witty, elegant, dramatic things to give rewards for.

Carousals

A carousel is, as the name implies, a sort of happy hour where low-class characters get together in the Inn, “get drunk,” and act like...low class characters! It is a chance for atmosphere and role-playing to take precedence over plotting and game-playing. All characters of Rank 4 and lower are invited to come and have a rollicking time.

The scheduled times for *carousals* are:

- 10:00 p.m. Friday†
- 12:00 p.m. Saturday
- 8:00 p.m. Saturday
- 12:00 midnight Saturday

†The 10:00 p.m. Friday Carousal is the *Festival Point-Neuf*, and will be held in the **Auberge de Tryste**. It will include special entertainment, and *all* characters are invited!

Good candidates for *Savoir Faire* at a carousel include:

- Gambling large amounts at Lansquenet.
- Singing/singing along.
- Drunken behavior (mentally, not necessarily physically, thank you).
- Bawdy behavior (PG-13 please, and remember that there are restrictions against physical contact with other players. Limit yourself to innuendo and euphemism.)
- Hyperbole and over-reaction, in tale-telling or in tale-listening.
- Reciting odes and poetry to one’s love.

Two caveats:

- NO DUELS ARE ALLOWED AT A CAROUSAL.
- DON’T HOG THE SPOTLIGHT TOO LONG.

Salons

Among the upper crust, a tradition has grown wherein the rich and powerful have special parties for their friends and powerful acquaintances. These parties are known as *salons* and their whole point is to show off the wealth, power and intelligence of their participants. Each scheduled salon is hosted by a different character (other characters are welcome to host impromptu salons, if they so desire). All characters of Rank 3 and above are invited to attend and show off how rich and witty they are.

The scheduled times for *Salons* are:

- 9:00 p.m. Friday (Marquise D’Azyr)
- 10:00 a.m. Saturday (the Royal Levées)†
- 4:00 p.m. Saturday (Duchess de Rohan)
- 9:00 p.m. Saturday (Mlle. de Faventines)
- 10:00 a.m. Sunday (Demoiselle de Beaufort)

† The Royal Levees are two special salons each hosted by the King and Queen! It is, essentially, their “waking up in the morning” ceremony.

Good candidates for *Savoir Faire* at a salon include:

- Playing a good hand of Vingt-et-Un.
- Playing / singing music by a known composer.
- Making witty remarks (*bon mots*).
- Passing along or creating gossip.
- Telling fanciful tales of one’s exploits.
- Reading poetry aloud, written by a known poet or by oneself.
- Toadying to those with more power.
- Reading odes to one’s love.
- Showing off genuine novelties, or introducing a poet/musician/actor/artist of the lower classes (thereby declaring yourself as his or her patron).
- Lavish displays of wealth.

As with carousals, **NO DUELS ARE ALLOWED**, and we encourage you **NOT TO HOG THE SPOTLIGHT**.

One additional note about salons: the host of the salon stands to gain Prestige points if the salon is successful, as per that character’s goals.

Status

There are two types of status, and it is important to understand that they are different and separate.

• **Personal Status, or *Prestige*** is a measure of your personal influence, and represents your ability to use your reputation in order to get things done. Prestige Points are represented in the game by poker chips, and you can spend them in order to achieve certain aims.

Note: if you see any reference to *spending* status points, it is talking about *Prestige* points, there are *no exceptions* to this.

• **Faction Status.** Faction Status points represent the power and political influence of different factions in the game. Faction Status points can be gained from, or lost to, another faction. But they *cannot be spent*. The total number of Faction Status points in the game is fixed and unchanging.

Prestige (Personal Status)

Every character in the game has (or can have) *Prestige* points (formerly known as “personal status”), which are represented by poker chips. Prestige points represent your reputation, honour, personal influence and favours owed to you in the world of the King’s Musketeers, and they can be spent in a number of ways, in order to further your aims.

At the beginning of the game, leaders of French factions begin the game with Prestige equal to their faction’s status. Leaders of foreign factions begin with Prestige equal to their Rank, and everyone else starts with Prestige equal to their rank minus two (with a minimum of zero).

Gaining and Losing Prestige

You can gain Prestige by accomplishing public goals and achievements that are appreciated by a significant part of society – particularly your own faction. Some goals in your character sheet have specific Prestige awards attached, but you can also get Prestige points by (for example) setting up a situation in which a member of another faction is publically embarrassed. See a Director if you have an idea you think is worthy of Prestige (he may

decide your idea is better suited to a Savoir Faire award, or no award at all). A Director’s decision is final.

Of course just as your successes can gain you Prestige, so your public failures can lose it for you. If you are publically humiliated, or are responsible for something that loses Faction Status points to your faction, a loss of Prestige may well follow. Similarly, if you are the leader of a faction, and your faction suffers a public defeat, your own Prestige might be affected by the loss of Faction Status.

Anyone can spend Prestige in these ways:

- **Generate Cash:** you expend *1 point*; the Director gives you *100 pistoles in cash*.
- **Generate Lots of Cash:** you expend *1 point*; the Director gives you *1000 pistoles’ credit toward an immediate purchase*. Pistoles created in this way are never actually converted into cash; they must be used to buy something on the spot (and only one thing at a time).
- **Keep a Lover/Press Your Suit:** you expend *1 point* to *negate a Travail* that a new suitor has done for your beloved. This represents an extravagant gesture on your part to banish your rival’s blandishments from your lover’s mind. This can be anything you like, but it should be role-played, and your lover *must appreciate the gesture*, or the Prestige Point is wasted! If you are a rival, you may try to counteract this by spending a point on your own extravagant gesture. Again, this should be role-played, and if not appreciated, the point is lost.
- **Transfer Points:** you expend *3 points* to *increase someone else’s Prestige by one*. In effect, there is a two-point fee for giving someone one of your own points.
- **Change Factions:** you expend *2 points* and *change to another faction*. This may be done only once per time period. A faction leader may never change factions.
- **Remove a posted Scandal Sheet:** you expend *2 points* to remove a posted scandal sheet.
- **Imprison Someone:** spend *1 point* to *imprison a captive* (See the rules on *Unlawful Imprisonment*. Note the bit about “Unlawful”; you could get into a lot of trouble for this).

In addition, the heads of **French** factions may spend **1 prestige point** to:

- Give themselves **3 additional votes** on a single issue in the King's Council
- Send an Outlaw who has been arrested or defeated in a *duel de guerre*, to the Bastille
- Get a character out of the Bastille

Heads of **foreign** factions may use Prestige Points to:

- Spend **2 points** to have a named prisoner released from the Bastille.
- Spend **1 point** to demand an audience with the King.
- Spend **2 points** to give a member of the King's Council 3 extra votes in favour of a particular issue of their choice. (If a member of the King's council is suspected of being suborned by a foreign power however, this could be a cause for scandal).

Faction Status

There are six factions of note within France's political structure, and each faction has a leader who represents that faction on the *King's Council*, which is held regularly at the **Louvre**. All are welcome to watch, though only faction heads or their appointees may speak and vote. *Everyone else must keep silent*. The six French faction leaders are:

- The Cardinal
- The Queen
- The Queen Mother
- The Prince de Condé (The Great Nobles)
- The Duke de Rohan (The Huguenots)
- The King (who has no votes, but breaks ties)

The current Faction Status of each represents the number of votes the leader of that faction controls in the Council, although faction leaders may spend a Prestige point in order to gain an extra vote if they so choose. The French faction with the highest Faction Status controls the true reins of power in France.

Foreign Factions

As well as French factions, there are a few foreign factions, notably the *Spanish*, *English* and the *Dutch*. They also have Faction Status points, which measure their strength against other factions. The Faction Status of foreign factions counts for nothing on the King's Council, but they can still gain and lose Faction Status points at the expense of French factions.

The important thing to remember about Faction Status is that *the total number of Faction Points in the game does not change*. If one faction gains a point, another faction loses it. If you support a particular faction therefore, you can further its goals by performing acts that thwart, undermine or discredit other factions, in order to gain status for your own faction at their expense.

Rules for Court and Country

Authority

The **King and Queen** are the royalty of France. Using their Royal Will (finite but powerful) they can declare characters to be Outlaws or traitors, subject to imprisonment in the Bastille.

Certain **characters may have Abilities** to arrest others based on their “authority” as Cardinal’s Guardsmen, King’s Musketeers, or some other office of France. If you are arrested, you will be brought before a faction head for possible imprisonment in the Bastille (have fun roleplaying your impassioned pleas for mercy). A **French faction leader** may spend a Prestige point to send an arrested character to the Bastille or to release one from the Bastille.

There are no police or other formal avenues of redress. You must appeal to the King, a faction head, or a character with an Ability. Failing that, you must fight your own battles.

Imprisonment

There are types of imprisonment in the game: *Lawful Imprisonment* (i.e. being set to the Bastille as an outlaw or traitor) and *Unlawful Imprisonment* (i.e. being attacked, abducted and locked in a basement under armed guard, for the nefarious reasons of your captor).

• **Lawful Imprisonment.** As mentioned above, if a character who has been declared Outlaw or Traitor, loses a duel *de guerre*, and is taken before a **French faction leader**, who can spend a Prestige Point to send the scoundrel to the Bastille. The King’s Council rules on the fate (release or execution) of each prisoner in the Bastille every time it meets.

• **Unlawful Imprisonment.** Some characters have premises that may serve as prisons, should they so choose. If a character is defeated in a duel *de guerre*, , **and** the captor spends a Prestige Point to do so **and** is able to get the captive to the prison *without intervention* (See a Director about this, but imprisoning someone whom you caught trying to break into your prison will be a lot easier than accosting them on the streets of Paris and dragging them off to your castle in Provence!), then that character can be imprisoned.

There are lots of things to do in a State of the Art 17th century prison! Getting interrogated and tortured is only the start of it... there’s planning and executing daring escapes, getting rescued, striking up unlikely friendships with your fellow inmates, learning foreign

languages, writing that historical treatise you’ve been meaning to get round to, beard-growing... all sorts. If however, the range of entertainments offered by your local detention facilities are becoming tedious and risk spoiling your game, *please let one of the Directors know*, and they will try to assist.

Lansquenet

A very important part of Musketeer life (and indeed, any bold person willing to risk some coin) is the gambling game called *Lansquenet*. You can always find a good game of Lansquenet at the **Priceless Perch**.

Equipment

Each player needs currency to gamble with, and a Lansquenet board, available for rental from your friendly barkeep. One deck of cards is used as well.

How to Play

Object : To win money by correctly predicting which cards will match other cards dealt from the deck.

Preliminaries: Players cut for deal; high card (ace is high) is first dealer.

1) The dealer begins by turning over two cards and placing them to his left. These are called *Hand Cards*.

• If the second hand card is a match for the first, it is placed on top of its partner, and a third card dealt.

2) After the hand cards, the dealer faces one card for himself (called the *dealer card*) and one card for the players, called the *first player card*.

• If both hand cards are matched, the cards are reshuffled and the dealer deals again.

• If the dealer card is matched, the cards are reshuffled and the deal passes to the left.

3) Once the layout is complete, there should be two hand cards (one of which might be matched), one dealer card, and one player card.

The Play: The dealer then turns cards one at a time from the top of the deck. He continues to do this until the hand ends. A turned card will fit into one of the following categories:

• Matches no other card: The card becomes a new player card, and bets are placed (see Betting, below).

• Matches a player card: The dealer collects all money previously bet on that card.

• Matches one of the hand cards: Place the card on its match. If it matches a hand card already matched, it becomes a new player card.

• Matches the second hand card (one is already matched): The dealer wins all outstanding bets,

reshuffles and deals again, but **only if the first player card has not been matched yet**. If the first player card has been matched, matching the second hand card has no effect.

- **Matches the dealer card:** When the dealer card is matched, the dealer pays out all bets. The deck is reshuffled and the deal passes to the left.

Betting: Each time a new player card is faced, all players may bet upon that card, by placing a stack of coins on the corresponding space on their Lansquenet board. The suits are irrelevant. Only the denomination matters.

Minimum bet is one pistole per player card. Maximum bet can be set by the dealer, but is usually set at 20-30 pistoles.

The End of the Hand: The hand ends when either the dealer card is matched (the dealer pays all outstanding bets and passes the deal) or when both hand cards are matched before the first player card is matched. In this case, the dealer collects all bets and deals again.

Vingt-et-Un

Another gambling game, this time one played by the upper classes. As the name implies (for those of you who know French), it is similar to the familiar game of Twenty-One (Blackjack). In Vingt-et-Un, there are no splits, doubling down or Insurance.

Object: To get the total closest to 21 without going over (“breaking”). Face cards count 10, aces count 1 or 11, all others their numerical value. All players play against a designated dealer.

To Start: The dealer deals two cards face down to each player, and one card face up to himself. The players, who may look at their own cards, make a wager based on these cards; minimum wager is 1 pistole. Maximum wager is whatever the market will bear.

The Play: Each player in turn may ask for one or more additional cards. These are dealt face down, one at a time. A player is not allowed to ask for more cards if his total already equals or exceeds 21. He may stop at any time.

When all players have received all the cards they want, the dealer deals additional cards face up to himself, until he wants no more cards or until he breaks. Then all players’ hands are revealed, and the following is done:

- If the dealer did not break, he collects the wager of all players whose total is not as close to 21 as his, or who broke. He pays all those who are closer to 21.

- If the dealer broke, he pays all players who did not break, and ties with those who did.

Naturals: If a player’s first two cards are 21, he has a *natural* and becomes the dealer at the end of the current hand. A natural beats a three-or-more card total of 21. If the dealer gets a natural, he beats all players except those that also got naturals (they tie). If two or more players get naturals in the same hand, the one nearest the left of the dealer becomes the dealer.

The Economy

France at this time was a mixture of advanced economics and Dark Ages methodology. In the game, there are only two types of currency: cash and IOUs.

Cash

Every player has some cash, in *pistoles*. The denominations shown on our game coins are their denominations in pistoles. Cash is actually a fairly rare commodity. It can be used to buy anything in the game, assuming you can get enough of it. It is also the only commodity for which change must be made. Extra cash can be generated by expending Prestige points.

IOUs

A character may write an IOU for any amount of pistoles. An IOU is as good as the word of the character writing it – an IOU from a Duke is far more valuable than that of a lackey. A character may refuse to take an IOU (as may a Director).

An IOU is written with an amount and the current time; the IOU may not be brought for payment until the next time period. After that time, the IOU may be brought to the issuer, and payment demanded. Failure to pay an IOU when it is presented, in cash or acceptable assets, is a subject for scandal.

All IOUs must be written on the standard IOU form (the Directors will make blank IOU forms freely available).

Foreign Travel

To travel to a foreign land (or to send a dispatch) or to travel to “the country,” you must go to the **Auberge de Tryste** Director. It may take a bit of time, but nowhere near as much as it would in real life. In the game, you may travel to America and back in less than half an hour.

The **Auberge** Director will set you upon our Big Map of Europe, and point you in the right direction. You must move down the travel lines in the direction you want to go, stopping whenever you come to an envelope or stack of envelopes.

The envelope will say under what circumstances you must open it. Do so if necessary, and read the sheet inside. You are on your honour to expend

Abilities, cash, etc. as listed on the sheet. If you successfully negotiate the obstacle, return the sheet to the envelope and continue your journey. If there are other effects, inform the Director if necessary. If you have any questions or problems, ask the Director for help.

Placing Obstacles: You may, under certain circumstances, be allowed to place obstacle envelopes on the map (for instance, if you want to hire a group of ruffians to waylay Musketeers as they go by). Speak to the **Auberge** Director.

Schedule of Events

The following is a complete schedule of known events taking place this weekend. There are other things happening, but not all of them are known ahead of time: watch for announcements.

Friday

4 p.m. Directors are available to pass out character packets and answer questions. No game interactions may take place until 8.30 p.m.

8 p.m. Rules briefing (**Louvre**).

8.30 p.m. Game begins

9 p.m. Marquise d'Azyr's Salon (**Perch**).

10 p.m. Festival *Point-neuf*. (**Auberge**).

11 p.m. King's Council (**Louvre**).

Court of Love (**Auberge**).

12 a.m. Battle moves due (**Auberge**).

12 a.m. Directors go off duty for the night.

Saturday

9.30 a.m. Directors come on-line for the day.

9.30 a.m. Father Joseph's sermon

10 a.m. The Royal Levée (**Louvre**).

11 a.m. King's Council (**Louvre**).

12 p.m. Carousal (**Perch**).

12.30 p.m. Court of Love (**Auberge**).

Bastion Attack (**Auberge**).

1 p.m. Morning time period ends. Battle moves due (**Auberge**).

Directors go offline until 2pm

2 p.m. Fencing Demonstration (**Louvre**).

3 p.m. The Royal Play (**Louvre**).

4 p.m. Duchess de Rohan's Salon (**Perch**).

Bastion Attack (**Auberge**).

5 p.m. King's Council (**Louvre**).

6 p.m. Afternoon time period ends. Battle moves due (**Auberge**).

6 p.m. Dinner break; Directors are offline.

8 p.m. Queen's Poetry Contest (**Louvre**).

Carousal (**Perch**).

8.30 p.m. Court of Love (**Auberge**)

9 p.m. Demoiselle de Faventines' Salon (**Perch**).

10 p.m. The Masked Ball* begins (**Louvre**).

11 p.m. Ball Unmasking.

King's Council (**Louvre**).

12 a.m. End of time period. Battle moves due (**Auberge**).

Court of Love (**Auberge**).

Carousal (**Perch**).

12 a.m. Directors go off duty for the night.

Sunday

9.30 a.m. Directors come on-line for the day.

9.30 a.m. Cardinal Berulle's Sermon.

10 a.m. Demoiselle de Beaufort's salon

10 a.m. Battle resolution begins (**Auberge**).

10.30 a.m. De Rochefort & Aiguillon's wedding (**Auberge**).

11 a.m. De Wardes & Faventine's wedding (**Auberge**).

King's Council (**Louvre**).

12 p.m. Game end (checkout time).

1 p.m. Game wrap-up (**Louvre**).

* At the Masked Ball, *all* characters in attendance are treated as Rank 3 until the unmasking, with all the effects that this implies.