



A Strategy Game by Matt Worden

Version 4.6, Last Updated: 7-March-2013

2 – 4 Players
~2 hours
Ages 12+

The King Has Asked Me to Speak With You ...

... Lords and Ladies, and as the envoy of the King, I am going to speak frankly ... both because I feel you deserve it, and because I feel it will bring the most efficient ends.

Simply put: The King is nervous! And it is you that is making him nervous. He has been noticing how strong and popular some of you Provincial Governors are becoming, and he is worried that you will – either singly or in concert – work toward his downfall and the end of his reign.

Therefore, the King has decreed that he will soon appoint a Royal Magistrate to take care of the day-to-day operations of the country. He will appoint whichever Governor shows to be the best leader. Three of the King's most highly trusted judges will be making the rounds to measure how each of you are doing in the key areas of leadership.

So, enough talk: Let this contest begin!

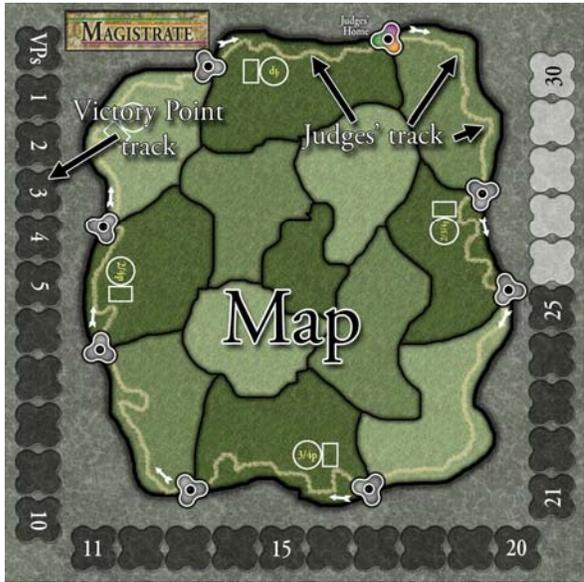
Overview & Objective

Take on the role of a Provincial Governor competing to be named the King's Magistrate. The King has assigned his most trusted Judges to measure you in three different areas of leadership – leading your people, commanding your military, and coordinating your networks of agents.

As the Judges make their way around the country and back home again, they report their findings to the King and award you Victory Points (“VPs”) based on how well they measure you as a leader. The objective is to have the most VPs at the end of the game.

Game Components & Game Setup

SHARED COMPONENTS: All players will share the following components during the game ...

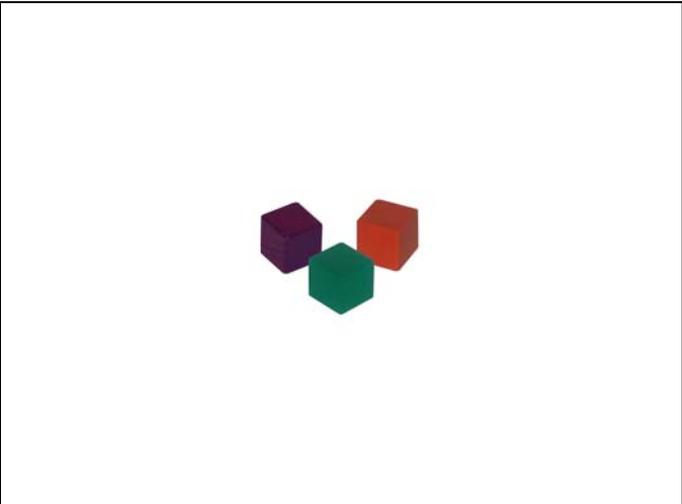
<p>Main Board that includes a Map, Judges' track, and Victory Point track.</p> <p>Set the board in the middle of the playing area.</p>	 <p>The image shows the main board layout. It features a central 'Map' with various terrain types. Surrounding the map are three tracks: 'Victory Point track' on the left, 'Judges' track' at the top, and 'Magistrate' at the bottom. The board is marked with numbers 1 through 30 along the edges. There are also several small icons and markers on the board.</p>
<p>3 Judge pawns: 1 each in purple, green and orange.</p> <p>Place these pawns on the "Judges' Home" location on the board.</p>	 <p>The image shows three judge pawns: one purple, one green, and one orange. To the right is a close-up of the 'Judges' Home' location on the board, which is a small green area with a white arrow pointing to it.</p>
<p>1 deck of 64 Resource cards.</p> <p>Shuffle the deck and deal 5 cards to each player as a starting hand. Each player may look at his hand, but he should keep it private from the other players.</p> <p>Set the remaining deck face down near the board and leave room for a discard pile. When the draw deck is running low, flip the discard pile face down and slide it under what is left of the draw deck.</p>	 <p>The image shows a fan of resource cards. The top card is labeled 'MAGISTRATE' and has a green and purple border. The cards are stacked and slightly overlapping.</p>
<p>1 Current Player Disc and 5 white Selection Cubes.</p> <p>Choose a player to take the first turn and set the disc and white cubes in front of that player.</p>	 <p>The image shows a single brown disc and five white selection cubes arranged in a row.</p>

90 **Action cubes**: 30 each in purple, green and orange.

Place the cubes near the board in 3 piles, separated by color.

Starting with the player taking the first turn, and going around the table to the left, **give each player some cubes to start the game with**:

- 1st player gets 1 purple, 1 green, 1 orange
- 2nd player gets 2 purple, 1 green, 1 orange
- 3rd player gets 2 purple, 2 green, 1 orange
- 4th player gets 2 purple, 2 green, 2 orange



4 Reference Cards

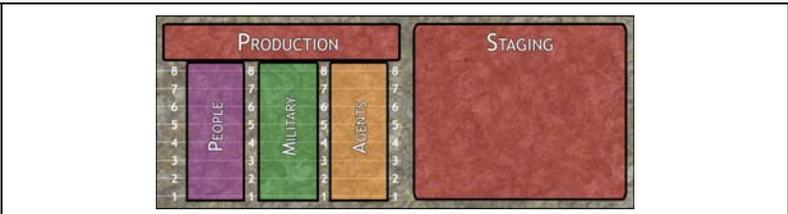
Give each player a reference card.

{pic of reference card goes here}

PLAYER COMPONENTS: Each player gets his own set of player components. Each should pick one of the player colors (blue, red, black, or yellow), take all of the components for that color, and complete the given setup steps ... *(the examples are using the red player's set of components)*

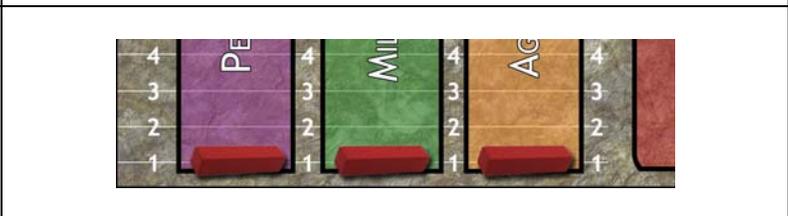
1 Production & Staging mat.

It works best to place your mat against your side of the main board.



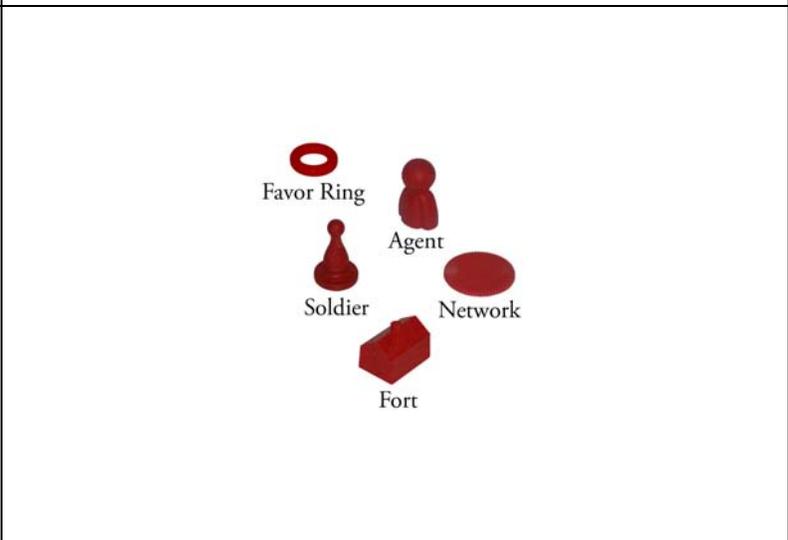
3 Production Level Sticks.

Place a stick on the "1" for each of the three production areas on the Production & Staging mat.



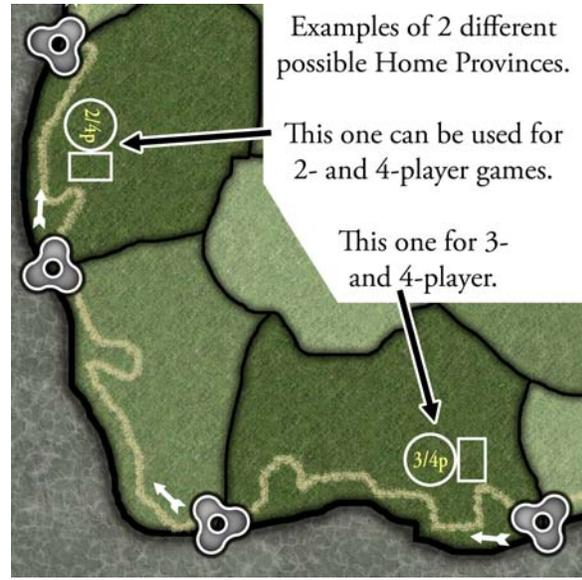
5 Popularity rings
15 Soldier pawns (small bowling pins)
6 Forts (buildings)
8 Agent pawns (people-shaped pawns)
6 Network chips

Organize all of these in your personal "off-board stock." It works best to separate them into piles of each type. As these pieces are added and removed from the board during the game, they are taken from and returned to your off-board stock.



Choose a Home Province. Each player will have his own Home Province on the map. The Provinces available to be used as a home are indicated with a circle and a rectangle, and list which player counts they can be used for.

Place 1 Fort and 1 Network chip onto the outlined spaces in your Home Province.



2 Flag pawns (large bowling pins)

Place 1 Flag on top of the Network chip in your Home Province. This will be known as your **Home Flag**. Place 1 **Popularity Ring** on your Home Flag.

Place the other **Flag** on the “VPs” space on the Victory Point track.



Playing the Game

Magistrate is played with players taking individual turns around the table. After each player completes a turn, the next player to the left begins the next turn. This continues until at least one player has more than 25 VPs, at which point the game ends and final scoring takes place.

Taking a Turn

When it is your turn, you will do the following things, in order:

1. Produce Action Cubes
2. Draw 2 Cards
3. Discard 1 or 2 Cards for Material & Influence
4. Check for Judges' Reports
5. Determine Number of Selections
6. Select & Take Actions

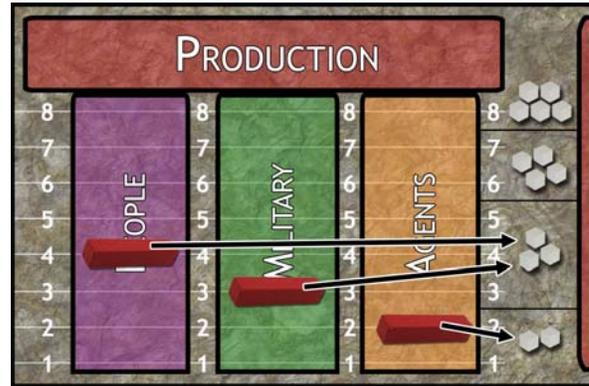
Each step is required. The details for each step follow.

1. Produce Action Cubes

For each of the three production areas on your Production & Staging mat, you gain cubes based on the current level:

- Gain purple cubes based on the level of your “People” area
- Gain green cubes based on the level of your “Military” area
- Gain orange cubes based on the level of your “Agent” area

The Production & Staging mat shows the number of cubes you gain for each level in the middle of the board. In the example shown to the right, the player would gain 3 purple cubes, 3 green cubes, and 2 orange cubes.



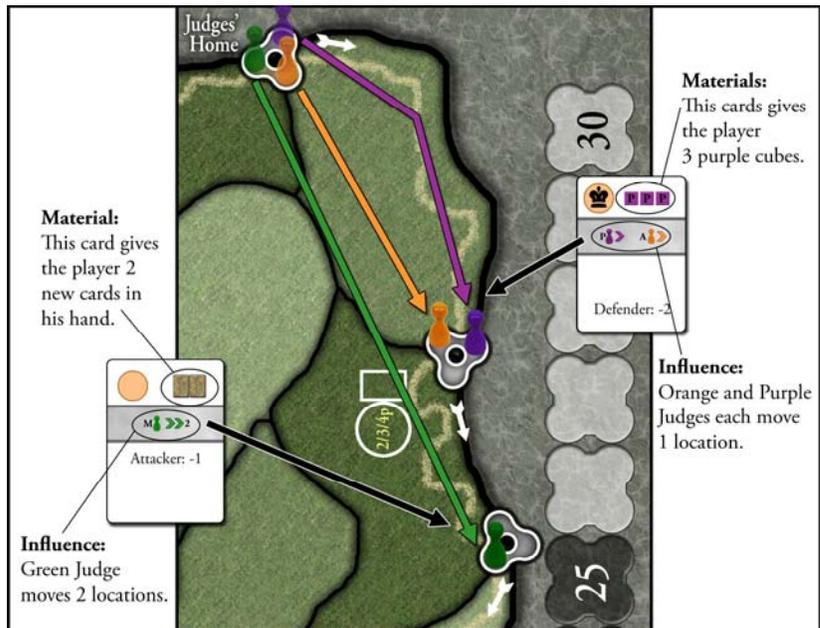
2. Draw 2 Cards

Draw 2 cards from the draw deck into your hand.

3. Discard 1 or 2 Cards for Material & Influence

You must discard 1 or 2 cards from your hand. (“At least 1 card and no more than 2.”) For each card that is discarded, you gain the materials shown on that card and influence the Judges as shown on that card:

- **Material:** You gain the cards or cubes shown on the card. Cards are drawn from draw deck into your hand. Cubes must match the color and number shown on the card.
- **Influence:** Move the Judge pawns forward on the Judges’ Track as indicated on the card. Most cards show one or more Judges moving a single space forward on the track. Some cards show a single Judge moving two spaces forward on the track.
 - If a Judge enters the Judges’ Home location due to this influence, he remains there until your turn is over, even if the card(s) indicate that he should move further.

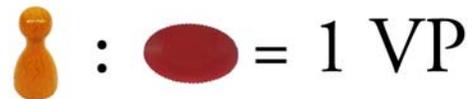
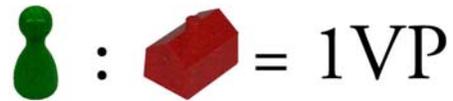
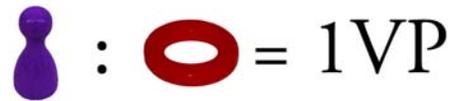


4. Check for Judges’ Reports

Any Judge that enters the Judges’ Home location due to your influence on the previous step reports his findings to the King ... VPs are awarded at this time. For each VP awarded, the player receiving the VP should move his Flag one space on the VP Track.

VP scoring works as follows:

- For the purple Judge:
 - Each player gets 1 VP for each Popularity Ring on his Home Flag
 - If a player has more Popularity Rings than all other players, that player gets 1 additional VP as a bonus
- For the green Judge:
 - Each player gets 1 VP for each Fort he has on the map
 - If a player has more Forts than all other players, that player gets 1 additional VP as a bonus
- For the orange Judge:
 - Each player gets 1 VP for each Network chip he has on the map
 - If a player has more Networks than all other players, that player gets 1 additional VP as a bonus



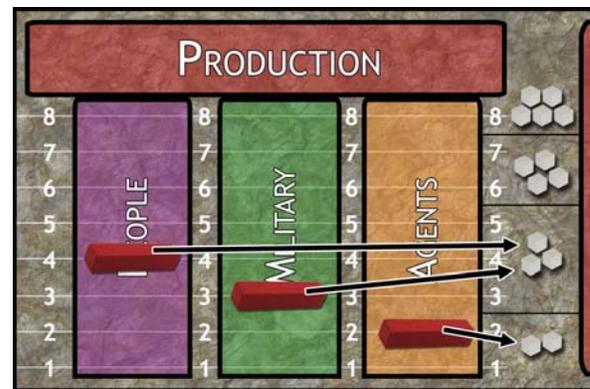
+1VP Bonus for Most

If more than one Judge is ready to report, they report in the order: purple, green, orange. Once all Judges that have entered the Judges' Home on this turn have reported and all VPs have been awarded, the game ends if any player has more than 25 VPs. Otherwise, continue with your turn.

5. Determine Number of Selections

The number of action selections available to you on your turn is determined by your lowest production level. Take a number of white Selection Cubes equal to the cubes shown and set them on top of Current Player Disc in front of you. (Extra white cubes can be set to the side for now.)

In the example shown earlier (shown again to the right), the player would get 2 white Selection Cubes, because his lowest production area – Agents – is in the range for 2 cubes.



6. Select & Take Actions

For each Selection Cube, you may select 1 Group of actions from the Actions List (see “Actions List” below). You do not need to use up all of the Selection Cubes – you may end your turn at any point, even without taking any actions, if you wish.

To select a Group of actions, lift up 1 Selection Cube from the Current Player Disc, announce the Group you are selecting, then set the Selection Cube to the side. You may take as many actions from the selected Group as you are able to pay for with your action cubes before moving on and selecting the next action. You may select the same Group multiple times on the same turn if you wish.

When you are done taking actions, pass the Current Player Disc and all Selection Cubes to the player to your left. Any unused purple/green/orange Action Cubes are kept and may be used on future turns.

Action List

GROUP: People Actions

These actions are done by the People and each costs 1 **PURPLE** Action Cube.

Action - BUILD (“Increase Production”): Raise the level of a single production area by 1.

Action - PANDER (“Gain Popularity”): Add a Popularity Ring to your Home Flag.

- **Criteria:** All production areas must be at level higher than the current number of Popularity Rings on your Home Flag
- **Additional Production Cost:** Reduce each of the three production areas by 1 level for each Popularity Ring currently on your Home Flag
- *Example: To add a 3rd Popularity Ring, all production areas must be at a level 3 or higher. Reduce each of the three production areas by 2 levels (1 for each existing Ring) and then add the new Ring to your Home Flag.*

Action - CONVERT (“Trade Cubes”): Get 1 green cube OR 1 orange cube.

- *Example: Pay 3 purple cubes for 2 green cubes and 1 orange cube.*

GROUP: Military Build-Up Actions

These actions are done by the Military and each costs 1 **GREEN** Action Cube.

Action - CONSCRIPT (“Add Soldiers”): Add 2 Soldiers to your Home Province.

Action - FORTIFY (“Add a Fort”): Add a Fort to a Province.

- **Criteria:** You have at least 2 Soldiers in the Province, and you do not already have a Fort in the Province.
- **Additional Soldier Cost:** Remove 2 Soldiers from that Province

GROUP: Military Mobilization Actions

These actions are done by the Military and each costs 2 **GREEN** Action Cubes.

Action - MARCH (“Move Soldiers”): Move any number of Soldiers from one Province to any neighboring Province that does not contain an opponent’s Soldiers or Fort.

Action – ATTACK (“Blow Stuff Up”): Select a target Province that contains an opponent’s Soldiers or Fort. Then, either discard a card from your hand or flip the top card from the draw deck onto the discard pile, and carry out the losses shown on the bottom half of that card.

- **Criteria:** You must have at least 1 Soldier in a Province that neighbors the target Province.
- **Notes:**
 - Attacker losses must be taken from a Province that neighbors the target Province
 - Defender losses must be taken from the target Province
 - A Fort is only removed on a “Defender: -2” result when there are no more Soldiers in the Province
 - If the final Soldier/Fort is removed from the target Province, you may move up to 2 of your Soldiers from a neighboring Province into the target Province
 - You may attack the Soldiers in an opponent’s Home Province, but not the Fort

GROUP: Agent Prep Actions

These actions are done by Agents and each costs 1 **ORANGE** Action Cube.

Action - RECRUIT (“Add an Agent”): Add 1 Agent to your Home Province.

Action – STAGING (“Prepare Future Operations”): Place 1 card from your hand onto the Staging area of the Production & Staging mat. The card should be placed face-up so that all players are able to see the Op Code on the card.

- **Note:** Newly-staged cards may not be used to conduct Operations on the same turn. They should be turned sideways when first added to the mat as a reminder that they are new on this turn. After the turn is over, they can be turned upright.

Action - COUNTER-OPS (“Foil Opponent’s Future Operations”): Discard 2 cards from your hand and/or Staging area (2 from your hand, 2 from Staging, or 1 from each) and then discard 1 card of your choice from an opponent’s Staging area.

- *Example: You see that an opponent has a “Crown” Op Code in his Staging area and you suspect he will use it to remove one of your Forts from the map. In order to foil his plans, you discard 2 cards from your hand and then discard that Crown card from his Staging area.*

GROUP: Agent Activation Actions

These actions are done by Agents and each costs 2 **ORANGE** Action Cubes.

Action - ASSIGN (“Move an Agent”): Move 1 Agent that is on the map to any other Province.

Action – OPERATION (“It’s Go Time”): Discard 1 card from your Staging area and carry out an Operation based on the Op Code showing on the discard.

➤ **AVAILABLE Operations:**

-  - “Operation New House” ... Remove 1 of your Agents and add a Network chip to a Province
 - **Criteria:** At least 1 Agent in a Province that you do not have a Network in already
-  - “Operation Dark Alley” ... Remove an opponent’s Agent OR Soldier from a Province
 - **Criteria:** At least 2 Agents OR your Network chip in the Province
-  - “Operation Matchsticks” ... Remove an opponent’s Network chip OR Fort from a Province
 - **Criteria:** At least 3 Agents OR your Network chip and at least 1 Agent in the Province
 - **Note:** You may not carry out this operation in an opponent’s Home Province

End of Game Scoring

When the final scoring rounds have been completed and at least one player has more than 25 VPs, then the game is over and one additional set of scoring takes place.

Each player counts the number of cards he has remaining in his hand and in his Staging area. This count should be combined with any cubes the player has remaining at the end of the game. This is their material count.

The following VPs are awarded:

- 1 VP to the player with the highest material count
- 1 VP to the player with the highest total Production Levels (add all 3 areas together)
- 1 VP to the player with the most Provinces with a Soldier or Fort in it (include Home Provinces)
- 1 VP to the player with the most Provinces with an Agent or Network in it (include Home Provinces)
- 1 VP to the player with the highest total of Popularity rings + Forts + Network chips on the board

If multiple players tie with the most in any of these categories, each of those players gets 1 VP.

The player with the most VPs wins the game.

Acknowledgements

BGDF Old-Timers: Michael Daugherty, David Tome, Scott Slomiany, Seth Jaffee, Ran McClain

Protospiel Folks: David Witcher, Clark Rodeffer, Jeph Stahl

GenCon 2012 Playtesting: Jillian Marquardt, Neil Lara, Bob Vought

More Recently: Donovan Loucks, Grant Rodiek