

THE QUEEN'S COLLECTION



The Queen is a passionate boardgamer, but unfortunately the contents of her favorite games have been mixed together. Putting things in order again will be a real Herculean task for true heroes. Striving to win the favor of the Queen, you have agreed to take care of this task. But time is short, as tonight is the next royal game night. So let's get the job done, and put the pawns back into their proper boxes.

The Queen's Collection can be played in several game modes:

Rules booklet 1

Rules booklet 2

For the Queen, all together now! (page 2) **For the Queen, everybody, and everybody against everybody else!** (page 1)
Together (cooperative) *everybody else! Against each other (competitive)*

For the Queen, on your own! (Solo) (page 7) **Teamwork for the Queen!** (Two Teams) (page 4)

These mode are explained below in detail:

Game Components

• 1 Queen Games card



• 16 Game box cards (double sided)



Front = Normal difficulty, 2 of each color



Reverse = Beginner Difficulty, 2 of each color

• 38 Pawn cards



4 of each of the 8 characters



6 wilds

• 24 Pawns



3 each of 8 colors

- Rules booklet 1 (**For the Queen, all together now!** & **For the Queen, on your own!**)
- Rules booklet 2 (**For the Queen, everybody, and everybody against everybody else!** & **Teamwork for the Queen!**)

FOR THE QUEEN, ALL TOGETHER NOW!

Together (cooperative) for 2-4 players

Setup

1) Players begin by picking which **box cards** they wish to play with. Choose **one card of each color**, and return the other to the game box.

2) Place the **Queen Games card** in the center of the table. Arrange the 8 box cards randomly around the logo. The **box cards** must show 3 spaces for pawns (see illustration).



4) After all pawns have been placed, shuffle all pawn cards again and place them on the table as a face down draw pile.

3) Mix all pawn cards face down. Then, reveal one card after the other.

Starting with the card right above the Queen Games card and continuing clockwise, put one pawn of the drawn card's color on each box card. Proceed in this manner until all pawns are allotted.

If you draw a wild card, skip that box card. In case the color of the pawn card is the same as that of the box card, the pawn of that color is placed on the next box card in clockwise direction. In case there is no more pawns of the drawn card's color, that card is simply discarded and the next card is drawn.



Playing the Game

Each player draws 3 cards from the draw pile and displays them face up in front of them. Next, the players agree on a first player.

Beginning with the first player and continuing clockwise around the table, each player will perform one of the four following actions:

A) Exchange pawns

B) Play one wild card

C) Draw new cards

D) Exchange cards

After the action is completed, the next player takes their turn. This continues until either all pawns have been moved to box cards of the matching color, or the draw pile is empty and all players have passed.

Note: During the game, players are not allowed to look at the cards either in the draw pile or in the discard pile.

Finally, the players determine their score.

The actions in detail

A) Exchange pawns

The player chooses 2 of the cards in front of them and exchanges the position of 2 pawns of the corresponding colors on the box cards.

The cards must be different colors, and the exchanged pawns must come from different box cards.

The player then discards the two cards and draws two new ones from the draw pile (*if possible*), placing them face up in front of them.

A wild card allows you to move a pawn of any color. Any two pawn cards of the same color may be used as a wild.



B) Play one wild card

The player puts one wild card on the discard pile and relocates any one pawn of their choice to any box card of their choice. They then draw a new card from the draw pile and end their turn.



C) Draw new cards

The player puts 1, 2, or 3 cards on the discard pile and draws the same number of cards from the draw pile (*if possible*). The new cards are placed face up in front of the player.

D) Exchange one card

The player exchanges one card from their display with one card from another player's display. Then, they must put the top card of the draw pile on the discard pile.

End of the game and scoring

Scoring takes place after the game has ended either because all of the pawns are on game boxes of the matching color, or because the players cannot perform any more actions.

Scoring points:

3 points are awarded for each box card that has only pawns of the matching color.

Subtract 1 point for each pawn that is not on a box card of its color.

The maximum score is 24 points; the nearer the players score to this number, the better their performance.



Example: End of the game, the players score 12 points in total



3 points



minus 1 point

Difficulty Levels

The players may make the following adjustments for extra challenging game play.

Before play begins, remove:

1. One pawn card of each color from the game.
2. One, two, or three wild cards from the game.

Beginner's level

To make the game easier, especially for younger players, during setup you may turn the box cards to the side showing spaces for two pawns.

Once there are 2 pawns of the correct color on a box card, remove the remaining third pawn of that color in play, no matter where it is located.

The difficulty may be adjusted (*see above*) even when playing at the Beginner's Level.



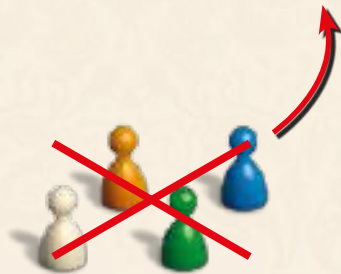
FOR THE QUEEN, ON YOUR OWN!

Solo

Setup

Setup is the same as for the game mode **“For the Queen, all together now!”** (see page 2) with one exception:

Before allocating the pawns to the box cards, the player removes 4 pawns of any 4 different colors from the game and puts them back in the game box. They will not be used during this game.



Playing the Game

The player draws 3 cards from the draw pile and displays them face up in front of themselves.

Each turn the player chooses and performs one of three possible actions:

A) Exchange pawns

B) Play one wild card

C) Draw a new card

The player continues this way until either all pawns have been placed on the box cards of the matching colors or the draw pile is empty.

Note: During the game, players are not allowed to look at the cards either in the draw pile or in the discard pile.

Finally, the player scores their points to see how well they played.



The actions in detail

A) Exchange pawns

The player chooses 2 of the displayed cards in front of them and exchanges the position of 2 pawns of the corresponding colors on the box cards. The chosen cards must be of different color. The exchanged pawns must come from 2 different box cards.

The player puts the chosen cards on the discard pile and draws 2 new cards from the draw pile, if possible. The new cards are placed face up in front of the player.

A wild card can be used as a card of any color.

Note: In contrast to the cooperative game, in the solo game mode two pawn cards of the same color cannot be used as a wild.



B) Play one wild card

The player puts one wild card on the discard pile and relocates any one pawn of their choice to any box card of their choice. They then end their turn by drawing a new card from the draw pile.



C) Draw new cards

The player puts 1, 2, or 3 cards on the discard pile and draws the same number of cards from the draw pile, if possible. The new cards are placed face up in front of the player.

End of the game and final scoring

At the end of the game the final scoring is the same as **“For the Queen, all together now!”** (see page 5).

“For the Queen, on your own!” can be played at the **beginner difficulty**, and the **normal difficulty** may be adjusted as well (see page 6).

FOR THE QUEEN, EVERYBODY, AND EVERYBODY AGAINST EVERYBODY ELSE!

Against each other (competitive) for 2-4 player

Setup

Setup is the same as for the game mode **“For the Queen, all together now!”** (see rules booklet 1, page 2) with one exception:

Place all pawns on their corresponding box cards instead allocating them randomly.

Choose a starting player at random.



Playing the Game

The game lasts as many rounds as the number of players. After each round, scoring takes place (*note the points on a slip of paper*), and then the player to the left of the current first player becomes the new first player. The player with the highest total after the final round is the winner!

A Round:

Each player draws 2 cards from the draw pile as their initial hand. Then, 3 cards from the draw pile are revealed to form a common display.

Beginning with the first player and continuing clockwise around the table, each player takes one turn, which consists of 2 consecutive phases.

1. Reveal cards

2. Take pawns

After the player has completed both phases, play passes to the next player.

The round ends as soon as there are pawns (1, 2, or 3) left only on a single card, or if all pawns have been taken.

The players score points for their collected pawns, and the next round begins.

The phases in detail

1. Reveal cards

The active player **may** reveal up to 5 cards from the draw pile and add the revealed cards to their hand. However, if they reveal a second card of the same color, they cannot take any cards, and have to put all revealed cards on the discard pile instead. There is no hand limit.



2. Take pawns

If the player has at least 1 card in their hand, they must perform **one** of the two following actions:

a) Form a pair of cards of the same color, using one card from their hand and one from the display.

If available, the player then collects one pawn of that color from the box card, and places it in front of them. The cards are put on the discard pile.

If there is no pawn of that color on any box card, the cards are removed from the game and returned to the game box. This will help the player avoid negative points at the end of the game.

A player can make up to three pairs on their turn – each time using one card from their hand and one from the display. Thus, the maximum of pairs during one turn is 3.



b) Exchange 1, 2, or 3 cards from their hand for the same number cards from the display.



A single wild card or 2 pawn cards of the same color (only applies to cards on hand) can always be used as any one pawn card.

When a player collects the last pawn from a box card, they also take this box card and keep it in front of them.

Refill the display to 3 cards before the next player takes their turn. Whenever the draw pile is exhausted, shuffle the discard pile and use it as new draw pile.



End of round and scoring

The round ends as soon as there are pawns (1, 2, or 3) left on a single card only or if all pawns have been taken.

Now, scoring takes place:

3 points for each box card,

2 points for each pawn,

Minus 1 point for each hand card.

Note the points for each player on a slip of paper.



2x3 points



6x2 points



minus 1 point

End of the Game

After the final round, the players add their points from all rounds. The player with the most points is the winner of the game. In case of a tie for the most points the tied players share the victory.

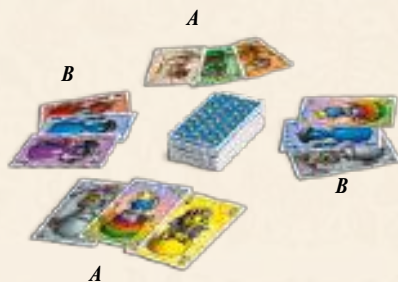
TEAMWORK FOR THE QUEEN!

Two teams for 4 players

Setup

Setup is the same as for the game mode **“For the Queen, everybody, and everybody against everybody else!”** (see page 1) except for one addition:

The players form 2 teams, with partners sitting across from each other. Team partners may exchange any information concerning their hand, but may never leave their seat.



Playing the Game

Game play is the same as for the game mode **“For the Queen, everybody, and everybody against everybody else!”** (see page 1) except for one addition:

In Phase 2: Take pawns – a) A player may exchange cards with the display or with their teammate, although not both in the same turn.

Then, the next player takes their turn.



End of the Game

After the final session, the teams add their points from all sessions (see game mode **“For the Queen, everybody, and everybody against everybody else!”** on page 3). The team with the most points is the winner of the game. In case of a tie for the most points the tied teams share the victory.