

# Usurp the King

## OVERVIEW

Usurp the King is a game of conspiracy and sedition in the court. Play will occur in 3 episodes: Intrigue, Rebellion, & Scoring. The multiple victory conditions will make the player's objectives fluid. A player may change loyalties to take advantage of the opportunities as they present themselves. Align yourself with the right person, and the throne could be yours.

## COMPONENTS



## HOW TO PLAY

Players will lay down cards and then use the played card over two phases (Intrigue and Rebellion). Completing each phase once will end the game.

Choose the first player.

## INTRIGUE PHASE

Each player will take turns placing one of their cards face-up below a Court Member card. After the last player places a card the turn order will reverse back to the first player (the last player will place two cards). This process will continue until each player has played six of their ten cards.

This Serpentine turn order means that the first player will play one card on the first turn. Then two cards twice. The round will end with the first player playing one card. At this point, all players will have placed six cards.

## Influence on a Court Member

Each card placed counts as an influence for the family. The family with at least one more Influence on a Court member than any other family will control that Court Member. Controlling a Court Member will help determine victory conditions at the end of the game.



## Tutorial Deck

First-time players may find the open format and shifting alliances challenging to navigate. New players can use the Tutorial cards to help give them direction and make recommendations towards a specific objective. The intent is to use these cards as a guide. Players are not obligated to pursue the goal on the card. If using this deck, deal one card face-down to each player. Set the extras aside.

## SETUP

Each player takes one set of family Leverage cards (11 cards with the same shield on the back).

Take the 5 Turn Order cards and place them face-up (family names visible) in the middle of the gaming area. Only use the cards of the families that are in play. Place the cards in turn order. Put the turn marker on the first card.

Refer to the chart below to determine which Court Members to include.

- 2 Players: King, Usurper, Heir, Bastard, Anarchist
- 3 Players: Add - Queen, Duchess, Alchemist
- 4 Players: Add - Emissary, Bishop
- 5 Players: Add - Oracle

Set Court Member cards around the Turn Order cards. Place the cards in numerical order (number on the shield in the lower left-hand corner of the card) counterclockwise starting with the King.

Place Loyalty Markers above each court member. Indicate whether they are loyal or disgruntled. Pictured in the upper right-hand corner of each court member's card is their starting status.



## REBELLION PHASE

Flip Loyalty/Disgruntled tokens to indicate the current loyalty status of each Court Member.

Place Items under books

Resolve Leverage cards in the following order:

- Spy
- Agent
- Dagger
- Betrayal
- Books
- Poison

## RESOLVING EACH CARD TYPE

Spy cards resolve first. Resolve any Spy cards on the King. Proceed in Court Member's numerical order around the court. Resolve each Spy card. If a Court Member has more than one Spy card next to it, resolve the one closest to the Court Member first. Continue until all Spy cards have been resolved.

Next resolve Daggers in the same manner.

Continue until all cards have been resolved.

After resolving the card, flip it face-down. Players may not reactivate cards under any circumstance.

Never flip Antidotes, Bribery, or Conspiracy cards.

