Jordy Quesnel
Grégoire Largilière

Longue vie au Roi

3-6 | 20' | 10+

Game components

Unit cards

- King (x6),
- Princess (x2)
- Executioner (x6)
- Guard (x6)
- Fortune-teller (x6)
- Artificer (x6)
- Necromancer (x6)
- Witch (x2)
- Courtesan (x6)
- Barbarian (x6)
- Archer (x6)
- Minstrel (x6)
- 12 Reference cards for each unit with their rules on the back
- 6 Turn summary cards
- 20 **Wrath of the people** tokens
- 1 Shield token
- 1 Artificer die
- 1 Barbarian die
- 1 playing mat

Summary

In *Long live the King*, your hand of cards represents your kingdom. Hide cunningly your units to efficiently protect your King, do not let the **Wrath of the people** grow and destroy the opposing kingdoms. If you lose your last Crowned head, you are out of the game. Be the last kingdom standing to win the game.

Game setup and preparation of the armies

1. Place the playing mat at the centre of the playing area (see page 4 – Game set-up and Announcement).
2. Place the **Wrath of the people** tokens near the mat in the supply.
3. Deal a King and a Turn Summary card to everyone.
4. Choose the units to be used for this game (see page 13 – Unit selection) and place the matching Reference cards on the appropriate spots on the playing mat. The placement order of the cards with the same number does not matter.

First game novice:
Executioner, Necromancer, Fortune-teller, Archer, Courtesan, Princess, King, Minstrel.

5. Take X cards of each chosen units for this game (X is the number of players) and add the 2 Princess or Witch cards. Shuffle all these cards and deal 6 cards to each player. The remaining cards are placed, face down, by the playing mat, in the supply.
6. Secretly look at your hand, then arrange discreetly your 7 unit cards (including your King) as you see fit. Those 7 cards represent your kingdom.

IMPORTANT: Do not change the order of your cards during the game, unless you are authorised to do so by any effect.

The most noble person starts the game (what defines nobility is at your discretion).

Game start announcement

Before starting the game, starting by the most noble player, then clockwise, each player announces which unit they have the most of, without revealing how many they have. In the event of a tie for the type of unit you have the most, announce the one whose Reference card is the furthest from the card (1) at the beginning of the line.

Game setup and announcement



A In his kingdom, **Stéphane** has: 3 Executioners (1), 1 Minstrel (5), 1 Archer (2), 1 Courtesan (3), and his King (4). So, he announces Executioner as his Majority unit.

B **Béline** has 2 Fortune-tellers and 2 Archers. So, she has 2 Majority units of the same value (2). So, she announces that her Majority unit is the Archer as it is further from the first card (1) placed on the playing mat than the Fortune-teller.

C **Jérôme** has a tie with 2 Majority units, the Minstrel (5) and the Courtesan (3). He announces the Minstrel (5), as this unit is the furthest from first card (1) placed on the playing mat.

Key concepts

• Kingdom •
Refers, by simplification, to a player and their hand of unit cards.

• Neighbouring kingdom •
Refers to the first player, still in play, on your left or on your right side.

• Hidden unit •
A unit card in your hand is hidden if its face can only be seen by you.

• Revealed unit •
A unit card in your hand is revealed if it can be seen by the other kingdoms.

• Eliminated unit •
Whatever the reason, when a unit is eliminated, it is placed in the graveyard.

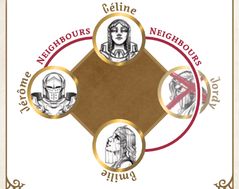
• Graveyard •
It refers to the area beneath the playing mat.
Place the eliminated units by columns underneath their matching Reference card.

Kingdoms & neighbours

In a 4-player game, **Béline** has **Jérôme** and **Jordy** as neighbours.



If **Jordy** is out of the game, **Émilie** becomes a neighbouring kingdom.



Turn sequence

On your turn, in this order:

1 • You **can** activate one of your unit cards.

2 • You **must** attack.

3 • You **must** check if THE PEOPLE REVOLT in your kingdom.

1 • Optional: activate a unit

You can choose a hidden unit card in your kingdom. Reveal it without changing its placement in your hand.
All the other units previously revealed must be immediately hidden.
You must now apply the effect of the chosen unit, the only revealed card in your hand.

NOTE: you cannot activate a unit that was already revealed at the beginning of your turn.

IMPORTANT: If you do not activate any unit, hide all the revealed units you may have before going to your mandatory attack phase. In other words, at the end of a turn where you have not activated any unit, all your cards must be hidden.

Find all the unit effects on the back of the Reference cards.

2 • Mandatory: attack

You must choose a neighbouring kingdom and announce which border you attack, white or black, and a number between 1 and 5.

This is **Jordy**'s kingdom. The card on the left is the black border, and the one on the right is the white border.
Béline attacks **Jordy**. She announces "black and 1".



SUCCESS: the number announced matches the unit of the chosen border, this card is eliminated. You then may keep on attacking the same kingdom on the same border (=**continued attack**) or you can stop.
If you eliminate a full kingdom by sending all of their Crowned heads to the graveyard, you may continue the attack on one of the neighbouring kingdoms of your choice and choosing the border you attack until you fail or you decide to stop.

If **Jordy** does have a (1) card on his black border, he reveals it and places it in the graveyard.
Béline can continue the attack on the black border or stop her attack.



FAIL: the number announced does not match the one of the unit on the chosen border, your attack ends. If it is your **first attack** this turn, you have no penalty. If it is a failure on a **continued attack** (an attack after the first attack in a turn), take **Wrath of the people** token.

If **Jordy** does not have a (1) card on the black border, he announces that the attack has failed.
Béline does not take a **Wrath of the people** token as it was her first attack this turn.



TIPS:

- On the unit side, the numbers have the same background colour as the borders on the back to help you identify where your opponent attacks.
- If the targeted card is revealed on the border of the targeted kingdom, you may say "I attack on the reveal card side ..." and the attack is an automatic success.

3 - Mandatory: check if the people revolt in your kingdom

Only in YOUR kingdom.

"The people, full of hope, despair of your inefficiency."

THE PEOPLE REVOLT!

When **THE PEOPLE REVOLT**, proceed as follows:

- If you have fewer than 3 **Wrath of the people** tokens, nothing happens.
- If you have 3 **Wrath of the people** tokens or more, discard them by group of 3.

For each discarded group, eliminate 1 unit card from your hand (revealed or hidden, including a Crowned Head). Keep the remaining **Wrath of the people** tokens.

"The people eliminated the units they deemed irrelevant"

DEATH OF A CROWNED HEAD AND ELIMINATION

When one of your crowned head (King or Princess) dies, all the other kingdoms, except the one that caused their death, take 1 **Wrath of the people** token.
If the death occurs because of the effect of **THE PEOPLE REVOLT**, all the other kingdoms take 1 **Wrath of the people** token.

If this Crowned head is the last one of your kingdom, all your other units are immediately eliminated. You are now out of the game and have to wait for the next game to get revenge!

END OF THE GAME

The game ends as soon as there is only one kingdom remaining: this kingdom wins the game!



UNIT SELECTION

You can choose the units for each game. The selection rules to respect are:

- You require 2 value 1 units from: Executioner, Barbarian, Necromancer.
- You require 2 value 2 units from: Archer, Fortune-teller, Guard.
- You require 1 value 3 unit from: Courtesan, Artificer.
- You require the Princess or the Witch.
- You require the King.
- You require the Minstrel.

A few suggestions for the selection:

- **For a first game, we advise you to use this configuration:**

Executioner, Necromancer, Fortune-teller, Archer, Courtesan, Princess, King, Minstrel.
If you want to add a bit of craziness: switch the Courtesan for the Artificer.

- **For games involving a lot of Wrath of the people:**

Barbarian, Necromancer, Fortune-teller, Archer, Courtesan, Witch, King, Minstrel.
For a stronger control over the **Wrath of the people**, you may switch the Fortune-teller or the Archer for the Guard.

- **For more aggressive games:**

Executioner, Barbarian, Fortune-teller, Archer, Artificer, Princess, King, Minstrel.

Do not hesitate to try other configurations and share them with the GRRRE Games community!

Game example

We follow the game of **Céline**. Her neighbours are **Jérôme** and **Jordy**; **Émilie** is sitting across from her. In her kingdom, **Céline** has an Executioner, a Minstrel, an Archer, her King, an Archer, a Fortune-teller and a Minstrel.

GAME START ANNOUNCEMENT

Céline announces "Minstrel", **Jérôme** announces "Archer", **Émilie** announces "Necromancer" and **Jordy** announces "Executioner".

TURN 1

She activates her Fortune-teller by revealing it. She decides to target **Émilie**. It is possible, as the Fortune-teller can choose anyone around the table. **Émilie** reveals the targeted card. It is her King, so: **THE KING ESCAPES! Émilie** hides her hand of cards underneath the table and places the King hidden wherever she wants without changing the arrangement of the other cards.
Then, she attacks **Jérôme**. She chooses the black border and announces "2", as he announced earlier that his

Majority unit was Archer. **Jérôme** says that the card is indeed a value 2, an Archer and places the card, face up, in the graveyard, underneath the Archer Reference card. **Céline** can then stop her attack or **continue the attack**. She decides to continue and announces "1" still on the black border, as she cannot change the border while attacking **Jérôme**. **Jérôme** says that the card is not a "1". **Céline**'s attack has failed while continuing the attack, so she takes 1 **Wrath of the people** token from the supply.

TURN 2

Céline starts her turn with 1 **Wrath of the people** token. She got several information and got targeted by **Jordy**'s Fortune-teller, so she has a Fortune-teller and an Archer currently revealed. She decides not to activate any units and hides her 2 cards. She goes on to the attack phase. She attacks **Jordy**, black border and announces "1" as he announced a majority of Executioner in his kingdom. **Jordy** says "No, it is not a value 1 card on the black border". The attack of **Céline** ends, she does not take any **Wrath of the people** token as it is her first attack. The people do not revolt at the end of the turn because she does not

have 3 or more **Wrath of the people** tokens in front of her.

TURN 3

Céline activates her Archer and targets **Émilie**'s revealed Necromancer. She fails during her first attack against **Jordy**'s kingdom. The people do not revolt as she still has fewer than 3 **Wrath of the people** tokens.

TURN 4

Céline starts her turn with an Executioner, a Minstrel, a revealed Archer, her King and a Fortune-teller in her kingdom.
The Fortune-teller and the Minstrel on the black border have been eliminated. She also has 4 **Wrath of the people** tokens. She decides to activate her Executioner and reveals it. She then hides her Archer. She targets **Jordy**, who only has 3 cards left in his kingdom (**Émilie** has been a very aggressive neighbour!). **Céline** announces "white border". **Jordy** eliminates his Princess. **Émilie** and **Jérôme** both take 1 **Wrath of the people** token. **Émilie** now has 3 and **Jérôme** now has 2. **Céline** goes on with the attack phase and chooses **Jordy**'s kingdom on the white border and announces "4". It is indeed **Jordy**'s King, his last Crowned head. He is out of the game. He places

all his remaining cards, face up, in the graveyard. **Émilie** and **Jérôme** both take, once again, 1 **Wrath of the people** token. Now that **Jordy** is out of the game, **Émilie** is now a neighbouring kingdom to **Céline**. **Céline** decides to continue the attack against her. She announces "black border, 4". **Émilie** has her King on the black border and places it in the graveyard and declares: "Long live the Princess!". Due to the elimination of the King, **Jérôme** has to take another **Wrath of the people** token. **Céline** wants to end it and keep on attacking on the black border: "3"! **Émilie** says that it is not a value 3 card on this border. **Céline** has, therefore, failed on a continued attack so she takes 1 **Wrath of the people** token.
At the end of her turn, **Céline** has 5 **Wrath of the people** tokens : **THE PEOPLE REVOLT**, she discards 3 of them and eliminates her Executioner. She keeps 2 tokens in front of her.

TURN 5

Jérôme has eliminated **Émilie**, He has 1 **Wrath of the people** token in front of him. **Céline** activates her Minstrel and, as her only neighbour, **Jérôme** takes 2 **Wrath of the people** tokens. He now has 3 in front of him and **THE PEOPLE REVOLT!** because of the effect of the Minstrel.

Jérôme eliminates one of his units. **Céline** attacks him on the white border and eliminates the revealed card, an Executioner, then continues, still on the white border, "2". **Jérôme** discards his card as it is the right value. Then finally white border "4" and then **Jérôme**'s King falls. **Céline** wins immediately the game!



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DESIGNER'S ACKNOWLEDGMENTS

Jordy would like to thank Isabella for her presence and continuous support.
To all the ones who tested the game at the Nuit des Jeux de Demain, first public "crash test" of the game, and to GRRRE Games for pushing the boundaries!

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