

# Viva il Re!





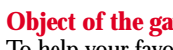
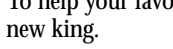
## Long live the King!

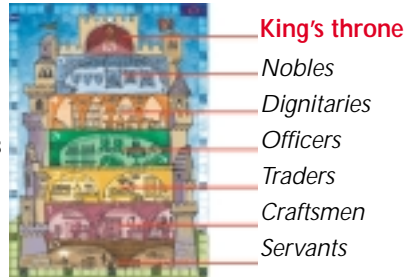
A bluff and deduction game for 3-6 players, aged 8 and up.

The enlightened monarch Vladimiro Miritiro, tired of reigning, has decided to choose his successor among his subjects. The players are helping him in this decision, by advising their favourites and trying to crown one of them as the new King.

### Contents

The game board, that shows  
- King Vladimiro's castle and its seven floors  
- a scoring track

-  • 6 scoring markers, in six different colours
-  • 6 "Yes" vote cards, the same colours of the markers
-  • 12 "No" vote cards
-  • 13 candidates to the throne, and 13 plastic stands
-  • a crown
-  • 26 secret goal cards
- these rules.



### Object of the game

To help your favourites climb to the highest levels of the castle, and to try to crown one of them as the new king.

### Preparation

Before the very first game, carefully remove the characters and the crown from their frame.

Press the characters into the plastic stands.

Place the board in the middle of the table. Place the 13 characters and the crown next to the board.

Shuffle the secret goals, and deal one face down to each player: each player looks at his goal and keeps it secret. The goal lists the six favourite characters of the player. The order of the characters has no importance.

Each player chooses a colour, and takes the Yes vote card and the scoring marker of that colour. Each player places his marker on the space marked "0" of the scoring track.

Deal each player the same number of No vote cards, as follows:

- 3 players: 4 No each;
- 4 players: 3 No each;
- 5 players: 2 No each (2 are left over);
- 6 players: 2 No each.

The number of cards in each player's hand is kept secret during all the game.

Place any unused materials back in the box.

### The game

The owner of the game chooses a starting player, or you can choose randomly. The game is played in turns in clockwise order. The game is played in three rounds. Each round is divided in two phases:

1. **Placing the characters in the castle**
2. **Accession to the throne**

## 1. Placing the characters in the castle

Starting with the first player and proceeding clockwise, each player takes one of the characters and places it in the castle, until each player has placed the same number of characters:

- 3 players: 4 characters each, one is left over;
- 4 players: 3 characters each, one is left over;
- 5 players: 2 characters each, three are left over;
- 6 players: 2 characters each, one is left over.

The player may place the character on any floor of the castle, from the Craftsmen to the Dignitaries (floors marked 1, 2, 3 or 4). There can never be more than four characters on the same floor. The leftover characters start from the Servants' floor (0).

## 2. Accession to the throne

Starting with the first player and always proceeding clockwise, each player on his turn chooses a character in the castle, and moves it **up** one floor. If the next floor already has four characters on it, then that character may not be moved that turn. Characters always move up. It is **not** permitted to move a character **down**.

**Example.** Rachel, Simon, Theresa and Umberto have just finished placing the characters in the castle. It's Rachel's turn. She chooses to move up **Alighiero lo Scudiero** from the Dignitaries to the Nobles. She couldn't move up **Odessa la Contessa** from the Officers to the Dignitaries, as there are already four characters on the Dignitaries floor.



If the character is moved up **from** the Nobles floor, he reaches the throne, and he is nominated as the new King! The players must immediately vote on that character (see *The Election of the King*). Otherwise, the turn is over, and the game continues with the next player.

### The Election of the King

When a character is moved up to the throne space, the players will vote whether or not that character should be crowned the new king. The player who moved the character onto the throne takes the crown and places it before him: the crown represents King Vladimiro coming to check the election results. Each player now must choose whether to support the nominee or not. Each player secretly chooses a vote card, and plays it face down in front of him. When all players have chosen, the cards are revealed at the same time.

- If **all** votes are Yes, the kingdom has a new King and the round is over;
- If there is **at least one** No vote, then character is not elected: on the contrary, he is eliminated from the round! (Remove him from the castle.) Whoever has played a Yes vote takes their card back: it can be played any number of times. Whoever has played a No vote discards the card back into the box. Discarded cards cannot be counted or examined during the game. Remember that the number of cards in a player's hand is secret! The game continues normally with the following player, i.e. the one sitting to the left of the one with the crown.

**Example.** Theresa moves up **Clemente il Sergente** from the Nobles to the throne: she takes the crown and puts it in front of her. A ballot is called to elect the new King. All the players choose what to vote, and cards are revealed simultaneously. Rachel and Umberto voted Yes, while Simon and Theresa voted No. The kingdom does not have a new King yet! **Clemente** is removed from the castle. Rachel and Umberto take their Yes back, while Simon and Theresa discard their No in the box, and game continues. Even just one No vote would have been enough to eliminate **Clemente**.



**Example.** On his turn, Umberto moves up **Fiorello Artista del Pennello** onto the throne, and takes the crown. All players vote: there are all Yes! The kingdom has a new King: **Fiorello!** The round is over.



### End of the round and scoring

The round ends as soon as a new King is crowned.

All players now reveal their secret goals. Each player gains points based on the position of his favourite characters in the castle, and moves his scoring marker the appropriate number of spaces:

- 10 points for the King
- 5 points for each Noble
- 4 points for each Dignitary
- 3 points for each Officer
- 2 points for each Trader
- 1 point for each Craftsman
- 0 points for each Servant.



Eliminated characters score zero points!

**Example.** A possible end of a round, and scoring.

### New round

Each player discards his goal, and draws a **new** one. Each player takes all his vote cards back; place all 13 characters next to the board. The starting player is the one sitting to the left to the one with the crown.

**Special Scoring Rule!** In the **third** round, if a player scores exactly **zero** points, he gets **33** points instead, the highest possible score in one single round!

### End of the game and victory

At the end of the three rounds, the player with the highest total is the winner.

In case of a tie, the winner among tied players is the one who has the most favourite characters still in the castle at the end of the third round.

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### Viva il Re!

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### The cast of Viva il Re!

- ALIGHIERO LO SCUDIERO - THE SQUIRE
- BEATRICE L'INCANTATRICE - THE ENCHANTRESS
- CLEMENTE IL SERGENTE - THE SERGEANT
- DARIO L'ANTIQUARIO - THE ANTIQUARY
- ERNESTO IL DUCA ONESTO - THE DUKE
- FIORELLO ARTISTA DEL PENNELLO - THE PAINTER
- GAVINO IL PALADINO - THE PALADIN
- IRINA LA CONTADINA - THE FARMER
- LEONARDO MESSO GAGLIARDO - THE MESSENGER
- MERLINO L'INDOVINO - THE SEER
- NATALE OSTE GIOVIALE - THE INN KEEPER
- ODESSA LA CONTESSA - THE COUNTESS
- PIERO IL CUOCO FIERO - THE COOK

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