

Walsingham (DRAFT!)

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1 Objective

The players are merchants in Elizabethan England, vying to obtain the most wealth through securing lucrative government contracts. However, one of the players is a Spanish Spy! Should the Spy escape notice while securing a set of connections through foreign ports, Elizabeth will be overthrown and the Spy will claim victory! Elizabeth's spymaster, Walsingham, of course offers rewards to the players who will take their time to expose and thwart this menace.

Walshingham plays 4-6 people and should take 30-40 minutes.

The game is still early in development! Cards for the 6th player have not yet been created, and all of the mechanics are subject to change. In particular, the auction is likely to change, as well as the Reward cards and all of the specifics of scoring.

2 Components

- Loyalty cards:

- 6 Loyal (blue)
- 6 Loyal (yellow)
- 1 Spy
- 1 Triple Agent
- 21 Secret cards
- 36 Reward cards, divided into 12 each of A, B, and C decks (with different backs)
- 18 Reward tiles (divided evenly between blue and yellow, each granting either 1 or 2 Intrigue or VP)
- Game currency (in the playtest, poker chips)
- 12 player color/Accusation markers (cubes; 2 each of 6 colors)
- Bid tracker, and player aid summarizing endgame scoring

3 Setup

Create a Loyalty deck as follows:

- Set aside the Triple Agent card face-up; it will be claimed during the game.
- For each player, add two Loyal cards, one blue and one yellow.
- Return one of those cards to the box without looking at it, add the Spy card, and shuffle the deck.
- Deal two cards from the Loyalty deck face-down to each player.

You may look at their own Loyalty cards, but are forbidden from revealing them unless explicitly allowed during the game.


If playing with only 4 players, remove the Reward cards marked with a 5+ from the deck. Then sort them into A, B, and C decks and shuffle each one separately.

Shuffle the Reward tiles and stack them face-down.

Each player takes both player color markers of a single color, and collects \$15 from the supply. After the first and second phases of the game, each player will collect an additional \$10 stipend.

4 Player Goals

If either one of your Loyalty cards is the Spy, you are the Spy! Otherwise, you are a Loyal English citizen.

This is the symbol for **Intrigue**: 

The Spy can win by remaining relatively unnoticed and collecting the most Intrigue. Other players can earn a Victory Point bonus by collecting enough Intrigue to stop the Spy. These represent shady foreign contacts who can help, or help thwart, Spanish machinations.

This is the symbol for **Victory Points**: 

Loyal players win by earning the most Victory Points. These represent favors owed by the Crown—lucrative contracts, monopolies, and so on—whose long-term value far exceeds the few petty bribes needed to earn them. The Spy can also win in this way, if the Loyal players are so distracted by Intrigue that they forget to line their own pockets entirely.

5 Sequence of Play

Follow these steps in order on each of the 9 turns of the game.

5.1 Reveal Rewards

From the topmost remaining Reward deck, reveal one card for every player, minus one. Therefore, in a 5-player game, 4 cards will be revealed. Reveal two Reward tiles, placing the first on the first Reward card and the second on the second Reward card. The other Reward cards this turn will not get tiles.

5.2 Auction Off Rewards

Starting with the player who bid highest in the previous auction, and proceeding clockwise, each player has *two* opportunities to bid for rewards. You make a bid by announcing your bid and putting your player marker on a stack of money in the proper amount. On the **first** bid, you **need not make the highest bid**, but may bid **any amount that has not yet been bid**. On the **second** bid, you may either **maintain** your previous bid or **bid higher than any other player**. You can always bid \$0 even if another player has bid \$0 already.

After everyone has had two opportunities to bid, everyone place their player marker on the bid tracker in order of their bid amounts. In case more than one player bids \$0, the player earlier in bid order is considered to have the higher bid. Then players pay for their rewards:

- The player who bid the **most** pays the **full amount** of the bid to the supply.
- The player who bid the **least** does not pay anything, and instead receives **\$2 from the supply** (and will not get a reward this turn).
- Every other player pays **half** of their bid to the supply, rounding up.

Then, in bid order, each player claims one of the Reward cards, including the Reward tile on it if any.

- If you claim a Reward card with instructions on it, execute them immediately. Then, if the Reward card has Intrigue or VP icons, keep it face-up in front of you. Otherwise, discard it.
- Reward tiles are kept face-up in front of you.

5.3 Reward Cards: Details

5.3.1 Triple Agent

When you claim the Triple Agent card, immediately take the Triple Agent Loyalty card. You may then discard any Loyalty card, returning it unseen to the box. In this way, the Spy may stop being a Spy. However, a Spy may

also choose to immediately discard the Triple Agent loyalty card, therefore remaining a Spy! If you keep the Triple Agent Loyalty card, you are not a Spy, even if you also keep the Spy card. You also always earns the Loyalty bonus regardless of the colors of your Reward tiles.

5.3.2 Secret

When you claim a Secret Reward card, take 3 cards from the top of the Secret deck, choose 1 to keep, and return the others to the bottom of the deck. Keep this Secret card is concealed, although be warned: some Rewards cards allow other players to snoop on your Secrets!

5.3.3 Peek

When you claims a Peek Reward card, choose another player to snoop on their Loyalty cards. Peeking works like this: the target shuffles their Loyalty cards and places them face-down. You then choose one, look at it, return it face down, and shuffle the face-down cards. In this way, **the target does not know which Loyalty card you saw.**

5.3.4 Half Cards

Two Rewards, the Treasure Map and Code Book, are split into a First Half and Second Half. Each half has a value of its own, but you get an additional prize if you collect both halves. Be warned: While the Treasure Map has two First Half and two Second Half cards, the Code Book has two First Halves, but only one Second Half!

5.4 Mid-game Stipend

After claiming Rewards, if the A deck or the B deck has been exhausted, each player collects an additional \$10 from the supply.

6 Endgame

After the last Rewards card is claimed, the Endgame begins, a chance for Accusation and revelation!

6.1 Accusations

To begin this phase, each player counts and announces their visible Intrigue. Intrigue on Secret cards does not count for this purpose! If there is a tie, whoever bid higher on the last turn is considered to have higher Intrigue.

Beginning with the player with the lowest visible Intrigue, every player may Accuse another player of being the Spy. You make an Accusation by placing one of their markers in front of the Accused player. You may also claim “no spy” by keeping your marker. Any player whose Accusation is correct gets a VP reward, and in addition, the Spy loses Intrigue and VP for every correct Accuser. (The Spy gets no reward for guessing, and should feel free to make a false Accusation to sow confusion.)

6.2 Final Scoring

Following the Accusations, everyone reveals their Loyalty cards and their Secret cards. The Spy loses 2 VP and 2 Intrigue for every correct Accusation. There is no penalty to a Loyal player for being falsely Accused. **If, after this penalty, the Spy still has the most Intrigue, the Spy wins!** Elizabeth has been overthrown and Spain has installed a friendly puppet on the throne.

If the Spy has been thwarted, Walsingham rewards the Accusers and the player who got the most Intrigue. Each correct Accuser earns 3 VP, and the player who got the most Intrigue gains $\frac{2}{3}$ of their Intrigue as a VP bonus. If there was no Spy, each player who correctly Accused “no spy” gains the 3 VP, and nobody gets any bonus for Intrigue. In addition, each player who succeeded in their Loyalty mission earns 4 VP (either through getting the correct Loyalty chips, or being the Triple Agent). **The player with the most VP has collected the most lucrative government monopolies,**

and is the winner! Note that the Spy is still eligible to win in this way, although it will be a difficult battle, being ineligible for an Accusation or a Loyalty bonus.

7 Other Notes

Each player's cash, Rewards cards and tiles, and number of Secret cards is public information.

Players may tell others what they have seen via Peeking, but of course are under no obligation to tell the truth. Since players are rewarded for a correct Accusation, being falsely Accused may even be to a player's benefit!

Players may make deals, promises, or threats, but no such deals are binding.