

Gloriana

a game by
David Brain



Aim of the Game

As Nobles at court, over several rounds, players will draft Staff to help them put on Events to impress Her Majesty. Players will need both similar types and diverse types in order to create the most effective Events and score victory points. The player with the highest total will become the new "favourite".

Game Components

- 25 cards depicting 5 types of core staff (*red backs*);
- 25 cards depicting 5 types of core staff (*blue backs*);
- 21 cards depicting 3 types of extra staff (*blue backs*);
- 20 double-sided cards depicting various Events (*all with Banquets on backs*);
- 5 cards depicting Nobles of the Court (*yellow backs*);
- 5 cards depicting Specialist Staff (*yellow backs*);
- 4 cards depicting Elizabethan Taverns (*yellow backs*);
- 1 double-sided card showing the Weather;
- 1 double-sided reference card showing scoring values;
- 1 double-sided card with Queen Elizabeth I - *Gloriana*

You will also need a quill and parchment to keep score (or maybe one of those new-fangled app things?) There is a sample scoresheet on the back page of this rulebook (download at www.scurra.com/gloriana)

CORE STAFF SYMBOLS:



EXTRA STAFF SYMBOLS:



Set-up

Put the *Gloriana* card in the middle of the table (the 'Court' area.) Deal out the Tavern cards around this to form a cross shape, leaving plenty of space in the Court area.

Each player should randomly take a Noble card and a set of one of each of the five core Staff cards with *red* backs. The Noble is placed face-up in front of the player. Staff cards are always held in hand and kept hidden from other players. Any unused Staff cards with red backs should be put to one side to form a discard pile. The Staff cards with *blue* backs should be shuffled to form the main draw deck. Each player should then discard from their hand the core Staff card which matches the symbols printed on the bottom of their Noble card; *note: put all of these discarded cards on the bottom of the draw deck (not into the discard pile.)*

Randomly choose a first player; they should put the *Gloriana* card in front of themselves and they must pass one Staff card from their hand to the player on their right (the last player.)

The five double Event cards are separated and shuffled to form a deck placed Banquet side up. *If there are only 3 players, remove from the game the five single Event cards marked with a 4+.*

Shuffle the single Event cards to form a deck which is placed Banquet side up beside the double Events deck.

There are one or two icons on the Banquet side of the cards to help indicate the Event type on the other side. Put the five Specialist cards face-up to one side beside the discards.

Game Play

The game lasts five rounds with 3 or 4 players (*four rounds with 5 players.*) There are four cards of each Event type (*three with only 3 players*), including one Event card with two symbols on it. All the Events will be used during the game.

Beginning of a Round

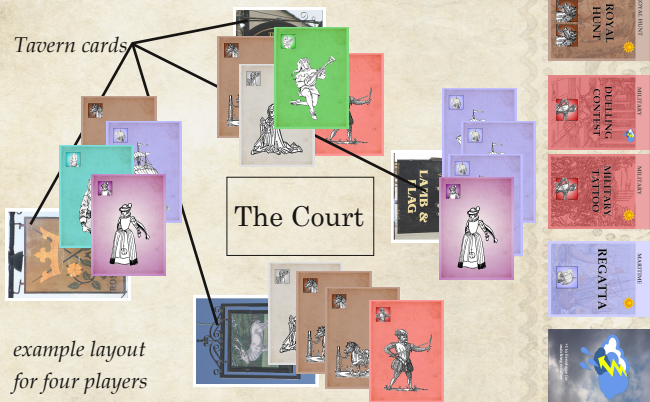
The player with the *Gloriana* card should draw Staff cards from the deck and place them face-up onto the four Tavern cards to create four distinct sets of four cards.

*Note: all discarded cards are reshuffled with any remaining cards in the deck at the start of the **fourth** round before any cards are drawn and placed on the Taverns.*

They should then turn up one double Event card from that deck to show the Event and enough single Event cards from the other deck such that in total there is one Event card per player, and add the Weather card to the end of the line. For the first round, it should be placed rainy side up; otherwise it is left as it was at the end of the previous round.

Note: in a five-player game, the final (4th) round should use both of the remaining double Event cards and the remaining 3 single Event cards.

They are then the first active player.



Actions

The active player chooses to take a card or card(s). After taking an action, play passes clockwise.

- If they take Staff cards from a Tavern, they take **all** the *matching* cards of a specific symbol from that Tavern. Any remaining cards on that Tavern are then moved to the Court area in the middle. *Note: therefore there can only ever be either four cards or no cards on a Tavern.*

example from diagram: a player may choose the Lamb & Flag Tavern and take all 3 blue Boat cards or they may take the single purple Noblewoman. The remaining 1 card or 3 cards are then moved to the Court.

- If they take Staff cards from the Court, they just take **all** the *matching* cards of a specific symbol; leave any remaining cards in the Court area.

- If the **Weather** card has not been taken, the player may hire any one of the remaining Specialists and take the **Weather** card. They may choose to turn the Weather card over to the other side or they may leave it as it is. The Specialist should be kept in the player's hand. *Once taken, this action is not available to other players for the rest of this round.*

- If the player takes an Event card, *they play no further part in the round.* Instead, they should hold their Event (see next page.)

If one player is left who has not held an Event, then that player *may* now take up to two sets of Staff cards (if there are any remaining!) and they also take the last Event card but it is automatically turned over to the Banquet side. Once all players have held and scored an Event (*remember, the last player in the round must always hold a Banquet*), then the round is over.

End of Round

If there are still any Event cards to draw, then the game is not over.

Each player should put all used Staff cards into the discard pile but keep any unused Staff or Specialist cards in their hand. Nobles used in an Event are not discarded! Remove a Specialist from the game if it was used in an Event. Completed regular Event cards are placed under the Noble card so the type line remains visible. All Staff cards that were not taken by players and are still on Taverns or in the Court should be discarded. Return to the **Beginning of Round** above and set up the cards for the next round.

Note: Reshuffle all discards (both red and blue backed cards) into the draw deck at the start of round four.

End of Game

After the final round, players score bonus points for each *unique* type of event, including Banquets, that they held in the same way as for Event sizes (i.e. a maximum of 15 bonus points can be scored for holding five different types of event in a three or four player game.)

They then **lose** 1 point for each Staff card remaining in their hand (which were not used in any Event.)

The winner is the player with the highest total score; in the event of a tie, the player holding the **Gloriana** card may decide which of the tied players is the winner...



After holding a Military Event, the Earl of Lincoln stacks the card under the other Events he has held so that they are all visible to other players.

Holding Events *(see scoring examples on the next page)*

The player should first declare what type of Event they are holding. They may hold the Event shown on the card they took, they may turn the card over and hold a Banquet instead, or they may declare a Specialist from their hand and hold that type of Event instead (the actual Event card taken is discarded in this case - but the card type does **not** have to match the Specialist!)

Note: the player who is forced to hold a Banquet because they were the last to pick may choose to hold a Specialist Event instead if they have one in hand - the Event card is still discarded.

Note: Discarded Events should also remain visible to all players so that they can see which Events have already been used.

Declare a number of symbols for the Event by discarding cards of that type from hand (1 for each card) plus symbols shown on the Event card itself (1 or 2), the Noble card (2) and/or a declared Specialist (2) (if they are being used to hold an Event.) Each of these may then be matched with another card discarded from hand showing a different but also unique symbol *i.e. staff with that Event symbol cannot be used as part of this.*

Note: the player may use the symbol on their Noble and/or a hired Specialist from hand for this if it has not been used for the Event itself.

The total number of unique (non-Event) symbols is the size of the Event and scores in a triangular fashion as shown on the Scoring reference card: 1 point for 1 symbol; 3 pts for 2 unique symbols; 6 pts for 3; 10 pts for 4; 15 pts for 5; 21pts for 6 and 28 pts for 7 unique symbols.

Note: as there are only eight different symbols, an Event may never be larger than seven in size just using symbols as the symbol for the Event itself may not be used as one of the matches.

The player may increase the scoring size of the Event they are holding by one if the symbol on the Event card matches the **current** status of the Weather card (Outdoor/Sunny or Indoor/Raining.) *i.e. the Queen will be more impressed by an Outdoor Event if the weather is Sunny, and more impressed by an Indoor Event if the weather is Raining.* All Banquets are always held indoors. An Event held by a Specialist does not have a Weather symbol and so cannot benefit from this bonus.

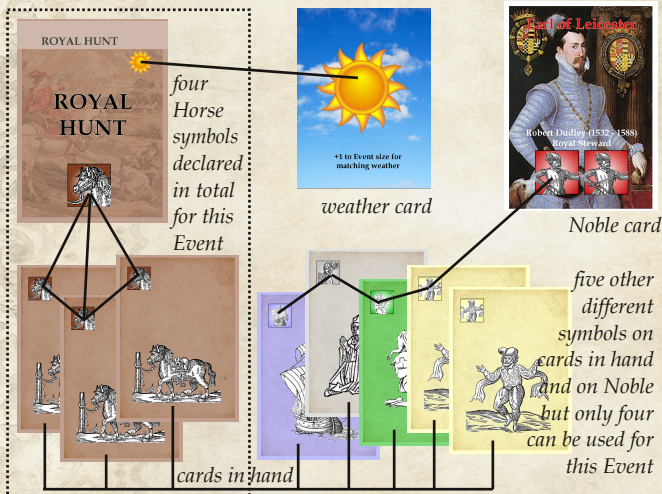
Note: this means that it is possible that a player could end up with a size 8 Event (a maximum size 7 Event plus the bonus one for the Weather) which would be worth 36 points!

The size of a **Banquet** is calculated differently: count the number of unique symbols allocated, divide by two and round up. A player may choose to turn a regular Event into a Banquet by turning it over, but *not* the other way around by turning a Banquet back to the main side again. A player may use the symbol on their Noble and/or a hired Specialist towards this (the Specialist card must be played from hand.) *Note: the Weather bonus may still apply to a Banquet.* If a player has any Specialist (yellow back) cards still in their hand *after* they have scored their Event, the value of their Event is reduced by 3 points (to a minimum of 0.) If the player has put on the **smallest value** Event so far in the round, they should take the **Gloriana** card from the current holder (so the first player to hold an Event will automatically take the card.) Subsequent players may only take the card if their Event is **smaller** than the current holder of the **Gloriana** card - a tie is not sufficient to take the card. The final score for an Event is then added to the player's cumulative score.

Event scoring examples

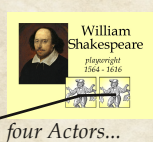
Robert Dudley is proposing to arrange a *Royal Hunt*. He has taken an Event card showing one Horse symbol, and he has three Horse cards in hand along with five other cards. This means that he could hold an Event of size four at most, as that is the total number of Horse symbols he has available to discard (since he has none on his Noble card.)

To hold an Event of size four, he must also discard four other Staff cards which must all be different; none of them can also be a Horse. He can use one of the Soldiers printed on his Noble card towards this total, but not both as they are the same symbol and so are not unique. He also chooses to discard a Boat, a Priest and an Actor. His *Royal Hunt* is size four and would normally score 10 points. As the Weather is Sunny and Hunts are always held outdoors, his Hunt is scored as one larger, so it is counted as being size five and thus scores 15.

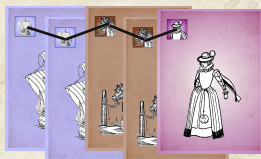


Edward de Vere is proposing to present a new play by his Performance specialist, *William Shakespeare*, who has two Actor symbols. He also has two Actor symbols on his Noble card but he has no actual Actor cards in hand.

This means that he could hold an Event of size four. Alas, he only has a Boat, a Horse and a Noblewoman to discard (he cannot use his second Boat or Horse), so his Event can only be size three, which scores 6 points. And as he used a Specialist to host the Event, there can be no Weather bonus.



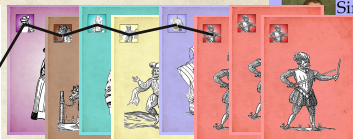
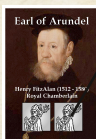
four Actors...



... but
only three
different
symbols

Henry FitzAlan is proposing to hold a *Banquet*. His Event card is turned over (to show the Banquet side.) He has two Priests on his Noble card and six other different symbols on Staff cards in hand (only one of his three Soldiers can be used) plus he has hired *Sir Francis Drake*, Maritime specialist.

This means that he could hold a Banquet of size four by choosing to discard six different cards and using one of the Priests on his card to make a total of seven different symbols. Seven is divided by two and rounded up to make an Event of size four. As the Weather is Sunny he does not get a bonus so the Event is worth 10 points. Also his choice to keep *Sir Francis* in his hand (for a potential future Event) means that this value is reduced by 3, making the final score for his Event equal to 7 points



Historical Notes

The characters depicted in this game come from across the Elizabethan era. The game not intended to be set in any particular year, although all of them were alive and active around the year 1580 (Shakespeare was still only a teenager then though!)

Henry FitzAlan, 19th Earl of Arundel, was Lord Chamberlain under Edward VI and, despite being a Roman Catholic, was an important member of Elizabeth's court.

Robert Devereaux, 2nd Earl of Essex, was made Master of the Horse in 1587 and was a long-time favourite of the Queen. He led a failed attempt to take over Ireland.

Robert Dudley, 1st Earl of Leicester, often acted as the Queen's unofficial consort and, as Royal Steward, kept a tight control on royal expenditure.

Edward Clinton, 1st Earl of Lincoln, was Lord High Admiral under Edward VI and Elizabeth. He later served as her ambassador to France.

Edward de Vere, 17th Earl of Oxford, was noted for his artistic ventures, supporting several theatre companies and writing many volumes of poetry.

Sir Francis Drake (*maritime specialist*) is probably most famous for his involvement in defeating the attempted Spanish invasion of 1588.

Edmund Grindal (*religious specialist*) managed to avoid being burned at the stake by Queen Mary and became Archbishop of Canterbury.

William Shakespeare (*performance specialist*) is perhaps the most famous English playwright in history.

Sir Philip Sidney (*military specialist*) was also a poet and scholar who was mortally wounded at the battle of Zutphen, aged only 32.

Sir Francis Walsingham (*hunting specialist*) is known for creating the first organised 'secret service', thwarting many treason plots.

Designer Notes

I am aware that all of the Nobles and Specialists featured in this game are white Anglo-Saxon males. Although there were many significant women during this era - the game is named after the most important of them, after all! - and there were certainly non-white citizens, including them would have not properly represented the senior members of the Elizabethan court who were almost exclusively white and male. I tried to redress the balance a little in the Staff tiles but I did not want to disort history too much.

Colour-blindness comment: I realise that the eight different colours used for the Staff cards may not be quite distinct enough that they can be easily identified - the symbols will hopefully be enough.

Also, an apology to 'lefties': there is only one symbol on each of the Staff cards, in the top left-hand corner which means that fanning to the left will hide them. This was to make it clear that an individual card only counts as one symbol, not as two. I tried various options but none of them proved especially satisfactory.

A clear tip of the hat is due both to Kramer and Lubke's *Colosseum* and to Kiesling's *Azul*; the former for the general thematic influence of 'putting on shows' through set collection and the latter for the general mechanical influence on drafting. Go play both of them!

Playtest thanks to Richard Breese, Peter Charsley, Dave Dawkins, Ellie Dix, Paul Evans, Fabio Lopiano, Paul Mansfield, Alan Paull, Charlie Paull, Kieran Symington, Keith Rapley, Bez Shariari, Dave Weeks & the London Playtest Meetup Group

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Art Credits

Rulebook and box background textures: www.myfreetextures.com

Pub signs, Staff and Event tile art: various public domain sources

Cover image: *John Dee performing an experiment before Queen Elizabeth I.* Henry Gillard Glindoni, 1865 (Credit: Wellcome Collection / CC4)

Back cover image & *Gloriana* card: *The Pelican portrait.* Nicholas Hilliard, 1574. (Credit: Walker Art Gallery / CC4)

Events

- 1: 1pt
- 2: 3pts
- 3: 6 pts
- 4: 10 pts
- 5: 15 pts
- 6: 21 pts
- 7: 28 pts
- 8: 36 pts

Gloriana

Players					
R1					
R2					
R3					
R4					
R5					
Events bonus					
minus Staff					
Total					