

# Of Mice and Monarchs

by Chad Davidson

[www.ObsidianSerpent.com](http://www.ObsidianSerpent.com)

Rules of Play 1.10

## Overview:

You start the game with ten peasant mice with very little influence. You use these mice to buy court mice with more influence (adding them to your deck). Some court mice have crowns, which will help you win the game.



## **Starting Cards** **Peasant Mice**

(Gray with the player letter in  
top right)

x3

x7



## **Court Mice Cards**

(Purple, Yellow, Green, Blue,  
Red, or Orange with a  
numeric cost in top right)



## **Set-up**

Separate the cards into two piles by type:

- Starting cards (gray cards with a player letter in the top right), and
- Court cards (other non-gray colors with a numeric cost in the top right)

Each player starts the game with a personal draw deck of ten cards.

The first player takes the ten A Starting cards, the second takes the ten B Starting cards, etc. Each player will have the same ten cards: seven cards with +1 influence and three cards with 0 influence.

Place the unused Starting cards back in the box.

Shuffle the Court cards and deal 2 rows of 4 face-up cards (see diagram on next page). Place the face-down Court deck behind these rows.

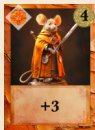
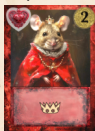
Each player shuffles the 10 cards of their personal deck and draws 5 cards to form their hands. Players place their remaining 5 cards face-down on the table as their draw deck, leaving room for their own discard pile.

Randomly pick a Start player. Place the box next to the Start player as a reminder.

## Court Deck



### Back row (Cost +2)



### Front row

## Game Play

Players take turns playing their hand and buying new cards. Begin play with the Start player then proceed clockwise.

On your turn, put all five cards from your hand face-up onto the table. Add the influence values of these cards. You may spend this influence to buy one or more Court cards. The cost of a Court card is listed in the top right corner. Cards in the back Court row cost an additional 2 influence above their listed cost.

You may buy multiple Court cards as long as you can afford their total cost.

*For example, with 6 Influence, you could buy a card with cost 2 and a card with cost 3, but you could not afford a third card with cost 2 because that would exceed your Influence total.*

When you buy a card, take the card from the Court row and place it face-up into your personal discard pile (next to your face-down draw deck). When you start play, your discard pile is empty.

*Example: With this hand:*



*you could buy:*

*(assuming both cards were in the front row).*



Unused Influence is wasted (you cannot save it for your next turn).

While your starting cards do not have this icon, eventually you may buy cards into your deck with a "Move and Cover" icon.



On your turn, for each Move and Cover icon on your played cards, you may (if desired) move a single card in the Court into any other location in the Court rows, covering any card(s) already there. For example, you may move a card from the front left Court row to cover a card in the back right Court row.

When a card covers another card, it forms a face-up stack. You may buy the top card of a stack, thus revealing the card below it. Covered cards cannot be purchased nor moved. In your turn, you may buy cards and/or Move and Cover in any order.

If you cannot (or choose not to) buy a card from the Court, you **must** reveal the top card of the face-down Court deck. If you can afford to buy it, you may. Otherwise, if you cannot (or choose not to) buy it, you must put it covering a card in the front Court row.

At the end of your turn, you must take all the cards from your hand and all cards you purchased and place them into your personal face-up discard pile (in any order).

When your turn ends, if there are empty spots in the front Court row, slide any cards from the back Court row down into these empty spots. Cards that are in stacks slide together. After sliding cards down, draw cards from the Court deck to fill any remaining empty spots in the Court to ensure cards are in all eight spots.

Draw 5 cards from your personal face-down draw deck. Instead, if your draw deck has fewer than 5 cards in it, shuffle your discard pile and place it below any cards in your draw deck, and then draw 5 cards.

*For example: Your turn ends, but there are only 2 cards remaining in your draw deck. Shuffle your discard pile and place it face-down below these 2 cards, then draw your hand of 5 cards. Now you have a draw deck, but your discard pile is empty.*

There are some cards with a slash followed by a Crown. For example some cards have:



and some have:



These cards have their left effect during play (either +1 Influence or "Move and Cover" respectively), but count as a Crown for end-game scoring (see below).

## **Game End and Scoring**

see: [www.ObsidianSerpent.com/mice-and-monarchs-scoring](http://www.ObsidianSerpent.com/mice-and-monarchs-scoring)

When the final card from the Court deck is placed into the Court rows, the "End of the Game" is triggered. Continue playing until the player to the right of the Start player finishes their turn. This will ensure all players have played an equal number of turns.

Players should take all their cards (from their hand, draw deck, and discard pile) and sort them by color. Players score Victory Points (VPs) in the following way:

For each of the six non-gray colors, multiply the number of Crown icons on cards of that color times the total number of cards of that color. Gray (starting) cards never score because they have no Crowns. Add these six numbers together to calculate your Victory point total. The player with the most VP wins.

In other words:

For each color:



# of Crowns  
in that color

x



# of cards  
in that color



VP



X

=



X

=



X

=



X

=



X

=



X

=

Total:

## Scoring Example:



**Orange: 3 cards x 2 crowns = 6 VP**



**Green: 4 cards x 3 crowns = 12 VP**



**Blue: 2 cards x 1 crown = 2 VP**

**16**



**Red: 2 cards x 0 crowns = 0 VP**



**Purple: 1 card x 2 crowns = 2 VP**



**Yellow: 2 cards x 3 crown = 6 VP**

**Total: 6 + 12 + 2 + 0 + 2 + 6 = 28 VP**

**17**

## Solo Mode

You need two normal 6-sided dice: one black and one white. Play normally, but after each of your turns, roll both dice. For the white die, take the Court card in the front row at the location corresponding to the number rolled and remove the card from the game (if there is a stack of cards at the location, only remove the top one). Example, if you roll a 3, take the third card in the front row and remove it from the game. If you roll a 5 or 6, you pick the card to remove. Use the black die in the same way for the back row. Slide down and replace these cards as usual. The game ends when the Court deck is exhausted. Score normally. Beat your high score.

## **Family Scoring Variant**

When playing with kids too young to multiply, try this scoring variant. At the end of the game, players sort all their cards by color. In each color, players must choose and discard 2 cards (if they only have 1 or 2 cards in that color, they must discard all of them). Players count the crowns on their remaining cards. High score wins.

## **Game Credits**

Game Design by Chad Davidson  
[www.ObsidianSerpent.com](http://www.ObsidianSerpent.com)

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## Sequence of Play

Play the 5 cards from your hand face-up to the table.

Move and Cover and/or buy cards from the Court (in any order). Cards in the back row cost 2 extra.

(If you do not buy a card, draw top card of the Court deck: buy it or cover a card in the front row)

Place all cards from your hand and cards that you purchased into your face-up discard pile.

Slide cards (or stacks) down and replace empty locations in the Court rows with cards from the Court deck.

Draw a new hand of 5 cards from your your draw deck (shuffle your discard pile if needed).