

Vcouncil of**Verona**

A Card Game by Michael Eskue



Verona

council of

Introduction

The citizens of Verona have grown tired of the constant quarrel between the Capulet and Montague houses. As ruler of the region, Prince Escalus has formed a council to help mediate the conflict and bring peace to Verona. Players act as citizens of Verona and act to either add the Characters to the Council or Exile them from the land. Players also pay to influence certain Characters and are awarded accordingly if those Characters meet their Agendas.

Components



17 Character Cards



20 Influence Tokens

(4 of each color)


Setup

Each player chooses a color of Influence Tokens and takes them. The values on the underside are kept hidden from opponents until the end of the game. The player who was last on a balcony goes first.

Three Or More Players

Each player is randomly dealt one card. The first player then takes the remaining cards and selects one card to keep. The cards are then passed clockwise to the next player who then selects one card to keep. This continues until the last player is presented with the final two cards. That player will then select one to keep and the other will be discarded and will not be used in the game.

In a three player game, each player will end up with a total of four cards.

In a four & five player game, each player will end up with a total of three cards. Also, in a five player game, you'll also use the cards with the  icon.

NOTE: In a 3-5 Player Game – Players play only with the Influence Tokens valued at: 0, 3, 5. Remove the Influence Tokens valued at 4 from the game.

Two Player Setup

Three cards are discarded without being looked at (not used in the game). Of the remaining ten cards, each player is dealt five cards. The players then choose three cards to keep for themselves and pass the remaining two cards to the other player. Each player ends up with a total of five cards.

NOTE: In a 2 Player Game – Players play with all four of their color's Influence Tokens (0, 3, 4, 5).

NOTE: It is advisable to select at least one Influence card.

Turn Sequence

1. Play one card.

The card may be placed in one of two locations: The Council or Exile. **There is no limit to the number of cards that can occupy the Council nor is there a limit to the number of cards that can be Exiled.** Cards added to the Council are placed in the middle of the playing area. Exiled cards are placed off to the side, and are tilted sideways to form a "T" shape.

2. Use the Ability on the played card.

This is **OPTIONAL** and only applies to cards that have an Ability listed on the card.



Example "Prince Escalus"
Influence markers are placed on the "Influence" areas and count as points if the Agenda condition is met.



Example "Balthasar"
Ability may be taken when the card is played.

3. Place one Influence Token (face down).

This is OPTIONAL and the Token may be placed, value side down, on any Character Card that has an Influence icon. Tokens may be placed on any available influence slot on any influence card. Each Influence Character Card has three available slots so only three Tokens may be placed per card.

4. The next player (clockwise) begins his/her turn.



Example: Five player game in progress.

A: The Council

B: Exile

C: First player cards and remaining Influence Tokens

D: Second player cards and remaining Influence Tokens

E: Third player cards and remaining Influence Tokens

F: Fourth player cards and remaining Influence Tokens

G: Fifth player cards and remaining Influence Tokens

H: The 2 unchosen cards. (discarded from the game)

Game End

- The game ends when all cards have been played and the last player has taken their turn.
- Players may place a final influence token, in turn order, if they have one remaining. Unused tokens are not worth any points at the end of the game.
- The Agenda conditions of the Influence Cards are then evaluated. Any Influence Cards that do not meet their Agenda conditions are ignored and any Influence Tokens on them are not scored.
- The Influence Tokens on Character Cards that meet the Agenda condition are counted at face value, plus or minus any modifiers for their slot.

The player with the most Influence points wins. Ties are broken by the player by the player who is earliest in the turn order.

Notes

- When a Character is moved, any Influence Tokens on the card remain on that card.
- Once played cards do not belong to specific players. Only tokens of a specific players color are owned.
- A player may look at the value of their own tokens at any point in the game.

Character Cards



Prince Escalus

As ruler of the region, Prince Escalus hopes to achieve peace by recruiting an equal number of Capulets and Montagues to the Council. If that is not possible he, hopes to have at least four Neutral Characters on the Council.



Count Paris

Count Paris is quite involved with social affairs and uses his sources to find out where Influence is being leveraged.



Mercutio

Mercutio is bitter about the entire feud and will only be satisfied if more Characters are in Exile than are on the Council.



Rosaline

Rosaline wants Romeo all to herself, and will only score if she can keep Romeo and Juliet seperated. *(used in 5 player games only)*



The Apothecary

The Apothecary is everyone's friend, and therefore will only score when he is within the largest crowd. *(used in 5 player games only)*

Capulets



Lord Capulet

Lord Capulet's Agenda is to have more Capulets than Montagues on the Council.



Lady Capulet

Lady Capulet has the ability to manipulate Influence Tokens. She can swap any two Tokens.



Juliet

Juliet wants nothing more than to be with Romeo.



Tybalt

The troublemaker of the Capulets, Tybalt has the ability to remove others from the Council and into Exile.



Sampson

A loyal servant, Sampson can help the Capulets by performing an ability a Capulet (*in his area*) can do. (*used in 5 player games only*)

Montagues



Lord Montague

Lord Montague's Agenda is to have more Montagues than Capulets on the Council.



Lady Montague

Lady Montague has the ability to manipulate Influence Tokens. She can swap any two Tokens.



Romeo

Romeo wants nothing more than to be with Juliet.



Benvolio

The troublemaker of the Montagues, Benvolio has the ability to remove others from the Council and into Exile.



Balthasar

A loyal servant, Balthasar can help the Montagues by performing an ability a Montague (*in his area*) can do. (*used in 5 player games only*)

5



Nurse



As Juliet's confidant, the Nurse hopes that both houses can find peace. Her ability is to move one Exiled Character to the Council.



Friar Laurence



As Romeo's confidant, Friar Laurence hopes that both houses can find peace. His ability is to move one Exiled Character to the Council.

NOTE: The Nurse and Friar Laurence cards have dual loyalties. For the sake of Agendas they count as BOTH neutral and the house they represent.

Variant Play

1. Pub Play (Quick Play)

Play just one round of Council of Verona.

2. Full Game

Play one round for each player, where each player has been first player and last player once.



Game Design:

Michael Eskue

Illustration:

Adam McIver

Game Development:

Patrick Nickell

Spencer Muñoz

Graphic Design:

Darrell Louder

The Game Designer would like to thank the following:

Very special thanks to my awesome wife Lisa, Spencer Munoz, and Jessica Nickell for all the help with testing and coming up with great ideas. Thanks to Adam McIver for his amazing artwork and to Darrell Louder for the excellent graphic design. Huge thanks to Patrick Nickell at Crash Games for making it all come together!

Thanks to playtesters:

Gideon, Rick, and Beverly Eskue, David Short, Sen-Foong Lim, Jay Bartelt, Hank and Kai Panethiere, Ed Ramirez, Mark Means, Michael Means, and Dave Hat.

Thanks to proofreaders:

Forest Cole, Scott "Sco" Holm, Langley Rock, Mike McGannon, Bryen McGuire, Kevin Flickner, Jim Duchow, and Ken Drego.

Council of Verona © 2013 Crash Games, LLC All rights reserved.



www.CrashGamesAZ.com