

# Politberg

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## Premise

Political intrigue in a generic fantasy castle

## Number of Players

3+

## Decks

- Role deck, to determine what positions the players start in
- Goal deck, for specific random goals

## Roles

1. Monarch
  - **Advantage:** Absolute power
  - **Disadvantage:** Short lifespan
2. Spouse of Monarch
  - **Advantage:** Almost as much power as the Monarch
  - **Disadvantage:** Unable to inherit
3. Seneschal
  - **Advantage:** In charge of ceremonies
  - **Disadvantage:**
4. Chancellor
  - **Advantage:** In charge of money
  - **Disadvantage:**
5. Foreign Ambassador
  - **Advantage:** Resources external to the castle
  - **Disadvantage:** No internal resources in the castle
6. Constable
  - **Advantage:** Power of arrest
  - **Disadvantage:**
7. Butler
  - **Advantage:** In charge of servants
  - **Disadvantage:** As senior servant, ranks just above Peasant
8. Peasant
  - **Advantage:** Able to get information from multiple sources
  - **Disadvantage:** Lowest rank

## Goals

- Pretender
  - Monarch or Spouse of Monarch
    - You have obtained your position under false pretences, choose one of the following options and write it down- —False Identity, Regicide, Blackmail, Illegitimate, Opposite sex—Goal: Stay in power
  - Everyone else
    - You have a claim to the throne, choose one of the following options and write it down- —Bastard, Cousin, False Identity, Heir of Related Monarchy—Goal: Become Monarch
- Coup d'etat
  - Seneschal
    - Goal:
  - Everyone else
    - Goal:
- Greed
  - Chancellor
    - Goal: Deny money to everyone else. The royal treasury must have the same or more money in it than at the start of the game.
  - Everyone else
    - Goal: Obtain the most money in your personal possession.
- Power
  - Foreign Ambassador
    - Goal: Deny titles to everyone else. No role may have more titles than they have at the start of the game.
  - Everyone else
    - Goal: Obtain more titles than anyone else.
- Justice
  - Constable
    - Goal:
  - Everyone else
    - Goal: Reveal the Pretender if Monarch or Spouse of Monarch, otherwise stop the Pretender.
- Popularity
  - Butler and Peasant
    - Goal:
  - Everyone else
    - Goal:
- Revenge
  - Goal: Foil the goal of another character. Choose that character now and write it down, you may not change.

## Pretending Goals

- Monarch or Spouse of Monarch
  - False Identity—You have no noble ancestors but have assumed the identity of the real noble through being in the right place at the right time.
  - Regicide—The previous Monarch did not die of natural causes and you were involved in

- the plot.
- Blackmail—You obtained your position through blackmail of every other contender.
- Illegitimate—You were born outside of marriage.
- Opposite sex—You are masquerading as the opposite sex.
- Everyone else
  - Bastard—You are an offspring of the current or previous Monarch outside of marriage.
  - Cousin—You are closely, legally related to the current Monarch.
  - False Identity—You are the heir to the throne pretending to be something else.
  - Heir of Related Monarchy—Legally you have a right to the throne as you share ancestry with the Monarch

## The Board

## Setup

## Objective

## The Round

## The End of a Round

## Winning the Game

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