

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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