

SETUP

Separate the cards by type, as differentiated by their back.

- 1 **Game Example** / **Game Turn** card
- 10 numbered **TV Program** cards that explain the rules
- 53 **On Air** cards
- 1 **X** card
- 4 **Filming Location** cards
- 8 **Casting** (man/woman) cards
- 1 **Vote** cards
- 1 **Amulet** card
- 1 card for **The Heist**
- 1 card about **For the story**

GAME EXAMPLE

Gabriel draws an **On Air** card and reads it out loud: "You all sleep in the same place. What difficulties do you encounter?" Then he says "I haven't slept a wink all night! Somebody is snoring, I can't stand it. And if I don't get my beauty sleep, I get grumpy."

Sarah: "That explains a lot ..."

Gabriel: "My mood is sweet and level! Didn't you hear anything? It sounded like it came from Margot's side."

Sarah: "Not a thing, I wear earplugs so as not to be bothered. But hasn't Margot told you about her allergies?"

Margot: "Oops! Sorry..."

Gabriel: "It better not be the same tonight: we've got an important challenge tomorrow. If you don't have any other questions... You're up, Sarah!"

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The Descended From the Queen

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X-Card: John Stavropoulos (<http://tinyurl.com/x-card-rpg>)

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1

Read the following cards out loud, one after the other clockwise.

Put the **X**, **Vote**, **Amulet**, **Filming Location**, **Casting** cards aside.

Shuffle the **On Air** cards and take 2 cards per player to make up the draw pile, which you place on top of the **Vote** card. The remaining **On Air** cards make up the Reserve. In a 2-player game, make an 8-card draw pile.





Your group is isolated from the rest of the world.

You are On Air day and night.

You regularly have to answer questions.

You are participants in a TV reality show and your life is managed by the Prod.

Each week a vote takes place to decide which of you leaves the show.

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Start by choosing all together which type of show you are in. You can use the **Filming Location** cards for inspiration or you can invent your own set.



Lay the **Casting** cards on the table in sight of all.

You can use these cards or let your imagination run free and invent the characters participating in the show that you will play. Describe them briefly in turn: your names and the reason you joined the show.





When you are done reading the **TV Program** cards, continue playing by drawing the **On Air** cards in turn from the draw pile.

Read them out loud. Answer the questions and speak from your participant's point of view.

You can answer as simply or as precisely as you want.

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When other participants are included by an **On Air** card or by the active player's answer, they can speak up and participate in the description of the scene.

Other players can also make suggestions and ask questions. However, the active player always decides and speaks last.

This step is at the heart of the game, which is why it is prompted on each **On Air** card by this sign:





Put the **X** card within easy reach of every player.



The **X** card is a device to ensure emotional safety. If there is a card or an answer that you do not wish to include in the story, touch the X card. The unwanted content is then removed from the game, no reasons asked.

Draw another **On Air** card from the Reserve.



You can also skip your turn, in which case give the card to another player and say "I'd like to know what your answer to this question is". Afterwards, pick up your turn and draw another **On Air** card from the Reserve.

A card can be passed around until someone answers its questions or uses the **X** card

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Continue to answer, give or exclude the **On Air** cards until the **Vote** card is reached, at which point it is time to vote.



Each player chooses an as-yet-uneliminated participant he wishes to see out of the show.

In case of a tie, the owner of the **Amulet** card breaks the tie.



The participant who receives the most votes is eliminated and picks the next **Amulet** holder among the remaining participants.

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All the players participate as before even if their character has been eliminated. Make a new draw pile of **On Air** cards by taking as many cards from the Reserve as there are **participants** left.

Draw and answer them in turn.



Once the **Vote** card has been reached, proceed with the elimination of a participant who then chooses the next **Amulet** holder.

The game ends when there is only one participant left, who wins the game.

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Whoever wishes to begin now draws the first **On Air** card.

That player also becomes the first **Amulet** holder.

